

### COMBAT FIELD FIRE SCORECARD

For use of this form, see FM 3-22.9; the proponent agency is TRADOC.

NAME	RANK	UNIT
EVALUATOR'S NAME	RANK	DATE (YYYYMMDD)

TABLE 1 KNEELING UNSUPPORTED FIRING POSITION				TOTAL NUMBER OF HITS
RANGE (METERS)	HITS REQUIRED	EXPOSURE TIME (SECONDS)	HITS	
50 (Left)	2	31	<input type="checkbox"/> <input type="checkbox"/>	
50 (Right)	2	31	<input type="checkbox"/> <input type="checkbox"/>	
100	1	45	<input type="checkbox"/>	
150	2	60	<input type="checkbox"/> <input type="checkbox"/>	

TABLE 2 - SET 1 BARRICADE SUPPORTED FIRING POSITION				TOTAL NUMBER OF HITS
RANGE (METERS)	HITS REQUIRED	EXPOSURE TIME (SECONDS)	HITS	
50 (Left or Right)	3	26	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
100	2	40	<input type="checkbox"/> <input type="checkbox"/>	

TABLE 2 - SET 2 BARRICADE SUPPORTED FIRING POSITION				TOTAL NUMBER OF HITS
RANGE (METERS)	HITS REQUIRED	EXPOSURE TIME (SECONDS)	HITS	
100	1	19	<input type="checkbox"/>	
150	2	21	<input type="checkbox"/> <input type="checkbox"/>	
200	1	40	<input type="checkbox"/>	

TABLE 3 - SET 1 PRONE UNSUPPORTED FIRING POSITION				TOTAL NUMBER OF HITS
RANGE (METERS)	HITS REQUIRED	EXPOSURE TIME (SECONDS)	HITS	
100	2	23	<input type="checkbox"/> <input type="checkbox"/>	
200	2	36	<input type="checkbox"/> <input type="checkbox"/>	
250	1	50	<input type="checkbox"/>	

TABLE 3 - SET 2 PRONE UNSUPPORTED FIRING POSITION				TOTAL NUMBER OF HITS
RANGE (METERS)	HITS REQUIRED	EXPOSURE TIME (SECONDS)	HITS	
150	2	21	<input type="checkbox"/> <input type="checkbox"/>	
250	2	37	<input type="checkbox"/> <input type="checkbox"/>	
300	1	50	<input type="checkbox"/>	

<b>AIMING DEVICE USED</b> <i>(Check One)</i> <input type="checkbox"/> IRON SIGHT <input type="checkbox"/> AN/PAS-13 (DAY) <input type="checkbox"/> BACKUP IRON SIGHT <input type="checkbox"/> AN/PAS-13 (NIGHT) <input type="checkbox"/> M68, CCO <input type="checkbox"/> AN/PAQ-4B/C <input type="checkbox"/> ACOG <input type="checkbox"/> AN/PEQ-2A/B	<b>RATINGS</b> <input type="checkbox"/> Trained - 24 to 26 hits <input type="checkbox"/> Partially Trained - 16 to 23 <input type="checkbox"/> Untrained - 15 or fewer hits	<b>TOTAL NUMBER OF HITS FOR ALL TABLES</b>
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**REMARKS**

EVALUATOR'S INITIALS	DATE INITIALED
OFFICER'S INITIALS	DATE INITIALED

## CONDUCT OF A COMBAT FIELD FIRE RANGE

### CONDUCT

**NOTE:** When firing combat field fire, each Soldier must wear the proper uniform: the helmet, LBE, and IBA with all SAPI plates (if available). No other armor is required.

Each firer receives 30 rounds of 5.56-millimeter ball ammunition (3 magazines containing 10 rounds) and 1 randomly placed dummy round in each magazine. The Soldier assumes a firing position and engages each target until it falls and stays down. Once a Soldier has completed a table, he transitions to the next position without prompting, and once he has emptied a magazine, he should change magazines without prompting. Each Soldier must attain a minimum of 16 hits to be considered trained.

- NOTES:**
1. Targets will bob between hits.
  2. Ten to twenty seconds should elapse between firing tables to allow Soldiers to transition to the next firing position or to prompt Soldiers to watch the area for additional targets.
  3. A Soldier should not stop firing unless he has completed the firing table and is transitioning to the next position (making a brief halt in fire necessary), has completed all firing tables, or is out of ammunition.
  4. The dummy round placed in each magazine (1 round for each magazine) simulates a malfunction. To properly simulate a malfunction, the dummy round must be randomly placed; it cannot be the first or last round in the magazine. Soldiers should address this malfunction (by performing SPORTS) without prompting.

### Table 1 - Kneeling Unsupported Firing Position.

Soldiers begin combat field fire in a kneeling unsupported position next to a barricade. On a signal, four targets expose simultaneously. Soldiers fire at each target until it falls and stays down. After 60 seconds have elapsed, the last target will fall and stay down. Without prompting, Soldiers transition to the barricade supported position.

### Table 2 - Barricade Supported Firing Position.

To assume a barricade supported position, Soldiers stand behind the lower portion of the barricade. When in this position, Soldiers are exposed to two sets of targets:

- In the first set, two targets expose simultaneously. After 40 seconds have elapsed, the last target will fall and stay down.
- In the second set, three targets will expose simultaneously. After 40 seconds have elapsed, the last target will fall and stay down.

Soldiers engage at each target until it falls and stays down. Without prompting, Soldiers transition to the prone unsupported position.

### Table 3 - Prone Unsupported Firing Position.

To assume a prone unsupported position, the Soldier positions himself so that he fires around the edge of the barricade, using it for cover. When in this position, Soldiers engage two sets of targets:

- In the first set, three targets expose simultaneously. After 50 seconds have elapsed, the last target will fall and stay down.
- In the second set, three targets will expose simultaneously. After 50 seconds have elapsed, the last target will fall and stay down.

Soldiers fire at each target until it falls and stays down. Upon completion of the firing table, Soldiers should stay in position, clear their weapons, and follow the orders given by the tower operator.

### SCORING

Accurate performance data are critical. Based on the data recorded, an AAR can be performed by range and firing position to discuss firing performance.

### RATINGS

**Trained** - 24 to 26 hits. The Soldier is trained and has demonstrated proficiency in accomplishing the task to wartime standards.

**Partially Trained** - 16 to 23 hits. The Soldier needs to practice the task. Performance has demonstrated that the Soldier does not achieve standard without some difficulty or has failed to perform some task steps to standard.

**Untrained** - 15 or fewer hits. The Soldier does not demonstrate an ability to achieve wartime proficiency.