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Integrated Weapons Training Strategy (IWTS)

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Integrated Weapons Training Strategy (IWTS)

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Preface

Training Circular (TC) 3-20.0, Integrated Weapons Training Strategy (known as IWTS), provides a detailed description of the maneuver force's overarching training strategy for all individual and crew-served weapons, through maneuver battalion at home station to achieve fire and maneuver proficiency. It includes the purpose of the IWTS, its standard structure, training requirements, the integration of combined arms assets, and resource requirements for the Armored, Infantry, and Stryker brigade combat teams' maneuver elements. It provides training principles and techniques for use by units to gain proficiency in engaging and destroying threats ethically, effectively, and efficiently in any operational environment.

This publication includes all the planning and preparation required for a successful unit weapons training program. Where vehicle- or weapon-specific techniques in this TC conflict with technical manuals, the readers should follow the procedures in the technical manual.

For the purposes of this publication, companies and troops are referred to as "companies," and both battalions and squadrons are referred to as "battalions" for simplicity and consistency. Unless otherwise stated in this publication, masculine nouns and pronouns refer to both men and women. For the purposes of clarity, Army standard is directly implied when discussing "standard" or "standards."

Commanders, staffs, and subordinates ensure that their decisions and actions comply with applicable United States, international and, in some cases, host-nation laws and regulations. Commanders at all levels ensure that their Soldiers operate in accordance with the Law of Warfare, the Army Ethic, and the rules of engagement. (See FM 27-10.)

TC 3-20.0 uses joint terms where applicable. Selected joint and Army terms and definitions appear in both the glossary and the text. Terms for which TC 3-20.0 is the proponent publication are italicized in the text and marked with an asterisk (*) in the glossary. Terms and definitions for which TC 3-20.0 is the proponent publication are boldfaced in the text. For other definitions shown in text, the term is italicized and the number of the proponent publication follows the definition.

This publication applies to the Active Army, the Army National Guard, the Army Civilian Corps, and the United States Army Reserve unless otherwise stated. Users and readers of this publication are invited to submit recommendations that will improve its effectiveness.

The proponent of this publication is the United States Army Training and Doctrine Command (TRADOC). The preparing agency is the Doctrine and Collective Training Division (DCTD), Maneuver Center of Excellence (MCOE). Send comments and recommendations on a DA Form 2028 (*Recommended Changes to Publications and Blank Forms*) to the point of contact. Comments may be sent by any means, U.S. mail or electronic, as long as you use or follow the format of DA Form 2028. Point of contact information is as follows.

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Chapter 1
Introduction

The principal audience for TC 3-20.0 is commanders, planners, trainers, and master gunners of maneuver units. It provides the details of the Integrated Weapons Training Strategy, known as IWTS, and structure for the maneuver brigade combat teams (BCTs) of the United States Army. The IWTS is an overarching, integrated, and standardized training strategy for the maneuver commander to train, evaluate and assess their unit's overall proficiency at home station. The IWTS incorporates the training models for all individual, crew-served, and weapon platforms, Infantry squads, scouts, engineer squads, as well as maneuver sections, platoons, companies, and battalions, within the maneuver BCT. The IWTS provides the critical training path at home station to weapon, system, and unit proficiency. This includes the collective live- fire training requirements for dismounted squad through battalion live-fire events at home station. This standardized strategy is designed to synchronize with the Army's force generation model (sustainable readiness model), and provide detailed training requirements to maneuver units.

The IWTS maximizes the use of training aids, devices, simulators, and simulations (known as TADSS) within all force-on-force and live-fire events in a systematic manner to increase and sustain Soldier and unit proficiency, effectiveness, and lethality. The training strategy is capability-based (weapon/system, ammunition, optics, Soldier) and maximizes the training resources available across the force. This strategy is directly synchronized with echelon-based proficiency gates established within the sustainable readiness model and meets the established training proficiency aim points and standards for a ready and capable force.

The IWTS encompasses all critical training that builds a unit's ability to shoot, move, and communicate effectively and efficiently (termed the "critical training path"). Although the unit conducts other training as part of its training plan, the critical training path includes only those events that, at a minimum, should be conducted to ensure the maximum experience is achieved or gained by the trained Soldier or unit.

This chapter covers the principles and components of the IWTS, which are further defined in subordinate weapon, system, or echelon-based training publications. It highlights the necessity for trainers and planners to have a comprehensive understanding of how each echelon's training strategy interacts with other training programs, and their ability to effectively plan resources for home station training to achieve the desired level of proficiency. Following the IWTS structured format for training through proficiency builds lethal, trained, and combat ready maneuver forces that are prepared for operations across the conflict continuum.

STRATEGY PRINCIPLES

1-1. IWTS is a single, overarching strategy based on the training requirements of each separate weapon, system, or unit echelon to achieve combat readiness across the various maneuver formation types. It includes individual, crew-served, and direct-fire crew platforms, and indirect (mortar) fires, as well as small-unit

formations (squad, section, and platoon), and company, and battalion. The IWTS includes the training and proficiency requirements for the battalion's staff and their ability to coordinate fires within their battlespace.

1-2. These separate training strategies work in a collaborative manner to support all collective live environment training events that culminate in combined arms live-fire exercises (known as CALFEX) for maneuver company-level units, and the fire coordination exercise (known as FCX) at battalion-level. These strategies follow nine specific principles to provide commanders with flexible, tailorable, and effective training events that build the desired level of proficiency. The nine strategy principles are described in paragraph 1-3 through paragraph 1-12.

FUNDAMENTALS FIRST

1-3. Fundamental Soldier and military occupational specialty specific skills serve as the foundation of IWTS and must not be overlooked. Soldiers, crews, teams, squads, platoons, companies, and battalions achieve the highest level of proficiency when building upon mastery of those foundational skills. The strategies built using the IWTS structure update existing qualification or certification events to ensure critical fundamental tasks expected of all Soldiers, crews, teams, and small units are trained and tested first. This includes identifying training gaps, developing solutions, and applying them within the guidelines of the strategy review.

MAXIMIZE VIRTUAL SYSTEMS

1-4. Augment the live environment training strategy with an effective and efficient use of available virtual systems to train and prepare Soldiers, leaders, and units for the subsequent progressive live-fire training events. Not all weapons, platforms, or small units have simulations or virtual systems available. Each subordinate training strategy details the required or authorized simulation system, as appropriate.

Note. Simulations are not authorized as a qualification means except certain antitank guided missiles (tube-launched, optically tracked, wire-guided missile, antitank guided missile and the Javelin missile system, for example). This is the exception, not the norm. Units should strive to accomplish live-fire events with these systems when possible.

SYNCHRONIZED COMPONENTS

1-5. Each strategy must compliment and integrate progressively with higher echelon training strategies. For instance, the sniper team training strategy must seamlessly integrate into squad, platoon, and company training strategies where a training requirement in the sniper team strategy is supported in the collective small-unit strategy. Synchronized components allows for effective integration in collective training events to maximize command flexibility. This facilitates a "plug-and-play" capability within the squad and collective training events. The strategy includes integration of other warfighting functions during the collective training events.

ADAPTABLE TO CHANGE

1-6. The strategy must easily adapt to current and future Army guidance. The strategy must be able to adjust to any future changes or alterations to the sustainable readiness model as defined in ARs 525-29, and meet the proficiency reporting requirements detailed in AR 220-1.

ESTABLISH PROGRESSIVE AND GATED EVENTS

1-7. Gated events are the culminating external evaluations (known as EXEVALs) within a strategy that provide an assessment of overall proficiency at echelon using a standardized method. The culminating event (or events) also establishes the prerequisites that must be completed before progressing to the next higher echelon's live-fire events.

CULMINATE IN COMBINED ARMS COLLECTIVE TRAINING EVENTS

1-8. Each separate training strategy builds to a culminating collective combined arms live-fire event. This facilitates the "train as you fight" concept across all echelons and formations, and provides the commander the capability to seamlessly integrate combined arms assets and external warfighter functions into collective, combined arms training events.

FACILITATE RAPID DEVELOPMENT CAPABILITIES

1-9. The strategy provides a high level of proficiency early in the maneuver training cycle enabling small-unit through BCT decisive action capabilities. This implies successful completion of "combat ready" minimum proficiency for an entire BCT within a six-month or less training period.

PROVIDE COMMANDER FLEXIBILITY

1-10. Commanders must have the flexibility during collective training to support their mission, expected operational environment, and desired force structure. This flexibility does not include whether the event needs to be conducted, but rather facilitates the level of complexity, combined arms integration requirements and options, and identifies various methods to increase the training realism for the commander. The flexibility focuses on how the training replicates the unit's combat role effectively through scenario development, integration of warfighter functions, and tailored formations during the collective events. This enables the commander to define the force structure required to meet the operational needs and train that custom formation with existing resource authorizations.

Note. The IWTS and all integrated supporting training strategies are designed for home station training. Initial entry training and training requirements while deployed in austere environments are not described in this publication.

REINFORCE THE RULES OF ENGAGEMENT AND ETHICAL DECISION MAKING

1-11. The weapons training events include reinforcement of the rules of engagement and ethical decision making concerning the application of lethal force (for example, that all members of the Army Profession are expected to live by, adhere to, and uphold the moral principles of the Army Ethic). Realistic training includes moral-ethical decision making and includes ethical challenges and dilemmas to build critical thinking while employing weapons, systems, or formations during tactical operations.

1-12. The training strategy includes active and passive decision points to build our trusted Army professionals to accomplish their missions in the right way-ethically, effectively, and efficiently. Training events within the strategy, particularly during the collective training event, build a shared understanding and mutual trust of the leaders and Soldiers necessary to develop cohesive teams of trusted Army professionals.

STRATEGY STRUCTURE

1-13. The IWTS is integrated with the sustainable readiness model, and as such, is not tied to the fiscal year. The IWTS is comprised of the critical training events that build toward a known level of training, culminating with qualification for each weapon, system, and echelon through the BCT. Other training publications identify the frequency of training, based on the unit's component or mission. For example, DA Pam 350-38 (commonly referred to as "STRAC") identifies the frequency the specific event is authorized during a fiscal year for both active and reserve components.

1-14. Units must understand the elements, components, and structure of the IWTS to build the overall comprehensive training strategy. These elements create the basic functionality of the IWTS and are described in general terms within this section.

1-15. Table 1-1 on page 1-4 shows the IWTS structure for all weapons, systems, crews, and collective unit training strategy through the BCT. While the echelon-based structure provides a sequential list of events, the commander has the flexibility to alter the training sequence, provided the unit completes the described

prerequisites. The IWTS events listed within this publication are not all encompassing. They are the essential home station training events that create the critical path requirement to achieve unit readiness at echelon. Units may include additional training events to their unit training plan, but must use existing resources or secure additional resources from the evaluation commander.

Table 1-1. IWTS structure

Echelon	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	PREREQ	***PREREQ***	***PREREQ***	***Collective Task Proficiency***	***COORD / Rehearsal / Practice***	***Live-Fire Proficiency Gate***
	CRAWL	***CRAWL***	***WALK***	***RUN***	***RUN***	***RUN***
Battalion	TEWT *Live*	STAFFEX *Blended*	CPX *Live*	FTX *TADSS*	FCX *Blended*	CALFEX *Live-Fire*
Company	TEWT *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	FCX *Live-Fire*	CALFEX *Live-Fire*
Platoon	CLASS SOP *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	FCX *Live-Fire*	LFX *Live-Fire*
Section						
Squad						
Mortar Formation	GST *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	Practice *Live-Fire*	Qualification *Live-Fire*
Crew Platform				Basic *Live-Fire*		
Special Purpose Weapons	PMI&E *Live*	PLFS *Virtual*	Drills *TADSS*	Basic *Live-Fire*	Practice *Live-Fire*	Qualification *Live-Fire*
Crew-Served Weapons						
Individual Weapons						

Legend:

CALFEX	combined arms live-fire exercise	PLFS	preliminary live-fire simulations
COORD	coordination	PMI&E	preliminary marksmanship instruction and evaluation
CPX	command post exercise	PREREQ	prerequisite
EXEVAL	external evaluation	SOP	standard operating procedure
FCX	fire coordination exercise	STAFFEX	staff exercise
FTX	field training exercise	STX	situational training exercise
GST	gunnery skills test	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	TEWT	tactical exercise without troops
		V	virtual training environment

Note. Events listed as "blended" enable commanders to use either the blended training environment or integrated training environment to best achieve the training objectives (see FM 7-0).

TABLES

1-16. For each weapon, system, crew platform, small unit, or echelon, the IWTS contains a series of six tables used to train, build, sustain, and assess their proficiency. The tables train in a crawl, walk, run manner using specific training events. Each table progressively builds on performance demonstrated during previous training events (tables) within the strategy. During the unit training plan, the tables are typically executed in sequence; however, commanders have the flexibility to execute tables in a varying sequence based on their training need, accessibility to resources, and other synchronization requirements.

1-17. The tables are numbered I through VI for standardization purposes within each weapon, system, or unit echelon. The tables represent the critical training path a unit progressively follows to achieve the desired level of proficiency. Table 1-2 shows the standard table structure for all weapons, platforms, systems, and maneuver units through battalion within the IWTS.

Table 1-2. Standard IWTS table structure

	Table I	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
Function	Prerequisite	Prerequisite	Prerequisite	Collective Task Proficiency EXEVAL	Coordination / Rehearsal / Practice	Live-Fire Proficiency Gate EXEVAL
Principle	Crawl	Crawl	Walk	Run	Run	Run
Environment	Live	Virtual Live	Live Blended	Live	Live	Live
Condition	Hands-on	TADSS	TADSS	TADSS or Live-Fire	Live-Fire	Live-Fire

Legend:

EXEVAL	external evaluation
TADSS	training aids, devices, simulators, and simulations
Blended	a training event accomplished using mission command systems stimulated by inconsistent, non-persistent simulation / simulator systems (see FM 7-0)

ECHELON-BASED CATEGORIES

1-18. The complete IWTS is grouped in echelon-based categories, with the inclusion of individual, crew-served, and special purpose weapons. These categories contain the complete training cycle for the weapon, system, or echelon. The categories are completed in ascending order, from individual, crew-served, and special purpose weapons, mortar formations, crew platforms, and squad through battalion echelons.

1-19. This section describes the weapons categories, defines where they are used, and other relevant information. Units must have a working knowledge of the standardized weapons categories to best implement the training structure of the IWTS at home station. Units will use the weapons categories to create a training plan that supports their training and qualification requirements. Table 1-3 on page 1-6 shows the weapons categories used within the IWTS.

Table 1-3. IWTS weapons categories

Category	*Type*	*Abbreviation*
Individual, Crew-Served, and Special Purpose Weapons	Individual Weapons	INDWPN
	Crew-Served Weapon	CSW
	Special-Purpose Weapon	SPW
Mortar Formation and Crew Platforms	Mortar Sections and Platoons	MTR
	Crew Platforms	CREW-P
Maneuver Echelon	Squads	SQD
	Section	SEC
	Platoon	PLT
	Company	CO
	Troop	TRP
	Battalion	BN
	Squadron	SQDN

INDIVIDUAL, CREW-SERVED, AND SPECIAL PURPOSE WEAPONS

1-20. The critical training path includes the minimum number of resourced events required to meet the desired minimum proficiency. The commander may integrate multiple iterations or additional training events that are not formally resourced. The purpose and method for the Soldier, team, and special purpose weapons categories are in table 1-4.

Table 1-4. Individual, crew-served, and special purpose weapons tables example

Weapon Type	*Table I* *PREREQ* *CRAWL*	*Table II* *PREREQ* *CRAWL*	*Table III* *PREREQ* *WALK*	*Table IV* *Collective Task Proficiency* *RUN*	*Table V* *COORD / Rehearsal / Practice* *RUN*	*Table VI* *Live-Fire Proficiency Gate* *RUN*
Individual Weapons	PMI&E *Live*	PLFS *Virtual*	Drills *TADSS*	Basic *Live-Fire*	Practice *Live-Fire*	Qualification *Live-Fire*
Crew-Served Weapons						
Special Purpose Weapons						

Legend:

COORD	coordination	PREREQ	prerequisite
PLFS	preliminary live-fire simulations	TADSS	training aids, devices, simulators, and simulations
PMI&E	preliminary marksmanship instruction and evaluation		

INDIVIDUAL WEAPONS

1-21. A table of organization and equipment (TO&E), modified table of organization and equipment (MTOE), or table of distributed allowances weapon or weapon system specifically assigned to and operated by a single Soldier (see table 1-5). When more than one individual weapon is assigned to a Soldier for use, one is designated the primary weapon, with all others designated as secondary weapons. All assigned individual weapons, regardless if they are classified as primary or secondary, must be trained and qualified by the Soldier to a defined level of demonstrated proficiency.

Table 1-5. Individual weapons

Weapon	*Line Item Number (LIN)*
M9 Pistol	P98152
M17	Z05425
M18	Z05424
M4 / M16 Series	R97234
Sniper Weapon System	R45601
M249AR (Automatic Rifle)	M09009

INDIVIDUAL WEAPONS TABLES

1-22. The six individual weapons tables are—

- Table I – Preliminary Marksmanship Instruction and Evaluations.
- Table II – Pre-Live-Fire Simulations.
- Table III – Drills.
- Table IV – Basic.
- Table V – Practice.
- Table VI – Qualification (live-fire proficiency gate [known as LFPG]).

CREW-SERVED WEAPONS

1-23. A man-portable weapon or system assigned to a team (gunner, an assistant gunner, and an appropriate number of ammunition bearers in support) trained and qualified in the ground (dismounted) role. The team typically consists of two or more personnel:

- Gunner – the primary firer.
- Assistant gunner – the assistant to the primary firer. Serves as an alternate firer.
- Ammunition bearer – one or more Soldiers that help to carry the combat load of ammunition during combat operations.

1-24. All members of crew-served weapons teams are assigned an individual weapon. The crew-served weapon requires a complete training strategy for assigned crewmembers, including the use of available ammunition bearers, as appropriate. No crew-served weapon training and qualification takes the place of the assigned individual weapon's training and qualification.

1-25. Table 1-6 provides a list of crew-served weapons for the purposes of this publication. It includes the minimum required personnel to maintain a machine gun team. Refer to ATP 3-21.8 for additional information concerning crew-served weapons teams.

Table 1-6. Crew-served weapons, examples

Weapon	*Line Item Number (LIN)*
M249L	M39263
M240B	M92841
M2A1 / M2HB	Z00686
MK19	M92362

CREW-SERVED WEAPON TABLES

1-26. The six crew-served weapon tables are—

- Table I – Preliminary Marksmanship Instruction and Evaluations.
- Table II – Pre-Live-Fire Simulations.
- Table III – Drills.
- Table IV – Basic.
- Table V – Practice.
- Table VI – Qualification (LFPG).

SPECIAL PURPOSE WEAPONS

1-27. A weapon, munition, or system operated by a designated Soldier in a team or squad. These items may or may not be listed on the unit's TO&E or MTOE, but are available enablers to the formation. Special purpose weapons do not take the place of any individual weapons. Table 1-7 provides a list of special purpose weapons for the purposes of this publication.

Table 1-7. Special purpose weapons, examples

Weapon	*Line Item Number (LIN)*
FMG-138 (Javelin)	C60750
AT-4CS	RB4003
M203 / M320	L69080
M26 Shotgun	S40541
Grenades	J77552 / J78653

1-28. The special purpose weapons follow the same training path as other weapons; however, most of these items will not have a simulations system associated to them. Units must reference the appropriate training publication to understand the training tables available for each weapon or munitions.

1-29. Special purpose weapons are predominantly designated to a small unit, and the small unit identifies a Soldier within the organization to train and qualify on the item. Units should make every attempt to train and qualify additional personnel to ensure they maintain the qualification requirements on those special purpose weapons for reporting purposes.

SPECIAL PURPOSE WEAPONS TABLES

1-30. The six special purpose weapons tables are—

- Table I – Preliminary Marksmanship Instruction and Evaluations.
- Table II – Pre-Live-Fire Simulations.
- Table III – Drills.
- Table IV – Basic.
- Table V – Practice.
- Table VI – Qualification (LFPG).

CREW PLATFORMS AND MORTAR FORMATIONS TABLES

1-31. Crew platform and mortar formation training events included in the critical training path are shown in table 1-8. The event names are based on the capabilities of the platform, system, or small unit.

1-32. There are no multi-echelon training events within the crew platform and mortar formation category. Any additional certifications beyond qualification for a specific system are conducted after successful completion of the respective LFPG. This category's purpose and method are in table 1-8.

Table 1-8. Crew, platform and mortar formation tables, example

Element	*Table I*	*Table II*	*Table III*	*Table IV*	*Table V*	*Table VI*
	PREREQ	***PREREQ***	***PREREQ***	***Collective Task Proficiency***	***COORD / Rehearsal / Practice***	***Live-Fire Proficiency Gate***
	CRAWL	***CRAWL***	***WALK***	***RUN***	***RUN***	***RUN***
Mortar Formation	GST *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	Practice *Live-Fire*	Qualification *Live-Fire*
Crew Platform				Basic *Live-Fire*		

Legend:

COORD	coordination		
FTX	field training exercise	STX	situational training exercise
GST	gunnery skills test	TADSS	training aids, devices, simulators, and simulations
PREREQ	prerequisite	SOP	standard operating procedure
SOP	standard operating procedure	V	virtual training environment

CREW PLATFORMS

1-33. Crew platforms are combat vehicles with main or secondary armament, and include their required group of Soldiers necessary to operate that system. Within the IWTS, crew platforms include three sub categories: main gun, mounted machine gun, and antitank guided missile.

1-34. A crew consists of all personnel operating a particular system. This system might be a weapons system, such as a main battle tank, Infantry fighting vehicle, Infantry carrying vehicle, or personnel carrier. The rank of the senior crew member on a platform can vary widely from a junior noncommissioned officer (NCO) to a commissioned or warrant officer, based on the platform type (alteration to the definition found in ADP 3- 90). Table 1-9 on page 1-10 shows the crew platforms within the maneuver formations.

Table 1-9. Crew platform, examples

Crew Platform (CREW-P)	*Platform Type*
Abrams Series (M1A1, M1A2v3)	Main Gun
Bradley Series (M2ODS, M2A3)	Main Gun
Track Series MCV (M1064A3, XM1287)	Mounted Machine Gun
Stryker ICV (Mounted Machine Gun)	Mounted Machine Gun
Stryker MCV (Mounted Machine Gun)	Mounted Machine Gun
Stryker RV (RWS)	Mounted Machine Gun
Stryker CROWS-J (RWS with Javelin)	Mounted Machine Gun / ATGM
Stryker 30-mm (30-mm up-gun, Dragoon)	Main Gun
Stryker MGS (105-mm)	Main Gun
Stryker Antitank Guided Missile (ATGM)	ATGM
Gun Truck (Mounted Machine Gun)	Mounted Machine Gun
Scout (Motorized Scout)	Mounted Machine Gun
Legend: CROWS Common Remotely Operated Weapon Station ICV Infantry Carrier Vehicle J Javelin MCV mortar carrier vehicle MGS mobile gun system mm millimeter RV Reconnaissance Vehicle RWS remote weapon station	
Note: MCV crew platform is for the mounted machine gun only. For mortar system qualification refer to chapter 6 of this publication.	

CREW PLATFORM TABLES

1-35. The six crew platform tables are—

- Table I – Gunnery Skills Test.
- Table II – Situational Training Exercise – Virtual (known as STX-V).
- Table III – Situational Training Exercise (STX).
- Table IV – Basic.
- Table V – Practice.
- Table VI – Qualification.

MORTARS

1-36. Mortars are combat systems in a ground or mounted role with a primary indirect fire armament (60 millimeter [mm], 81-mm, or 120-mm) that fires at a high angle, and for the purposes of this publication, include all the Soldiers required to operate that system. The mortar formation consists of varying subordinate squads based on the unit's maneuver function (see table 1-10).

Table 1-10. Mortar formation, examples

Mortar Type
Mortar section, ABCT
Mortar section, IBCT
Mortar section, SBCT
Mortar platoon, ABCT
Mortar platoon, IBCT
Mortar platoon, SBCT
Legend: ABCT Armored brigade combat team IBCT Infantry brigade combat team SBCT Stryker brigade combat team

Note. Although the echelon for the mortars listed above are greater than a crew, the mortars require training and qualification at section or platoon level based on the formation assigned, before supporting any maneuver collective formation.

MORTAR TABLES

1-37. The six mortar tables are—

- Table I – Gunnery Skills Test.
- Table II – STX – V.
- Table III – STX.
- Table IV – Field Training Exercise (FTX).
- Table V – Practice.
- Table VI – Qualification.

MANEUVER ECHELON COLLECTIVE TABLES

1-38. The maneuver echelon training events along the critical path are shown in table 1-11 on page 1-12. Some small unit types may have additional events available, depending on their inherent capabilities.

Table 1-11. Maneuver echelon collective tables, example

	Table I	*Table II*	*Table III*	*Table IV*	*Table V*	*Table VI*
	PREREQ	***PREREQ***	***PREREQ***	***Collective Task Proficiency***	***COORD / Rehearsal / Practice***	***Live-Fire Proficiency Gate***
	CRAWL	***CRAWL***	***WALK***	***RUN***	***RUN***	***RUN***
Battalion	TEWT *Live*	STAFFEX *Blended*	CPX *Live*	FTX *TADSS*	FCX *Blended*	CALFEX *Live-Fire*
Company	TEWT *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	FCX *Live-Fire*	CALFEX *Live-Fire*
Section / Platoon	CLASS SOP *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	FCX *Live-Fire*	LFX *Live-Fire*
Squad						

Legend:

CALFEX	combined arms live-fire exercise	SOP	standard operating procedure
COORD	coordination	STAFFEX	staff exercise
CPX	command post exercise	STX	situational training exercise
FCX	fire coordination exercise	TADSS	training aids, devices, simulators, and simulations
FTX	field training exercise	TEWT	tactical exercise without troops
LFX	live-fire exercise	V	virtual training environment
PREREQ	prerequisite		

SQUAD

1-39. A squad is a small military unit typically containing two or more fire teams. It typically contains two teams and a squad leader, totaling nine Soldiers. In some cases, those Soldiers operating a crew system may be designated as a squad. A staff sergeant (ADP 3-90) usually leads the Infantry or scout squads.

SQUAD TABLES

1-40. The six squad tables are—

- Table I – Class – Standard Operating Procedures (SOPs).
- Table II – STX – V.
- Table III – STX.
- Table IV – FTX.
- Table V – FCX.
- Table VI – Live-Fire Exercise (known as LFX).

SECTION

1-41. A section is an Army unit smaller than a platoon and larger than a squad. A section may consist of the crews of more than one Army element, such as a tank, several fire teams, or combinations of crew platforms, fire teams, and squads, not to exceed the size of a platoon (adaption to the definition in ADP 3-90). Table 1-12 provides examples of various maneuver sections.

Table 1-12. Maneuver section, examples

Section Type
Stryker Section
Tank Section
Bradley Section
Antitank Section
Scout Section
Commander Defined

SECTION TABLES

1-42. The six section tables are—

- Table I – Class SOP.
- Table II – STX – V.
- Table III – STX.
- Table IV – FTX.
- Table V – FCX.
- Table VI – LFX.

PLATOON

1-43. A platoon is a subdivision of a company or troop consisting of two or more squads or sections. A lieutenant with a sergeant first class platoon sergeant normally leads a platoon. Platoons tend to contain roughly 30 Soldiers, but in some cases contain significantly more or less than that number. Table 1-13 provides some examples of maneuver platoons.

Table 1-13. Maneuver platoon, examples

Platoon Type
Stryker Platoon
Tank Platoon
Bradley Platoon
Antitank Platoon
Scout Platoon
Commander Defined

PLATOON TABLES

1-44. The six platoon tables are—

- Table I – Class SOP.
- Table II – STX – V.
- Table III – STX.
- Table IV – FTX.
- Table V – FCX.
- Table VI – LFX.

COMPANY OR TROOP

1-45. A *company* is a unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support. A *troop* is a company-size unit in a cavalry organization (ADP 3-90).

1-46. A company team is a combined arms organization formed by attaching one or more nonorganic armor, mechanized Infantry, Stryker, or Infantry platoons to an armor, mechanized Infantry, Stryker, or Infantry company, either in exchange for, or in addition to, its organic platoons (ADP 3-90). Table 1-14 provides examples of company or troop type.

Table 1-14. Maneuver company, examples

Company Type
Infantry Company
Armor Company
Heavy Weapons Company
Antitank Company
Cavalry Troop
Commander Defined Company Team

COMPANY OR TROOP TABLES

1-47. The six company or troop tables are—

- Table I – Tactical Exercise Without Troops (known as TEWT).
- Table II – STX – V.
- Table III – STX.
- Table IV – FTX.
- Table V – FCX.
- Table VI – CALFEX.

BATTALION, SQUADRON, OR TASK FORCE

1-48. A *battalion* (or a Cavalry squadron) is a unit consisting of two or more company-, battery-, or troop size units and a headquarters (ADP 3-90). A battalion task force is a maneuver battalion-size unit consisting of a battalion headquarters, at least one assigned company-size element, and at least one attached company-size element from another maneuver or support unit (functional or multifunctional). Table 1-15 provides examples of battalion or squadron types.

Table 1-15. Maneuver battalion, examples

Battalion Type
Infantry Battalion
Armor Battalion
Cavalry Squadron
Commander Defined Task Force

BATTALION, SQUADRON, OR TASK FORCE TABLES

1-49. The battalion, squadron or task force tables are—

- Table I – TEWT.
- Table II – STX – V.
- Table III – Command Post Exercise (known as CPX).

- Table IV – FTX.
- Table V – FCX with CPX.
- Table VI – CALFEX conducted at a maneuver combat training center (known as CTC).

PREREQUISITES AND REQUIREMENTS

1-50. There are specific prerequisites and progressive gates that must be completed within the weapon category's training cycle. The culminating event(s) for the training cycle are the gates that must be successfully completed to progress to the next training echelon's live-fire events (See table 1-16 on page 1-16). The training event tables are divided in two phases:

- Prerequisites. Tables I, II, and III are specifically designed for training in garrison, before any live-fire event. They may be completed in any order to facilitate the unit's training schedule. Units are expected to complete the live-fire prerequisite events between T-6 and T-execution.
- Live. Tables IV, V, and VI are typically designed for live training events on a range facility, complex, or training area as appropriate. For some elements, Table III may be identified within the training publication as a prerequisite for live-fire events.

Table 1-16. Training strategy purpose and method of training by event and training environment

Table	*Individual, Crew-Served, Special Purpose Weapons, Crew Platforms and Mortar Formations*						*Maneuver Echelon Collective (Squads through Brigade Combat Team) and Mortar Formations*					
		L			*V*	*C*		*L*			*V*	*C*
	Purpose	*Hands On*	*TADSS*	*Live-Fire*			*Purpose*	*Hands On*	*TADSS*	*Live-Fire*		
I	CLASS Preliminary Marksmanship Instruction and Evaluation (PMI&E) or Gunnery Skills Test (GST)	P					CLASS SOP and Evaluation or Tactical Exercise Without Troops (TEWT)	P				
II	Preliminary Live-Fire Simulations (PLFS) or Situational Training Exercise – Virtual (STX-V)	A	A		P		Situational Training Exercise – Virtual (STX-V)		A		P	A
III	Drills or Situational Training Exercise (STX)	A	P				Situational Training Exercise (STX) or Command Post Exercise (CPX)		P			A
IV	Basic			P			Field Training Exercise (FTX) External Evaluation		P			A
V	Practice			P			Fire Coordination Exercise (FCX)			P		A
VI	Qualification or Certification			R			Live-Fire Exercise (LFX) or Combined Arms Live-Fire Exercise (CALFEX)			R		

Legend:

A	alternate method	P	primary method
C	constructive training environment	R	required method
COMMEX	communications exercise	SOP	standard operating procedure
CPX	command post exercise	STAFFEX	staff exercise
L	live training environment	TADSS	training aids, devices, simulators, and simulations
LOGEX	logistics exercise	V	virtual training environment

Note: Mortar formation training and qualification is a blend of crew platform and maneuver echelon collective training in that mortar formations conduct Tables I, II, III, V, and VI similar to crew platform but conduct Table IV as an externally evaluated Field Training Exercise (FTX).
Note: Staff exercises are not listed for simplicity.

GATES

1-51. Each training strategy contains a culminating event (foundation) or proficiency events (collective) that are the EXEVAL assessments. These externally evaluated events provide the commander the primary

assessment tools to evaluate the unit's proficiency against an established standard as defined within the respective training publication(s), task training and evaluation outlines, and the unit's SOPs.

Note. Externally evaluated events are directed events that require a skilled, trained, and resourced evaluation team provided by the evaluation commander, two-levels up. The training publication for each weapon, system, small unit, or echelon provides the specific EXEVAL requirements.

1-52. Units will find the task training and evaluation outlines online the Army Training Network, the Central Army Registry, and the Digital Training Management System (DTMS). The Combined Arms Training Strategy is found in DTMS. See the reference section for website addresses to these resources.

COLLECTIVE TASK PROFICIENCY

1-53. The collective task proficiency (known as CTP) is a gate used to assess the overall proficiency of a unit through EXEVAL of their execution of the entire unit's mission essential tasks (company and battalion), supporting collective tasks (squad through platoon), or specialty element collective tasks (mortar formation). This gate is not used to progress to higher echelon training, but indicates if the unit has the proficiency required to support the higher headquarters during tactical operations effectively.

1-54. For mortar formations and squad through battalion, Table IV, FTX, determines the element's CTP. At the squad, section, and platoon echelons, it is an assessment of their supporting collective tasks that support the company and battalion mission essential tasks (see table 1-17 on page 1-18).

Table 1-17. CTP events

Echelon	*Table I*	*Table II*	*Table III*	*Table IV*	*Table V*	*Table VI*
	PREREQ	***PREREQ***	***PREREQ***	***Collective Task Proficiency***	***COORD / Rehearsal / Practice***	***Live-Fire Proficiency Gate***
	CRAWL	***CRAWL***	***WALK***	***RUN***	***RUN***	***RUN***
Battalion	TEWT *Live*	STAFFEX *Blended*	CPX *Live*	**FTX** ***TADSS***	FCX *Blended*	CALFEX *Live-Fire*
Company	TEWT *Live*	STX-V *Virtual*	STX *TADSS*	**FTX** ***TADSS***	FCX *Live-Fire*	CALFEX *Live-Fire*
Platoon	CLASS SOP *Live*	STX-V *Virtual*	STX *TADSS*	**FTX** ***TADSS***	FCX *Live-Fire*	LFX *Live-Fire*
Section						
Squad						
Mortar Formation	GST *Live*	STX-V *Virtual*	STX *TADSS*		Practice *Live-Fire*	Qualification *Live-Fire*
Crew Platform				Basic *Live-Fire*		
Individual Weapons	PMI&E *Live*	PLFS *Virtual*	Drills *TADSS*	Basic *Live-Fire*	Practice *Live-Fire*	Qualification *Live-Fire*
Crew-Served Weapons						
Special Purpose Weapons						

Legend:

CALFEX	combined arms live-fire exercise	PLFS	preliminary live-fire simulations
COORD	coordination	PMI&E	preliminary marksmanship instruction and evaluation
CPX	command post exercise	PREREQ	prerequisite
EXEVAL	external evaluation	SOP	standard operating procedure
FCX	fire coordination exercise	STAFFEX	staff exercise
FTX	field training exercise	STX	situational training exercise
GST	gunnery skills test	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	TEWT	tactical exercise without troops
		V	virtual training environment

1-55. The CTP events are externally evaluated using training and evaluation outlines. The EXEVAL requirements are in table 1-18.

Table 1-18. CTP external evaluation requirements

Weapon, System, or Small Unit	*External Evaluation Events*	*Evaluated Externally To*	*Evaluation Commander*
Squad	Table IV, Field Training Exercise	Platoon	Unit Commander
Mortar Section	Table IV, Field Training Exercise	Battalion	Company Commander
Mortar Platoon	Table IV, Field Training Exercise	Battalion	Battalion Commander
Section	Table IV, Field Training Exercise	Platoon	Unit Commander
Platoon	Table IV, Field Training Exercise	Company	Battalion Commander
Company	Table IV, Field Training Exercise	Battalion	Brigade Commander
Battalion	Table IV, Field Training Exercise	Brigade	Division Commander

LIVE-FIRE PROFICIENCY GATES

1-56. Table VI for all categories, at all echelons, provides the EXEVAL that determines the LFPG, as appropriate (see table 1-19 on page 1-20). The LFPG for each category are described in detail within the appropriate training publication. It includes the standards that must be achieved to successfully complete the training event, and describes the level of proficiency achieved based on those standards.

Table 1-19. LFPG events

Echelon	*Table I*	*Table II*	*Table III*	*Table IV*	*Table V*	Table VI
	PREREQ	***PREREQ***	***PREREQ***	***Collective Task Proficiency***	***COORD / Rehearsal / Practice***	**Live-Fire Proficiency Gate**
	CRAWL	***CRAWL***	***WALK***	***RUN***	***RUN***	**RUN**
Battalion	TEWT *Live*	STAFFEX *Blended*	CPX *Live*	FTX *TADSS*	FCX *Blended*	**CALFEX Live-Fire**
Company	TEWT *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	FCX *Live-Fire*	**CALFEX Live-Fire**
Platoon	CLASS SOP *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	FCX *Live-Fire*	**LFX Live-Fire**
Section						
Squad						
Mortar Formation	GST *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	Practice *Live-Fire*	**Qualification Live-Fire**
Crew Platform				Basic *Live-Fire*		
Special Purpose Weapons	PMI&E *Live*	PLFS *Virtual*	Drills *TADSS*	Basic *Live-Fire*	Practice *Live-Fire*	**Qualification Live-Fire**
Crew-Served Weapons						
Individual Weapons						

Legend:

CALFEX	combined arms live-fire exercise	PLFS	preliminary live-fire simulations
COORD	coordination	PMI&E	preliminary marksmanship instruction and evaluation
CPX	command post exercise	PREREQ	prerequisite
EXEVAL	external evaluation	SOP	standard operating procedure
FCX	fire coordination exercise	STAFFEX	staff exercise
FTX	field training exercise	STX	situational training exercise
GST	gunnery skills test	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	TEWT	tactical exercise without troops
		V	virtual training environment

1-57. All LFPGs are externally evaluated to create an unbiased assessment of demonstrated performance of the required tasks and skills. Individual, crew-served, and special purpose weapon's EXEVALs are typically delegated to the respective range officer in charge (OIC). For all others, the evaluation commander determines the appropriate method of evaluation that meets their intent within the requirements stated in the training publication. EXEVAL requirements for Table VI are in table 1-20.

Note. The battalion CALFEX is not part of the IWTS training events at home station. It is conducted at a maneuver CTC.

Table 1-20. LFPG external evaluations

Weapon, System, or echelon	*External Evaluation Live-Fire Proficiency Gate*	*Evaluated Externally To*	*Evaluation Commander*
Individual Weapons	Table VI, Qualification	Commander Selected	Unit Commander
Crew-Served Weapons	Table VI, Qualification	Commander Selected	Unit Commander
Special Purpose Weapons	Table VI, Qualification	Commander Selected	Unit Commander
Crew Platforms	Table VI, Qualification	Battalion	Battalion Commander
Mortar Section	Table VI, Qualification	Battalion	Company Commander
Mortar Platoon	Table VI, Qualification	Battalion	Battalion Commander
Squads	Table VI, Live-Fire Exercise (LFX)	Platoon	Unit Commander
Section	Table VI, LFX	Company	Unit Commander
Platoon	Table VI, LFX	Company	Battalion Commander
Company	Table VI, CALFEX	Battalion	Brigade Commander
Battalion*	Table V, FCX	Battalion	Brigade Commander
Note*: Battalions conduct Table VI, Combined Arms Live-Fire Exercises (CALFEX) at maneuver combat training centers (MCTC). Although Battalion Table V, Fire Coordination Exercise (FCX) is not an externally evaluated event, it is the culminating live-fire event for the Battalion at home station. The brigade commander determines the method of evaluation to meet their training objectives.			

Note. When a unit is training outside the continental United States (OCONUS) and cannot meet the EXEVAL criteria above, the evaluation commander must approve the evaluation plan. The intent of the EXEVALs is to provide subject matter expertise for a quality and objective evaluation to standard that creates an effective after action review (AAR) to the firer and unit.

For example, for a Stryker mobile gun system crew qualification where there are no available qualified external evaluators, the battalion commander (evaluation commander) must approve the evaluation plan.

If a unit cannot meet the EXEVAL requirements for their gates within the U.S., they must coordinate with their higher headquarters for evaluation assistance.

For example, for a National Guard crew qualification where no external evaluators are available, the higher headquarters coordinates with First Army or another organization for the appropriate certified evaluators.

SYNCHRONIZED TRAINING EVENTS

1-58. Understanding how the structure works is necessary to synchronize the training events into the unit training plan effectively. Units need to consider the method they will use to train the events by category or echelon. Within the brigade combat team, there are three distinct techniques or options to synchronize the training events of the IWTS:

- Brigade by battalion consecutive category – Subordinate battalions execute all categories in one training density.
- Brigade by sequential categories – All subordinate units complete the category before the brigade trains the next category or echelon.
- Brigade by readiness demands – Brigade directs select subordinates to execute one or more categories to meet the higher headquarters capabilities requirements.

1-59. Each of these methods contains advantages and disadvantages to the brigade, battalions, and companies. These methods provide flexibility to the commander to meet the training objectives and guidance. Units may choose to execute their training throughout the fiscal year using multiple methods, based on their commander's training guidance, rotational schedule, scheduled deployment, or other requirements.

BRIGADE BY BATTALION CONSECUTIVE CATEGORY/ECHELON

1-60. Within the BCT, one battalion completes all directed categories or echelons consecutively during a single training density. The battalion progressively completes one category after the next until the directed echelon's proficiency is achieved. Once a battalion completes the directed level of proficiency, the next battalion conducts their training density. The brigade continues to rotate its battalions through the training cycle until complete. In general, a brigade executing all categories using this method requires 90 to 120 days, regardless of the BCT type.

1-61. This method is the most common method of executing the IWTS at home station. Its characteristics are described below—

- Supports RED, AMBER, GREEN Cycle. This method is the most effective means to support the red, amber, green cycle within the brigade. It provides an entire battalion to enter the training cycle and remain there until it achieves the directed echelon's proficiency. This provides consistency and predictability for each battalion within the brigade with the maximum time to focus on training. As the battalion enters the GREEN cycle, the RED cycle battalion operates the individual, crew-served, and special purpose weapons ranges. The GREEN cycle battalion executes training and qualification with priority on those range facilities, before entering the squad and above live-fire training density.
- Class V forecasting (battalion). This method supports the standard ammunition forecasting principles and procedures. It allows the battalion to forecast all critical training events into a group of class V draw and turn-in periods.
- Class V expenditures/turn-in (battalion). This method provides the most effective means for a battalion to manage its ammunition expenditures, redistribution, and turn-in or reconciliation of those resources. The unit has the flexibility to maintain training ammunition for later collective events to better utilize their resources.
- Operating tempo (OPTEMPO). This is the most acceptable method for a battalion to execute the training category or echelon that maximizes the OPTEMPO of their vehicle fleet. Once the battalion is in the training areas, they do not expend OPTEMPO resources on multiple road marches to and from garrison.
- Range availability/maintenance. This method allows adequate time to perform maintenance, target change over, scenario changes, and training area management. It requires multiple iterations of scenario changeover within the brigade, but may include additional maintenance days to best prepare for the larger collective training support requirements.
- Training aids, devices, simulators and simulations availability. This is the most effective method of execution that provides the units with the appropriate training devices to support their training objectives. This method retains the devices with the weapon, installed on the system for the longest period, reducing multiple iterations of install, or uninstall at the user level. It allows the maximum

amount for training device support at the battalion level, where other methods may reduce the devices available for training through conflicting requirements, draw-dates, turn-in, or lack of device maintenance time.

- Simulations center availability. This is the most effective method of training execution for simulations center accessibility and availability. Battalion scheduling of the simulations can be staggered along with other training support systems that best supports all battalions within the brigade. This method reduces "first come, first served" resource scheduling that may be experienced with other methods.
- Multi-echelon training (battalion). This method supports multi-echelon training at battalion level, where the battalion maintains the most time with their subordinate units in garrison training as well as field training locations.
- Multi-echelon training (brigade). This method supports multi-echelon training for the brigade and battalion, but the brigade may experience multiple, segmented iterations to support their battalions. This adds increased flexibility to the brigade staff's training by executing the multi-echelon events at multiple times to support their units, but does not include extended period operations with the highest level of battle stimulation.
- Close air support integration. This method of execution requires multiple iterations over a 90-day brigade training period to support the maneuver battalions independently.
- Attack aviation integration. This method of execution requires multiple iterations over a 90-day brigade training period to support the maneuver battalions independently.
- Combat engineer integration. This method of execution requires multiple iterations over a 90-day brigade training period to support the maneuver battalions independently.
- Reduced negative training impacts (subordinate units). Multiple battalion rotations within a 90-day period may cause disjointed training for the integrated warfighting function units.
- Reduced negative training impacts (installation). Multiple battalion rotations of this method, particularly on large-scale collective live-fire events, increase the amount of facilities and training areas available to other units on the installation.

BRIGADE BY SEQUENTIAL CATEGORY

1-62. The BCT develops a training path for each category. During execution, each battalion completes the category's training density and returns to garrison. Once all battalions have completed that category, the battalions begin rotating through the next category's training density.

1-63. This method allows the installation to reset its ranges, perform maintenance, and prepare for the next echelon for the brigade. This method also provides the battalion and brigade staff to conduct low-impact CPXs, command field exercises, and other events in a multi-echelon manner with the maximum amount of real-time stimulation of staff actions and functions.

1-64. This method is the most common method of executing the IWTS at home station. Its characteristics are described below—

- Supports red, amber, green cycle. This method is an effective means to support the red, amber, green cycle within the brigade. It requires the most flexibility at the battalion level, where red and amber cycles may not be consistent in length, may overlap recovery and maintenance periods, and require additional unit support to meet tasking obligations.
- Class V forecasting (battalion). This method is the most effective means to schedule ammunition resources for the unit. It allows reconciled ammunition documents from previous training sufficient time to update the unit's Training Ammunition Management Information System account. This provides the most accurate ammunition authorizations for forecasting, with munitions previously turned in available for training rapidly.
- Class V expenditures/turn-in (battalion). This method provides sufficient time for the unit to reconcile their ammunition documents; however, the personnel requirements to support the turn in and reconciliation may negatively affect other unit recovery operations and potential amber and red tasking requirements. It does provide the brigade the ability to use multiple unit munitions within the training to support the entire brigade's training. This supports re-fires and enables firing

assistant gunners or alternate crews, but may negatively affect training within collective training events.

- OPTEMPO. This requires the unit to use lift assets or additional OPTEMPO to support multiple movements from garrison to the training facility and back again. It does increase the unit's ability to exercise tactical movement and convoy operations; however, the increase in OPTEMPO costs must be closely managed.
- Range availability/maintenance. This is the most effective method of training that allows the installation's ranges to keep a standard scenario available for the entire brigade throughput before changing to another scenario. This reduces manpower requirements to change or update scenario and target requirements, and enables range support personnel to maximize their schedules to support the brigade. Range support personnel can better predict the amount of expendable materials, equipment down time, and manage equipment maintenance more efficiently.
- Training aids, devices, simulators, and simulations (known as TADSS) availability. This effective method provides the TADSS to the training unit. It may require multiple iterations of install, use, uninstall for the same unit over the 120-day training period. For example, as the unit completes crew platform Table III with laser devices, they uninstall the equipment, and return it to the training support center. As they enter the collective training, they will re-draw and re-install the equipment for their force-on-force events. The unit will go through the zeroing procedures, troubleshooting, and equipment exchanges that they experienced in the previous training density. This may cause a lack of confidence in the equipment, decreased training days with the devices functioning as designed, and a reduced throughput of vehicles or small units through the laser-based collective training events.
- Simulations center availability. This is an effective method to support the appropriate simulations or simulations center to the training unit. Brigades have to know conflicts between simulations training personnel available and taskings to the unit if the unit collective events must be accomplished during an amber or red period.
- Multi-echelon training (battalion). This method is the most effective way to include multi-echelon training for the battalion as the brigade staff is provided the most opportunity to support the battalion's events. This adds a level of complexity, rigor, and stimulus to the battalion training event from subordinates and the higher headquarters.
- Multi-echelon training (brigade). This is the most effective method to complete multi-echelon training for the brigade and battalion. This method allows the brigade to execute a single, condensed series of training events for them while their subordinate units complete their echelon's training. It provides the maximum amount of subordinate and higher headquarters complexity, rigor, and stimulus to the brigade events, and creates the highest level of combat realism by blending subordinate battalion live, constructive, and virtual training environments.
- Close air support integration. This is the most effective method to secure close air support for all subordinate unit's training requirements. Training all battalions at the same echelon in sequence creates a single period for all close air support integration, meeting all subordinate training requirements.
- Attack aviation integration. This is the most effective method to secure attack aviation support for all subordinate unit's training requirements. Training all battalions at the same echelon in sequence creates a single period for all attack aviation support integration, meeting all subordinate training requirements.
- Combat engineer integration. This is the most effective method to secure combat engineer support for all subordinate unit's training requirements. Training all battalions at the same echelon in sequence creates a single period for all combat engineer support integration, and maximizes the combat engineer training time available before the battalion and brigade's collective requirements.
- Reduced negative training impacts (subordinate units). This is the most effective method to provide integrated subordinate units into the brigade's collective training plans. It reduces the time required by maximizing the maneuver unit throughput of the collective training events.
- Reduced negative training impacts (installation). This is the most effective method to reduce the negative training impacts to the installation. The installation is provided a small number of instances with a longer impact duration window. Reducing the number of negative impact

windows reduces conflicts on other range facilities, focuses support at a brigade level for the main effort, rather than multiple iterations with battalion focus in shorter durations.

BRIGADE BY READINESS DEMANDS

1-65. The brigade directs subordinate echelon training based on the readiness demands or needs of the higher headquarters. This method allows the most flexibility to the brigade, but may reduce the efficiency of the installation's training support system due to the increased short notice changes to scheduling. This is the least preferred method of executing the IWTS training strategies due to the reduced predictability and long-range scheduling.

1-66. This method has the brigade focus on units by priority established at the brigade. Depending on the level of priority and the speed at which the unit must complete the training, the installation may have to cancel scheduled training or requirements to support the brigade's on demand training.

1-67. This is the least preferred method to execute the training of the IWTS; however, it is required to support the needs of the higher headquarters, Army command, or Army. Depending on the immediacy of changes to the training schedules, multiple unit scheduled training conflicts with the readiness demands, making this method the most difficult to plan, prepare, and execute.

1-68. The readiness demand method is commonly executed at the brigade level for individual, crew-served, and special purpose training, while the brigade executes another method for crews, mortars, and collective echelons. The readiness demands method best supports the brigade's individual, crew-served, and special purpose weapons training and qualification on a routine basis.

1-69. Due to the vast number of firers of individual, crew-served, and special purpose weapons, it is common for brigades to task a unit to operate a specific range for a given period while the subordinate units send the Soldiers that require training or qualification to the range. This maximizes the subordinate unit's time, personnel, and other resources. This technique is also helpful with low-density weapons population items that are typical of crew-served and special purpose weapons.

Note. For example, within an Armored brigade combat team (ABCT), the M2 caliber .50 machine gun training and qualification in the ground role is limited to approximately 50 firers. The brigade tasks the brigade support battalion to operate the multipurpose machine gun range for one consecutive week. All required gunners and assistant gunners within the brigade rotate through the multipurpose machine gun range to maximize the range facility's firing hours and the unit's personnel requirements to operate the facility. During the same period, another battalion is tasked to operate the antitank-4 training range, with the battalions providing their required firers to the range on a structured schedule.

MAINTIANING PROFICIENCY RATINGS

1-70. Unit proficiency, which includes qualifications and certifications, is verified by the commander two levels higher. The assessment of proficiency for a specific echelon includes the key leaders (mission command) for the headquarters of that echelon, and the proficiency of the individual subordinate assets that the commander controls. For training purposes, the subordinate assets fall into three categories: subordinate elements (maneuver units one level down), specialty units, and staff sections.

1-71. Regardless of component, formation, or unit, all qualifications, certifications, and proficiency ratings are valid for 12 months unless specifically stated within the respective training publication. The length of time these proficiency ratings are valid is termed the qualification duration (known as QD).

CONDEMNATION CRITERIA

1-72. Elements that successfully complete their CTP and the LFPG events lose their proficiency ratings based on a common set of rules. All qualifications, certifications, and proficiency ratings within the IWTS are valid unless one of the following condemnation criteria exist—

- Time – Twelve months have elapsed since the date of the qualification or certification was completed.
- Key leader turnover – minimum identified key leaders at echelon are no longer assigned to the positions within the small unit.
- Commander assessment – the evaluation commander two levels higher determines the subordinate unit's proficiency is no longer at a trained level.
- Subordinate element proficiency – the minimum number of subordinate elements are no longer proficient.
- Specialty proficiency – for units with assigned or attached specialty units (scout platoon, mortar platoon, sniper team) controlled by the commander, the minimum number of those specialty units fail to maintain their proficiency. This also includes specific specialty certifications or additional skill identifier or qualification skill identifier requirements.
- Staff section proficiency – for organizations with supporting staff sections, the specified minimum number of staff sections are no longer proficient.

1-73. Each CTP and LFPG at echelon follows the rules progressively. As the echelon increases, the number of rules that are considered to maintain and sustain the proficiency rating increase (see table 1-21).

Table 1-21. Proficiency condemnation criteria rules at echelon

Condemnation Criteria Rule	***Applies To:***									
	IND	***CSW***	***SPW***	***CREW PLAT***	***MTR***	***SQD***	***SEC***	***PLT***	***CO***	***BN***
1 Time	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
2 Key Leader Turnover	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
3 Commander Assessment	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
4 Subordinate Element Proficiency					Y	Y	Y	Y	Y	Y
5 Specialty Proficiency					Y	Y	Y	Y	Y	Y
6 Staff Section Proficiency										Y

Legend:

BN	Battalion	PLAT	Platform
CO	Company	PLT	Platoon
CSW	Crew-served weapon	SEC	Section
IND	Individual	SPW	Special purpose weapon
MTR	Mortar	SQD	Squad
		Y	Yes

Note: Changes in equipment model or policy changes may alter qualification or proficiency ratings

1-74. Units complete evaluations separately for their staff sections, specialty units, and subordinate elements. The minimum number of proficient staff sections, subordinate elements, and specialty platoons are in table 1-22.

Table 1-22. Subordinate element proficiency requirements

Number of Assigned Key Leaders, Subordinate Elements, Specialty Units, or Staff Sections	*Proficient Quantity to Maintain for Overall Echelon Proficiency*	*Typically Applies To:*					
		Crew	*SQD*	*SEC*	*PLT*	*CO*	*BN*
9	6 of 9				X	X	X
8	5 of 8				X	X	X
7	5 of 7				X	X	X
6	4 of 6			S	X	X	X
5	4 of 5			S	X	X	X
4	3 of 4			S	X	X	
3	2 of 3		X	X	X		
2	2 of 2	X	X	X			
1	1 of 1	X					

Legend:

BN	Battalion	S	Staff sections
CO	Company	SEC	Section
PLT	Platoon	SQD	Squad

TRAINING EVENT DESIGN TEMPLATE

1-75. For every weapon, system, crew, squad, or small unit, each training event along the critical path within the training strategy has known attributes the training developer needs to be familiar. Within this publication and the various supporting publications, these attributes are portrayed in a single graphic, called the training event design template. This training event development tool provides key information about the training event's attributes in a common operating picture:

- Echelon and table. Identifies the location of the training event within the IWTS and the weapon's critical path to proficiency.
- Name of the event. The named training event of the respective weapon, system, or echelon's table.
- Weapon system. The weapon, system, munition, platform, or echelon's strategy. Identifies whom the event applies to within the brigade.
- Prerequisites. Identifies events, which are required to be successfully completed before the training event execution.
- Condemnation criteria. Identifies the rules for the training event that would void the event from units identifying the event as successfully complete. For EXEVALs, the condemnation criteria rules define when the proficiency rating is lost by the firing element.
- Environment. Identifies the required environment the event must use to achieve proficiency credit:
  - Live (L). Soldiers using, operating, or employing their assigned equipment.
  - Virtual (V). Soldiers using a simulation system that provides a known level of form, fit, and function to the weapon, system, or platform that it replicates.
  - Constructive. Soldiers using a system to replicate larger units or functions through computer based systems to inject training stimulus into a Live, Virtual, or other Constructive environment event.

- Condition(s). Identifies the conditions within the environment the event must train under to enable completion credit:
  - Hands on. Training in the live environment with equipment for instruction and testing purposes.
  - TADSS. Training in the live environment with devices including laser based systems. Does not include simulations shelters.
  - Live-fire. Training in the live environment with full-caliber training ammunition.
  - Sub-cal. Training in the live environment with sub-caliber training ammunition.
  - TEWT. Training in the live environment primarily with key leaders and subordinate leaders only.
- Training days required. The number of training days authorized per iteration based on Combined Arms Training Strategy.
- Training days to qualification/proficiency. Once the event is successfully complete, how many additional training days remain on the critical training path to qualification or proficiency? This calculation is based on the number of authorized training days for each remaining training event.
- Frequency. The number of iterations authorized by component (active and Reserve component), per fiscal or training year, based on the approved training strategy found within Combined Arms Training Strategy and DA Pam 350-38.
- Days total. The total number of days authorized by component (active and Reserve component), per fiscal or training year, based on training days required and frequency of the event in accordance with the approved training strategy.
- Throughput. The planning factor that equals the number of firing items (weapon or system) that can complete the event in a single training day on a single authorized facility.
- Primary and alternate facilities. The primary and alternate range facilities, training areas, or locations where the event execution is specifically designed.

1-76. This information provides the commander all the necessary information concerning any training event within any weapon's strategy as an event snap shot. They are designed to help commanders and developers build training plans for a single weapon, or to design a comprehensive integrated unit training plan for all weapons, platforms, crews, and small units. Table 1-23 shows the layout of the training event design template used within this publication.

Table 1-23. Training event design template, example

<table>
<tr><th colspan="8">TABLE I, INDIVIDUAL WEAPONS PMI&E</th></tr>
<tr><td>EVENT NAME:</td><td colspan="2">PMI&E</td><td colspan="2">ENVIRONMENT</td><td>LIVE</td><td rowspan="2">0.5</td></tr>
<tr><td>WEAPON:</td><td colspan="2">M4 / M16</td><td colspan="2">CONDITIONS</td><td>HANDS ON</td></tr>
<tr><td>TYPE TRAINING:</td><td colspan="2">FOUNDATION</td><td colspan="2">PRIMARY FACILITY</td><td>STT</td><td rowspan="2">DAYS REQUIRED</td></tr>
<tr><td rowspan="2">REQUIRED:</td><td colspan="2" rowspan="2">YES</td><td colspan="2">ALTERNATE FACILITY</td><td>CLASS</td></tr>
<tr><td>COMPONENT:</td><td>AC</td><td>RC</td><td rowspan="2">60 SOLDIERS</td></tr>
<tr><td>EXTERNAL EVAL:</td><td colspan="2">OPTIONAL</td><td>FREQUENCY</td><td>2</td><td>1</td></tr>
<tr><td>VALID FOR:</td><td colspan="2">T+6</td><td>ANNUAL DAYS TOTAL</td><td>1</td><td>0.5</td><td>THROUGHPUT</td></tr>
<tr><td rowspan="3"></td><td colspan="7">TABLE</td></tr>
<tr><td>I
PMI&E</td><td>II
PLFS</td><td>III
DRILLS</td><td>IV
BASIC</td><td>V
PRACTICE</td><td>VI
QUAL</td></tr>
<tr><td>REQUIRED</td><td></td><td></td><td></td><td></td><td>4.5</td></tr>
<tr><td>WHEN EXECUTED:</td><td colspan="2">T-6 through T-X</td><td></td><td></td><td></td><td>TNG DAYS TO QUAL</td></tr>
<tr><td rowspan="2">CONDEMNATION CRITERIA (CC)</td><td>RULE 1</td><td>RULE 2</td><td>RULE 3</td><td>RULE 4</td><td>RULE 5</td><td>RULE 6</td></tr>
<tr><td>TIME</td><td>KEY LEADER TURNOVER</td><td>COMMANDER ASSESSMENT</td><td>SUBORDINATE ELEMENT PROFICIENCY</td><td>SPECIALTY PROFICIENCY</td><td>STAFF SECTION PROFICIENCY</td></tr>
<tr><td colspan="8">Remarks: Each Soldier assigned an Individual Weapon must successfully complete Table I, PMI&E, between T-6 and T-X, before any live-fire event with the weapon.</td></tr>
<tr><td colspan="8">Note: Table I should be completed before any other Table to ensure the Soldier understands the proper functioning and immediate action for the weapon.</td></tr>
<tr><td colspan="8">Legend:
AC active component
EVAL evaluation
PLFS preliminary live-fire simulation
PMI&E preliminary marksmanship instruction and evaluation
QUAL qualification
RC reserve component
STT sergeant’s time training
T+6 training week or month plus six
T-X training event exercise
TNG training
TNG DAYS TO QUAL number of training days remaining on the critical path to weapon’s qualification</td></tr>
</table>

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Chapter 2
Unit Training Plans

This chapter describes the unit training plan including commander's assessment and the training horizon. It provides guidance on training critical skills that produces units with the ability to deliver integrated, lethal fire under adverse battlefield conditions. It includes general concepts of the IWTS, and describes how to integrate other critical training events into the unit's live-fire training program. This chapter begins with guidelines for commanders to consider when selecting a unit training subject matter expert (SME) (master gunner), and describes the SME's duties and responsibilities at various levels to plan, prepare, execute, and assess the training for all weapons, systems, and elements through company.

UNIT MASTER GUNNER

2-1. The unit must have a knowledgeable SME on the various direct-fire weapons, systems, and platforms assigned to the organization. A master gunner is an institution-trained and certified Soldier on direct-fire weapons, weapon platforms, ammunition, maintenance of weapon systems, and unit training programs. These courses include, but are not limited to, the Abrams master gunner, Bradley master gunner, and the Stryker master gunner courses. Master gunner instruction may focus on a specific platform, but includes the key components of other weapons and systems required to develop direct-fire training programs for all weapons, crew platforms, and small-unit proficiency.

2-2. For ABCT and Stryker brigade combat team (SBCT) formations, most units are authorized a unit master gunner. Regardless of the specific platform, the master gunner specializes in developing, coordinating, executing, and evaluating unit training plans can be applied to the other weapons, platforms, or small units whose training strategies are structured following the IWTS.

2-3. For units that do not have a master gunner assigned or authorized, the commander should select an experienced NCO that has clearly demonstrated a high level of proficiency training and employing weapons, crew platforms, and small units, respectively. Typically, the selected Soldier performs the functions of the master gunner as an additional duty, the unit training subject matter expert.

Note. For simplicity and standardization, the term "master gunner" is used throughout this publication to identify a Soldier serving as the unit's weapons or platform subject matter expert that will develop, manage, and provide oversight on the weapon, systems, or small-unit training programs for the commander. This assigned duty does not remove or replace the roles and responsibilities of the leadership, staff, or chain of command during planning, preparation, or execution of training.

2-4. The mission of the master gunner is to plan, prepare, execute, and assess the unit's direct fire training and serve as the SME for all weapons and weapon system platforms. The master gunner advises the commander on all aspects of direct-fire training, capabilities, tactics, and employment. They are the commander's primary resource for the planning, development, execution, and evaluation or assessment of all direct-fire training (individual, crew, and collective).

2-5. Unit commanders and staff must be familiar with what their master gunner provides in garrison, during training, and while deployed. The master gunner duties and responsibilities are to—

- Develop and implement live-fire training SOPs.

- Track weapon, armament, sensor maintenance tasks and advise the commander on their status.
- Maintain weapon system firing data.
- Train and certify live-fire evaluators (individual weapons, crew-served weapons, special purpose weapons, and crew platforms).
- Help subordinate units with direct-fire planning, training, and employment.
- Forecast and manage ammunition through the Training Ammunition Management Information System. Manage ammunition accounts for all subordinate units.
- Resource and request training areas and range facilities through the Range Facility Management Support System.
- Manage direct-fire training documents, records, and rosters.
- Develop, coordinate, and oversee tactical and direct-fire skills training and assess the tactical and direct-fire training results.
- Coordinate the pickup, training, installation, use, troubleshooting, and turn-in of all TADSS required to conduct effective weapons, crew platform, and small unit direct-fire training.
- When senior instructor/operator certified, provide certification and recertification of the unit's instructor/operators.
- Develop and manage simulations and virtual systems to support the unit training program.
- Conduct train-the-trainer or user training on TADSS device-based systems (installation, boresighting and troubleshooting procedures, use, and maintenance, for example).
- Help the commander with oversight of all live-fire training before, during, and after execution.
- Ensure live-fire training standards are maintained and sustained.
- In collaboration with the battalion intelligence staff officer, advise the commander of the tactical capabilities and limitations of all weapons, systems, and platforms against anticipated or expected threats.

2-6. The master gunner's formal training includes extensive training in range planning, preparation, execution, and all phases of live-fire training. The master gunner has additional responsibilities at various echelons at home station and during deployments:

- Division master gunner is responsible to—
  - Design and safety certify sustainment training ranges while deployed.
  - Develop installation range upgrade and modernization assessments and provide recommendations for major construction and other projects to the division operations staff officer.
  - Coordinate with U.S. and foreign military representatives for joint and international LFXs or events.
  - Develop and recommend gunnery and live-fire actions, goals, and requirements for inclusion in the commander's training guidance.
  - Develop division-level gunnery SOPs.
  - Provide gunnery subject matter expert advice to the commanding general and division operations staff officer.
  - Advise the commanding general on gunnery and live-fire proficiency training gaps, strengths, weaknesses, and recommend appropriate corrective actions.
  - Provide oversight of TADSS use, instruction, and management within the division.
  - Consolidate brigade live-fire training, qualification, and proficiency results for analysis, assessment, and recommended corrective courses of action.
  - Conduct quarterly master gunner coordination and collaboration meetings to ensure compliance with division guidance, standards, and training strategies.
  - In coordination with the appropriate installation agencies, oversee and de-conflict training resources: ammunition allocations, training areas and land, simulations, TADSS, ranges, and training facilities.
  - Consolidate, review, and validate all master gunner school candidate packets.

- Establish master gunner training and mentorship program within the division.
- Provide direct-fire training subject matter expert assessments during pre-deployment sight survey activities.
- Develop and oversee all crew platform armament accuracy, zeroing and screening procedures during reception, staging, onward movement, and integration functions, as appropriate.
- Serve as the commanding general's representative for all gunnery and live-fire discussions during division, Army command, Army, and international conferences and work groups.
- When deployed, oversee and manage in coordination with the division ammunition officer combat and training ammunition accounts for the subordinate units and divisional assets.

- Brigade master gunner is responsible to—
  - Work closely with the subordinate unit subject matter experts to ensure standards are uniform throughout the brigade's direct-fire training programs.
  - Mentor subordinate unit master gunners and SMEs on unit training plans, evaluation procedures and practices, and other gunnery-related topics.
  - Develop the written certification and recertification test for vehicle crew evaluators in accordance with TC 3-20.31, and TC 3-20.31-4.
  - Collect, identify, and provide any new information, best practices, or procedures to improve live-fire training and lethality.
  - Coordinate with range operations personnel at the installation or major training area, as necessary.
  - Help range operations to develop and upgrade range facilities based on identified training gaps.
  - De-conflict scheduling or use of training assets within the brigade.
  - Maintain brigade-level Training Ammunition Management Information System and Range Facility Management Support System accounts and help subordinate unit account users.
  - Create consolidated unit live-fire proficiency reports upon completion of each live-fire training density. Identify training gaps, weaknesses, strengths, and overall unit proficiency for the brigade commander and brigade operations staff officer (S-3).
  - When deployed, develop and oversee the creation or construction of sustainment training ranges, as required.
  - When deployed, in collaboration with the division and brigade ammunition officers, manage combat and training ammunition accounts and help subordinate units, as necessary.
- Battalion master gunner is responsible to—
  - Collaborate with the unit staff to develop comprehensive collective training events, exercises, and evaluations.
  - Train and mentor the unit's subordinate master gunners, SMEs and NCOs on live-fire-related topics.
  - Help the battalion commander and command sergeant major select candidates for master gunner courses.
  - Track safety of use messages, ammunition information notices, and maintenance messages that affect live-fire training.
  - Develop and implement new training techniques, practices, procedures, and methods to improve live-fire training and unit lethality.
  - Coordinate with brigade for direct-fire training assets, opposing force(s), TADSS, and other items to support tactical and live-fire training events.
  - Certify individual weapons, crew-served weapons, and vehicle crew evaluators.
  - Certify gunnery skills test evaluators.
  - Coordinate and manage unit personnel to complete the required installation or training location range safety officer, OIC, or noncommissioned officer in charge (NCOIC) instruction and certification.

- Manage the unit's ammunition, land, and range resourcing accounts through Training Ammunition Management Information System and Range Facility Management Support System.
- Monitor company-level live-fire training plans.
- Develop battalion-level live-fire training plans.
- Consolidate unit live-fire training records to meet regulatory, installation, or training location requirements.
- Provide analysis to the commander on unit proficiency, training gaps, weaknesses, strengths, and overall unit performance.
- Provide assistance for direct-fire planning while deployed.
- Develop and manage sustainment ranges during deployments.
- Develop surface danger area diagrams composite surface danger zones, and weapons danger zones for home station and deployed locations.

- Company master gunner is responsible to—
  - Develop unit direct-fire training programs, manage resources, and execute company-level live-fire training plans.
  - Help and oversee armament system maintenance and services, as appropriate.
  - Work with unit maintenance to correct weapon or system malfunctions or deficiencies, as appropriate.
  - Complete and maintain DA Form 2408-4 (*Weapon Record Data*) on all medium and large caliber weapons, including sniper rifles (hard copy or online, as appropriate).
  - Coordinate with the battalion operations officer and battalion master gunner to secure company live-fire training assets.
  - Train live-fire evaluators.
  - Develop, design, and create deployed live-fire training ranges as directed.
  - Report unit live-fire training results to the higher headquarters' master gunner.
- Platoon master gunner, where authorized, is responsible to—
  - Help with the supervision of maintenance of the platoon armament, weapons, and systems.
  - Update the company's unit training subject matter expert on the platoon's live-fire training.
  - Help the company's unit training subject matter expert with unit live-fire training.

UNIT TRAINING PLANS ECHELON

2-7. The unit training plan is the unit's overarching plan to attain mission essential and CTP. Every company-level and above collective training event is created, developed, and executed using the operations process (plan-prepare-execute-assess). They are planned and coordinated in detail well before execution to ensure synchronization with the commander's intent and expected outcomes.

2-8. The unit training plan includes an incremental synchronization of critical actions that must occur to support an effective, quality training event. During the planning and preparation process, the unit's actions are described in weekly or monthly increments before training execution, depending on the unit's component.

2-9. The concepts of the "T-week" (active component) and the "T-month" (Reserve component) are used to provide a sequential framework that ensures all critical actions are completed before and after the training event is conducted. This process has to start early enough in the planning cycle to ensure all resources required to train are present and accounted for as the training begins.

2-10. All unit or subject matter expert actions are described throughout this chapter in "T-increment" fashion. Active components will read the "T-increment" number in weeks, and Reserve components read the same number as months. This aligns the requirements appropriately in most cases. Installation SOPs may have specific submission dates (suspense dates) that are different from those listed. Units must adjust their plan and prepare actions accordingly.

2-11. The T-increment provides the framework to demonstrate the backward planning actions, requirements, and considerations necessary for any maneuver tactical or live-fire training event. Although the following description is extensive, it is generic. It does not consider each unit or installation's particular submission, verification, or lock-in requirements.

Note. The T-increment follows and supports the eight-step training model (company and below events), and the operations process (battalion and above events). It does not replace those processes and detailed planning actions of the unit.

2-12. After completing the initial unit proficiency assessment, and establishing the training goals, objectives, guidance, and requirements, the commander then designs the unit's live-fire training plan. The commander must select an approach to training that suits their unit's needs, and is structured to the average proficiency level of the unit.

2-13. The commander and the primary trainers then must schedule training that is challenging, demanding, rigorous, and effective. The unit must develop a training plan that also provides sufficient training days, TADSS, resources, training areas, and ranges to accomplish their objectives. Training events should be combined (sequential, simultaneous, or multi-echelon events) to maximize efficient use of resources, operations tempo, and training days available.

COMMANDER'S ASSESSMENT

2-14. Guidance from the higher headquarters commander, typically as the command training guidance, to the subordinate unit commanders begins the planning process. Before developing the unit training plan to support that guidance, the commander must make a complete assessment of the unit's proficiency, training strengths, their weaknesses, and the standards they wish to achieve. Units conduct this analysis through a complete mission analysis. This assessment must be comprehensive to best support the design of training plans that achieve, improve, or sustain the variety of skills that determine proficiency. Commanders assess and evaluate all aspects of training, including the planning, preparation, and execution. Leaders continuously monitor the unit's mission-essential task proficiency to determine a quantifiable snapshot of the unit's tactical, direct-fire, and organic indirect fire proficiency. From this assessment, the unit can develop the unit training plan to correct deficiencies, improve mastery, and sustain fundamentals.

2-15. The commander assesses the unit's overall proficiency of the Soldiers, squads, crews, mortars, and small units using a variety of indicators:

- Previous training assessments.
- Key leader turbulence.
- Resources available (time, ranges, ammunition).
- Maintenance status.
- Mission-essential task assessment.
- Warfighting skills.

2-16. The commander uses the specific task standards whenever possible to measure the demonstrated abilities of Soldiers, squads, crews, mortars, and elements. Accurate, honest, and objective evaluations are necessary to identify where to place training emphasis. Leaders must make on-the-spot corrections and demand aggressive action to correct training deficiencies.

PREVIOUS TRAINING ASSESSMENTS

2-17. The unit reviews the pertinent previous training records to determine proficiency status, strengths, weaknesses, and training gaps. The unit identifies prerequisite training events and incorporates them into the unit training plan to ensure proper sequencing along the training horizon.

2-18. Commanders must know the frequency of training required for each strategy. The frequency does not relate to how long the QD is valid, but the Army's expectation for that particular component or unit type to conduct the training during the fiscal or training year. The frequency of training through qualification or

proficiency affects the ability of the unit to rapidly increase its training readiness in the shortest amount of time with the least amount of training resources. The frequency of event execution is tied to ensuring the maximum amount of experience is achieved, sustained, and maintained, and is described for each weapon, system, platform, and small unit in DA Pam 350-38.

Individual, Crew-Served, and Special Purpose Weapons Assessment

2-19. Units ensure all Soldiers have a valid qualification for their assigned, designated, and required individual, crew-served, and special purpose weapons. Qualifications are valid for 12 months, unless specifically stated otherwise in the respective training publication. All assigned, designated, or required individual, crew-served, or special purpose weapons must have a valid qualification before entering collective live-fire events.

Mortar Formation Training

2-20. Maneuver units with assigned mortar formations must ensure the qualification status of their respective mortar sections and platoons. Mortar formation qualifications are valid for 12 months, unless the mortar formation meets one or more of the condemnation criteria (Refer to chapter 6 of this publication for more information). All mortar formations must have a valid qualification prior to entering collective live-fire events.

Crew Platform Assessment

2-21. Maneuver units with assigned crew platforms must ensure the qualification status of their respective crews. Crew qualifications are valid for 12 months, unless the crew meets one or more of the condemnation criteria (Refer to chapter 7 of this publication for more information.). The unit master gunner provides historical performance indicators to the commander for review, particularly on live-fire performance by system capability.

2-22. Leaders should assess their crew's performance utilizing their approved simulations systems, by verifying each crew's Table II, STX-V, status to meet their gate to live-fire requirements.

2-23. Master gunners provide statistics concerning the quantity and status of the unit's vehicle crew evaluators. Refer to TC 3-20.31 for the gate to live-fire requirements for crew platforms.

Squad Proficiency Assessment

2-24. Dismounted, scout, and engineer squads proficiency ratings are valid for 12 months, unless the squad meets one or more of the condemnation criteria (Refer to chapter 8 of this publication for more information). Squads must maintain their proficiency rating to conduct any collective live-fire training event.

2-25. The unit analyzes the previous performance of the assigned squads to identify training gaps and strongpoints, and provides the information to the commander to consider during the unit assessment.

Small Unit Proficiency Assessment

2-26. Section and platoon proficiency ratings are valid for 12 months, unless the small unit meets one or more of the condemnation criteria. The small units are required to maintain their proficiency rating before conducting any collective live-fire training event.

2-27. Company commanders provide a detailed review and status of their subordinate sections and platoons. The review includes an assessment of each of their platoon's ability to effectively execute their supporting collective tasks that support the unit's mission essential tasks.

KEY LEADER TURBULENCE

2-28. The greatest challenge that a commander must contend with is maintaining qualified and proficient units through personnel changeover, expected or not. The commander must plan for reducing and controlling key leader turbulence to maintain overall unit readiness for the maximum amount of time. Units must actively

execute talent, crew, and key leader management skills during the operations process of the unit training plan. Some possible mitigation techniques to personnel management challenges are—

- Assign personnel by key leader combinations. Keep vehicle commander, gunner, or squad leader/team leader combinations together whenever possible.
- Train an alternate for each position, where practical. Train alternate gunners as often as possible to maintain qualified crews when key leaders move to another assignment. Within Stryker formations, Infantry carrier vehicle and reconnaissance vehicle gunners are the vehicle commanders and require sufficient qualified assistant gunners to best manage overall proficiency.
- Continually cross-train personnel for replacements. Experienced Soldiers are easier to train than new Soldiers. Units should utilize harvested training ammunition to train and qualify alternate firers to build experience. Those additional qualified Soldiers provide the commander with additional flexibility managing talent at multiple echelons within their organization.
- Establish and enforce longevity in position. Assign new arrivals together to build longevity of crews, squads, and officer or NCO small-unit leadership.
- Encourage attendance to the various platform mastery courses with "graduate stabilization" within the unit. Maximize the unit's investment in the Soldier's expertise by completing unit stabilization requests. This can effectively stabilize the Soldier with the unit for up to 24 months.
- Conduct small qualification training densities. Unit may choose to conduct qualification events with sister organizations. This is extremely helpful to the unit to maintain and sustain readiness; however, it may be a significant burden to the sister unit. Planning limits the number of personnel, crews, or squads to qualify, and the unit will be able to plan for reciprocating the training capability during their unit training plan.

2-29. During the key leader turbulence assessment, the commander will be able to identify the most common causes, the impacts on proficiency and readiness, and identify the most probable points of failure in the current assignments of key leaders. Commanders can provide guidance to subordinate leaders on the preferred methods to mitigate future turbulence.

RESOURCES AVAILABLE

2-30. The unit must review available and forecasted training munitions, land and range facility accessibility and availability, operations tempo impacts, and other key resources before developing the unit training plan. Leaders should conduct a training area and range reconnaissance to reserve the appropriate training facility or training area that meets the commander's training guidance, training publication guidance for the planned events, and the space to accommodate the entire unit's personnel and equipment during the training density.

2-31. Each installation has unique conditions that directly affect their tenant units. Units must pay close attention to restrictions, limitations, or additional installation or local coordination requirements for—

- Pyrotechnics employment. Installation boundaries, seasonal restrictions, and hazards to Soldiers are key considerations during unit training plan development.
- Survivability positions and obstacles (engineer support). Dig permits and restrictions from earthwork on fixed training facilities may negatively affect the training goals and objectives of the commander.
- Demolitions use. Installations may restrict the type and quantity of demolitions that can be employed during training, either by training facility or proximity to the cantonment area or installation boundaries.
- Air space coordination. Use of unmanned aircraft system may require an authorized launch/retrieval location. Depending on the type of unmanned aircraft system integrated into training and the location of the launch/retrieval location, a chase aircraft may be required. Failure to understand the limitations and restrictions for unmanned aircraft system flight may cause the unit to violate Federal Aviation Administration regulations.
- Training cycle rotations. Units must consider the method they will execute the IWTS, and assess the advantages and disadvantages of each, and the impacts those methods will have on their resources.

MAINTENANCE STATUS

2-32. A review of the weapon, system, and platform maintenance status is critical to the unit's success. Units should not overlook the maintenance status of—

- Platforms. This includes all the components of the end item, as well as any available additional authorized items, basic issue items, and redundant and protection systems. Commonly overlooked as part of the equipment's maintenance status, additional authorized equipment must include verification of its functionality.
- Weapon systems. Units must ensure the entire weapon system's maintenance is reviewed holistically including all the assigned additional authorized equipment, capabilities, and enablers. This includes back up sights, thermal optics, pointers, illuminators, magazines, bipods, tripods, and alignment devices.
- Thermal sensors. This includes thermal weapon sights, charging stations, rechargeable battery capacity, and required generator capabilities.
- Radar targeting and location systems. Although not part of the maneuver unit's organic equipment, coordination with the supporting unit should include understanding their maintenance status, repair demands, and any operating limitations before developing and incorporating them into the unit training plan.
- Chemical, biological, radiological, and nuclear detection equipment, protective garments and equipment, and decontamination equipment.
- Digital communications systems. This includes software versions, encryption devices, and displays. Units should conduct a digital communications exercise before conducting any company or higher collective training event.

MISSION-ESSENTIAL TASK LIST ASSESSMENT

2-33. Time, resources, and command emphasis must focus on training tasks that support the mission essential task list. Unit leaders should use the appropriate individual tasks that support the training objectives using the following references—

- Digital Training Management System (DTMS).
- Combined Arms Training Strategy.
- Central Army Registry.
- Soldier's manuals.
- Soldier training publications (training circulars).
- DA Pamphlet 350-38.
- Deployment or mobilization plans.
- Army, area command, and local regulations.
- Local SOPs.

2-34. The training and evaluation outlines for the collective tasks, drills, and individual tasks identified that support the unit's mission-essential task list can be accessed through the DTMS, or within the Combined Arms Training Strategy found on the Army Training Network website.

WARFIGHTING SKILLS

2-35. Individuals, crews, squads, and platoons must achieve proficiency on tasks that are critical to sustain and improve direct-fire training skills. These skills are inherent to training direct fire weapons and maximizing the use and employment of other warfighting functions and combined arms systems. Each warfighter must effectively—

- Move:
  - Perform individual movement techniques.
  - Navigate from one point to another.
  - Move under direct fire.

- Shoot:
  - Perform disciplined fratricide prevention.
  - Detecting, identifying, and classifying threats.
  - Maintain, employ, and engage with assigned weapon or weapon system.
  - Employ hand grenades.
  - Call for fire.
  - Call for support (close air support, attack aviation, mounted vehicle).
- Communicate:
  - Perform voice communications.
  - Perform digital communications.
  - Use visual signaling techniques.
- Survive:
  - Maintain weapon, optics, equipment, and self.
  - React to chemical or biological attack or hazard.
  - Perform immediate lifesaving measures.
  - Perform counter-improvised explosive device actions.
  - Maintain situational awareness.
  - Perform combatives.
- Adapt:
  - Assess and respond to threats (escalation of force using the established rules of engagement).
  - Adapt to changing operational environments (terrain, visibility, temperature).
  - Grow professionally and personally.
- Battle drills:
  - React to contact.
  - Establish security.
  - Perform actions as a member of a mounted patrol.
  - Perform casualty evacuation and medical evacuation.

COMMAND TRAINING GUIDANCE

2-36. From the senior commander's training guidance, commander's assessment, staff research, and dialog with the subordinate unit commanders, the commander develops the guidance for the unit's training. The command training guidance typically identifies the following topics for achieving unit proficiency—

- The unit's training focus.
- The unit's capabilities and mission(s).
- The desired readiness level for the unit and subordinate units.
- The unit's time management cycle.
- Training environments for key training events.
- Any higher echelon training events or exercises in which the unit participates in.
- EXEVAL requirements for the unit or to support other units within the BCT.
- Other training guidance specific to achieving unit proficiency.

2-37. Units follow the guidelines within FM 7-0 to complete their mission analysis, mission essential task selection, and development of their training courses of action. FM 7-0 provides general considerations for the unit's military decisionmaking process at battalion level, and the company and below troop leading procedures for developing their respective unit training plans.

TRAINING GOALS

2-38. Realistic training is a deliberate practice of conducting individual and collective tasks to enable tactical and technical proficiency. Realistic training develops cohesive teams of Army professionals who can improve and thrive in ambiguous, complex, and challenging situations (see FM 7-0). Training goals vary as the local training conditions vary. Commanders must design their training to their available training environments and to specifically address their unit proficiency assessments. The goal is to create a training environment that is as realistic and demanding as possible with the resources available. As a norm, the following goals are set to ensure successful training—

- Set and enforce tough, but achievable standards. Tough standards make effective training; loose standards produce weak units. The Soldiers must know when they have done well and when they need additional training and repetition to achieve mastery.
- Start early. All aspects of a training program must be thoroughly coordinated. Forecast and request resources and maintenance assistance as early as possible.
- Be thorough. Leave nothing to chance. Avoid wasting resources and training opportunities. Give platoon leaders and vehicle commanders the guidance and assets needed to train their units effectively and efficiently.
- Be flexible. Continually update the training program to the changing needs of the unit. If assessment and planning stop, the training program stagnates.
- Train continually. Train at every opportunity, not just during an intensified period. Training densities within the unit training programs bring a unit up to a desired proficiency level; once complete the units train continually to sustain that level of proficiency.

2-39. The characteristics of quality training become evident once training is planned, prepared for, and during execution. The following characteristics of realistic, quality training from FM 7-0 highlight some that the units must strive to develop within their unit training plan and achieve during execution:

- All leaders are present and engaged.
- Unit effectively leverages training resources.
- Leader development is a priority.
- Senior leaders protect training from distracters.
- Units and Soldiers train with those they operate.
- Training environment replicates an operational environment.
- AARs are integral to all training.
- Training challenges units and Soldiers intellectually and physically.
- Training is performance oriented.
- Tailor training to drive initiative and adaptability.
- Training provides continually changing conditions.
- Leaders train one level down.
- Units are evaluated from two levels higher.
- Units and Soldiers train repetitively.

2-40. Contingency plans and alternate methods of training should be identified when the primary plan cannot be executed. Training time is valuable and should not be lost due to unforeseen factors, whenever possible. Units should consider planning for increased fire danger hazards, firing hour constraints, environmental factors, digging requirements and restrictions, and other impacts to their plans.

TRAINING HORIZON

2-41. The training horizon is used to synchronize dedicated training time for organizations and units to train on mission-essential task list tasks. The training horizon covers the period leading up to at least one readiness aim point, or may cover the entire sustainable readiness model. Command training guidance is published to provide trainers with detailed information on the unit's training objective.

2-42. The following sections provide a general breakdown of major "T-increment" activities to use as a guide. It follows the T-increment concept structure found in Unit Training Management, located on the Army Training Network website. It helps in the development of their live-fire density. This list is not all-inclusive. Units must consider installation requirements, Army command directives, and guidance from their higher headquarters when planning training.

2-43. During the planning process for any training event, units conduct a series of tasks to ensure the unit's success. Units and master gunners should review the listed items weekly and report the status during any in-progress reviews (IPR) scheduled by the unit. For maneuver unit training, common items to monitor are—

- Armament and platform maintenance.
- Individual and crew-served weapon training and qualification status.
- Driver's training program for the unit.
- Ammunition handler certification status.
- Combat lifesaver certification status.
- Range safety officer and range OIC training and certification status.
- Simulations use and progression.
- Prerequisite table's status and Tables I and II.
- Current evaluators trained and certified within the unit.
- Simulations instructor/operator training and certification within the unit.
- Class V forecasting, including training ammunition, pyrotechnics, battle effects simulators smoke, and other enablers.
- Fire support or fire support officer indirect fire instruction to the supported units.

2-44. The initial planning for the training events is the most critical. Tables 2-1 through 2-15 on pages 2-12 through 2-25 show the key planning considerations and execution requirements before a unit's live-fire. The list is not all-inclusive, and units should reference their installation's policies and procedures for scheduling or securing training resources—this is only a guide.

2-45. These tables provide a general overview of key planning and preparation functions at the unit level. They are tailored to and are focused on maneuver unit training. The tables follow the operations process and integrate the eight-step training model. Each event's training timeline is a backwards planning model based on the training event's start day, termed "T-execution" or "T-X." The training density may include multiple, progressive training events and may continue for several consecutive weeks, based on the tasks being trained.

T-21 TO T-13 – IDENTIFY REQUIRED TRAINING FACILITIES

2-46. Table 2-1 shows some key unit and master gunner tasks and functions during the T-21 through T-13 period. For the National Guard, these tasks typically are completed during T-12. This timeframe focuses on identifying the major training facilities, ranges, training areas, and ammunition resources required to execute training. These resources require the longest lead-time to secure for training.

Note. Training timelines are described in time before the event execution by component.

Active component unit training timelines = T-weeks.

Reserve component unit training timelines = T-months.

Table 2-1. T-21 through T-13 planning considerations

T-21 through T-13	
Identify Major Training Facilities	
Unit Tasks	***Master Gunner Tasks***
Analyze prior training results.	Request land, ranges, billeting/bivouac areas for training in RFMSS.
Issue command training guidance (CTG).	Forecast ammunition including pyrotechnics, hostile fire simulators, smoke, and star clusters in TAMIS.
Identify required certifications, schooling, and professional development requirements.	Conduct I/O training, as required.
Review and update manning roster(s).	Identify TADSS resources required.
Develop tentative training timeline.	Conduct diagnostic skills tests.
Review the DTP to schedule licensing and driver permits as necessary.	Coordinate and execute RSO/OIC classes through range operations.

Legend:			
DTP	driver's training program	RSO	range safety officer
I/O	instructor / operator	SME	subject matter expert
OIC	officer in charge	TADSS	training aids, devices, simulators, and simulations
RFMSS	Range Facility Management Support System	TAMIS	Training Ammunition Management Information System

2-47. Analyze prior training results. Units must manage their individual weapon and crew-served weapon qualification requirements to support the future training gates. Units must manage their individual, crew-served, and special purpose weapons training monthly to ensure Soldiers are qualified to participate in collective live-fire training events, as required.

2-48. Issue training guidance. The commander provides their training guidance to the subordinate units, including the appropriate training focus, mission essential tasks, and critical tasks to support building the unit's readiness.

2-49. Identify required professional development and certifications required. Units should identify all the individual, crew, and leader required certifications, qualifications, schools, classes, programs, and licenses that support the future training events. Driver's training, ammunition handlers, certified instructor/operators, range safety, and TADSS installation/troubleshooting are just a few of the most common training and certifications that need to be planned for before training execution week.

2-50. Review and update manning rosters. Units must take appropriate time to determine the formation compositions, key leader assignments, and manning status by assigned position early in the planning cycle. This reduces the amount of re-fires, ammunition expenditures, or other resources to ensure an effective and efficient training program.

2-51. Develop tentative training timeline. Developing the tentative training timeline provides backwards planning during the execution weeks of the training event. Units will be able to de-conflict training issues earlier, and ultimately secure the facilities, training areas, and ranges required at the earliest opportunity.

2-52. Request land, ranges, billeting/bivouac areas. During T-21 through T-13, units identify the major training facilities required to execute their training plans. Units must follow local SOPs to secure facilities, which may not follow this timeline.

2-53. Forecast training ammunition. Munitions forecasting conducted according to AR 5-13. For example, units must consider the fire hazards during the training event and coordinate for ball only small arms ammunition availability. The unit must coordinate closely with the installation ammunition office (or similar agency) for sufficient "in lieu of" quantities, proper ammunition draw procedures, and how to secure any un-resourced ammunition requirements.

Note. Active component units that fail to properly forecast training munitions at T-13 (91 days before training execution) are in jeopardy of not having the desired resources on hand during the training event. To ensure the training munitions are available at the unit level for the training, the unit must complete their training forecast no later than 90 days from execution.

2-54. Identify TADSS needed for event. Each category includes one or more training events that require TADSS. The unit must schedule these items well in advance based on the installation's policies. This equipment is provided in finite quantities on the installation. Coordination of accurate training sets required allows the installation's training support center to order, receive, process, and issue additional equipment based on the unit's requirements.

2-55. Conduct diagnostic tests. To provide sustainment training for the key skills, the unit should conduct diagnostic skills tests. The diagnostic test identifies training deficiencies early to apply the appropriate amount of training before the record Table I executed between T-6 and T-X (training execution). It also provides the unit the ability to re-certify their vehicle crew evaluators early in the planning cycle.

T-12 – CONDUCT MISSION ANALYSIS

2-56. The focus of T-12 is for units to conduct a training event mission analysis and military decisionmaking process/troop leading procedures. Gathering the information required to conduct training event planning is critical to developing successful training events. Units capture historical training records, AARs, maintenance status, Soldier and leader certifications, and other key training indicators to support the analysis. Table 2-2 shows some of the key unit and master gunner tasks that specifically support the mission analysis.

Table 2-2. T-12 planning considerations

T-12	
Conduct Training Event Mission Analysis	
Unit Tasks	***Master Gunner Tasks***
Update manning roster.	Identify and recommend STT topics.
Determine STT focus topics.	Plan evaluator courses.
Conduct staff coordination for live-fire OPORD annexes and enclosures.	Develop live-fire scenarios.
	Identify Table I evaluators, Plan Table I testing periods.
	Coordinate for external evaluators for Table VI, as required.
Legend:	
OPORD operation order	STT sergeant's time training

Note. For Reserve component units, all T-21 through T-13 tasks may be executed during T-12 or earlier on the training horizon. Most Reserve component units will not have enough information concerning pending missions until 12 months before execution (T-12). Reserve component units may have to adjust their planning process to support their training guidance and mission.

2-57. Update manning roster. Managing manning rosters is a key responsibility of the unit. Units must consider the longevity of each individual, paying particular attention to the key leader assignments across their formations and identify impacts to crew and above qualifications or certifications. Units must look beyond the training event at potential promotion, permanent change of station, end term of service, retirement, position changes, and other common personnel actions that could impact stability and qualification status.

2-58. Determine Sergeant's Time Training topics. During T-12, units consider and plan the available sergeant's time training periods available. The planning should include live-fire individual, buddy team, fire team, squad, and crew tasks.

2-59. Conduct staff coordination. The master gunner helps in the development of the operation order (OPORD) with appropriate enclosures to support the complete training plan. The base OPORD for the training event is administrative, coordinating the actions necessary to manage the preparation, execution, and recovery from the training event. The OPORD should identify the individual and collective tasks to be trained and the desired level of proficiency at the completion of training. The OPORD should address the actions to be taken to retrain the tasks during the event if the desired end-state is not achieved.

2-60. Plan evaluator training. From T-12 through T-1, simulations and gaming training (echelon dependent) are conducted monthly. The master gunner must monitor the unit's progress and ensure completion of Table II. Master gunners should review the certified instructor/operators of the simulations and gaming systems, as well as the available number of certified vehicle crew evaluators. Units should use certified evaluators for all Table II exercises to build evaluator experience and their AAR techniques.

2-61. Develop live-fire scenarios. Initial development of the training scenarios is completed during T-12. The master gunner must refer to the installation's range operations regulation to ensure proper lead-time is provided for scenario approval. Master gunners must complete a range recon, map analysis, terrain analysis, and targetry line-of-sight, and ensure the scenario concept can be executed to standard.

2-62. Identify Table I evaluators. Units must identify all prerequisite training, certifications, qualifications, and requirements to support the training. This includes a detailed review the enablers used to support training. Planning must include training and testing dates for evaluators sufficiently in front of training and testing periods for the unit.

2-63. Coordinate for external evaluators. For crew platforms, squads, and mortar formations, Table VI, Qualification, requires an EXEVAL. The EXEVAL requirements are detailed within the respective weapon or system training strategy. The master gunner must coordinate through brigade or regiment for the appropriate amount of support. Master gunners should coordinate for a briefing to the tasked external evaluators before training execution. Although the method of evaluation is standardized, each installation's ranges may have restraints or conditions that impact the execution of specific engagements. External evaluators must know these factors and collaborate with the firing master gunner to ensure consistent evaluation procedures.

T-11 – REFINE EVENT REQUIREMENTS

2-64. The focus of T-11 is to refine the event training requirements based on previous training results. (See table 2-3). This focus identifies the training trends and gaps of the unit's current proficiency to address them in the commander's guidance as needed. The master gunner monitors progress in simulation and gaming systems, and develops the testing plans to meet the live-fire prerequisites. The unit may develop and publish warning orders (WARNORD) to support the upcoming training event, as necessary.

Table 2-3. T-11 planning considerations

T-11	
Refine Event Requirements	
Unit Tasks	***Master Gunner Tasks***
Develop training event WARNORD.	Develop training synchronization matrix (TSM or GUNLINE).
Review training scenarios.	Review DA Form 2408-4, as necessary
	Schedule TADSS draw.
	Submit training scenarios.

Legend:			
DA	Department of the Army	TSM	training synchronization matrix
GUNLINE	gunnery training synchronization matrix		
TADSS	training aids, devices, simulators, and simulations	WARNORD	warning order

2-65. Develop training event WARNORD. Develop the initial WARNORD for subordinate units. Include the as much of the training plan as possible. Units can include topics such as planning guidance for concurrent training, follow-on collective training events, and maneuver training.

2-66. Review and submit training scenarios. Review scenarios to ensure they support the commander's guidance and intent. Once complete, the master gunner submits the scenarios to range operations and coordinate for the appropriate targetry, battle effects simulators, and pyrotechnics. Units must refer to local and installation range SOPs to ensure the appropriate lead-time is provided for scenario approval.

2-67. Develop training synchronization matrix (known as TSM). The master gunner develops the TSM, or gunnery training synchronization matrix (known as GUNLINE), for the training event. Typically, this is placed on a spreadsheet to show specific ranges or training areas by day, the unit executing the training, and the type of training executed. The TSM/GUNLINE allows synchronization of the unit's efforts, provides a visual representation of the overall live-fire, and supports the tasks to subordinate units and specific instructions in the OPORD.

2-68. Review armament system checks. The master gunner must review all DA Form 2408-4 for accuracy and to identify any weapon or system that may reach the threshold tube-wear, as appropriate for the unit type. These cards must maintain the maintenance actions taken on the armament, including actions like recoil exercises, breech or breech ring replacements, and borescope results.

2-69. Schedule TADSS draw and issue. The master gunner develops and schedules the TADSS plan through the local training support center. The TADSS plan must include all equipment and devices to support the prerequisite and live training, as appropriate. This may include coordination with range operations to acquire target lifting mechanisms, scaled or full-scale targetry, battle effects simulators, generators to run the equipment, and a hand-held targetry controller. Some units may require dummy ammunition not supplied by a training support center, but must be ordered through Training Ammunition Management Information System or the ammunition supply point on the installation.

T-10 – PUBLISH WARNING ORDER AND BEGIN PRE-EXECUTION CHECKS

2-70. The focus of T-10 is to publish the training event WARNORD to allow the supporting staff and leaders' initial planning guidance and tasks. The unit determines the operational environment the training should replicate for target type, range to target, scenario development, and any supporting tactical tasks. (See table 2-4 on page 2-16).

Table 2-4. T-10 planning considerations

T-10	
Publish WARNORD and Begin Pre-execution Checks	
Unit Tasks	***Master Gunner Tasks***
Publish training event WARNORD.	TADSS training and certification.
	Verify Class V.
	Verify ranges, training areas, and facilities.
	Confirm TSM / GUNLINE.
Legend:	
GUNLINE Gunnery Training Synchronization Matrix	TADSS training aids, devices, simulators, and simulations
TSM Training Synchronization Matrix	WARNORD warning order

2-71. Publish WARNORD to units. The order must contain sufficient information for the supporting staff to begin preparation for the training event. This includes items such as the required classes of supply, EXEVAL requirements, internal training that supports the training event, and IPR schedules.

> ***Note.*** If Table I is conducted in a decentralized manner, units should provide separate guidance and orders.

2-72. TADSS training and certification. Schedule TADSS simulations operator, installation, troubleshooting, and alignment classes, as appropriate. This training is critical for the unit's success during force-on-force and live training events.

2-73. Verify ammunition requirements. Update draft OPORD for Class V requirements. Coordinate Class V plan for each range and training event by crew and unit.

2-74. Verify all ranges, training areas, and facilities. This includes any required use of wash rack facilities, weapons zeroing or screening procedures, and hard stand maintenance requirements. If the unit will be establishing an ammunition holding area, the unit must confirm the appropriate approved location(s) through range operations. The master gunner may have to de-conflict multiuse facilities, external unit requests for the same range or facility, and other issues that negatively affect the TSM/GUNLINE.

2-75. Confirm synchronization matrix. Once all tasks are verified, confirm the TSM/GUNLINE and provide the updated information to the S-3 to incorporate into the live-fire OPORD as appropriate.

T-9 – Conduct Resource Planning and Submit Requests

2-76. The focus of T-9 is for units to develop and plan for the appropriate resources to support the training event. This includes all classes of supply, facilities, and external support. (See table 2-5.)

Table 2-5. T-9 planning considerations

T-9	
Conduct Resource Planning and Submit Initial Resource Requests	
Unit Tasks	***Master Gunner Tasks***
Conduct training event IPR.	Confirm TADSS.
Final scenario review.	Verify scenario approval.
Publish commander's intent.	Request medical support.
Submit convoy clearances, as necessary.	
Legend:	
IPR in-process review	TADSS training aids, devices, simulators, and simulations

2-77. Conduct IPR. The unit establishes a clear series of IPRs for the training event. These begin after the WARNORD is published during T-10 at a biweekly frequency. Once the unit reaches T-6, IPRs are conducted weekly.

2-78. Conduct final scenario review. The unit reviews the final scenario developed by the master gunner. Once complete, the unit signal staff officer in coordination with the master gunner creates the appropriate digital free text, combat message situation reports, graphics, and icon population messages. The unit signal staff officer has the direct responsibility to support the digital traffic required to support the live-fire event, including any field manual or digital requirements for the call-for tasks completed concurrently with live-fire.

2-79. Publish commander's intent. The S-3 publishes the commander's intent for the training event. This includes the focus of the live-fire, use of digital communications, SOP and tactical SOP reviews, simulations use to support the training event, prerequisite training and certifications, and the end state of training. Units include the guidance supporting "high crew" for each firing platform type, and award recommendations for exceptional performance.

2-80. Submit convoy clearances. The battalion or brigade logistics staff officer (S-4) submits any required convoy clearance requests as appropriate for the installation. The S-4 coordinates with the unit's supporting Cavalry scouts to conduct a route reconnaissance to ensure the route of march supports any tactical or administrative convoys.

2-81. Confirm training aids, devices, simulators and simulations requests. The master gunner must finalize the TADSS plan, including draw, training, issue, and turn in. This includes any vehicles required to support the TADSS installation and use instruction, inclement weather areas for training, and any detail support required.

2-82. Verify scenario approval. The master gunner must conduct a follow-up with range operations to ensure the range scenario is approved. Once complete, any additional documents to support the scenarios should be coordinated with range operations, including targetry, thermalization of the target presentations, pyrotechnics support, and battle effects simulator use.

2-83. Request medical support. The master gunner must coordinate directly with the unit medical platoon to review the medical support provided on each range. This includes reviewing the status of the certified combat lifesavers within the unit, ambulance exchange points, medical evaluation procedures and equipment, strip maps, and communications requirements. The unit's medical platoon provides the casualty evacuation evaluation procedures, and supports the call-for medical evacuation and call-for casualty evacuation training requirements during training events, as appropriate.

T-8 – EXECUTE RECONNAISSANCE AND LOCK-IN RESOURCES

2-84. T-8 focuses on range, facility, and training area reconnaissance to ensure they meet the training requirements for the planned event. Units include the entire staff into the reconnaissance effort and physically walk the terrain whenever possible. Units may have to coordinate with other units occupying the ranges or training areas planned to not disrupt their training. (See table 2-6.)

Table 2-6. T-8 planning considerations

T-8	
Execute Reconnaissance and Lock-in Resources	
Unit Tasks	***Master Gunner Tasks***
Conduct range walk.	Certify Table I instructors and evaluators.
Develop DD Form 2977 (*Deliberate Risk Assessment Worksheet)*.	Conduct range walk.
Review local SOPs and regulations for additional training requirements.	Confirm external evaluation support.
Develop tasks to subordinate units.	Develop conduct of the range and range/training area layout diagrams.
Legend: DD Department of Defense SOPs standard operating procedures	

2-85. Conduct range walk with leadership. Execute range and training area recon with key leadership and staff. This includes the identification of the primary functional areas on each range. This includes items such as the ammunition pad, medic location, Class I areas, maintenance areas, bivouac or billeting areas, AAR facilities, and the motor pool parking layout.

2-86. Develop Deliberate Risk Assessment Worksheet. Unit should construct the DD Form 2977 (*Deliberate Risk Assessment Worksheet*), which supports each portion of the training event. This includes a review of the seasonal, live-fire, inclement weather, night operations, and extended training hour hazards.

2-87. Review local SOPs and regulations. Review the local SOPs and regulations for any additional requirements. This includes items such as ammunition detail requirements, emergency procedures, and range operations during severe weather.

2-88. Develop tasks to subordinate units. The S-3 develops the tasks to subordinate units and specific instructions for the gunnery or live-fire event's OPORD. The master gunner provides any live-fire specific items for the OPORD, as necessary.

2-89. Certify Table I instructors and evaluators. The master gunner certifies the instructors and evaluators for the Table I period. Subordinate units should be prepared to support the Table I with their most experienced NCOs.

2-90. Conduct range walk with subject matter experts. The master gunner executes a range walk with the unit's experienced NCOs and subordinate master gunners to troubleshoot or war-game the live-fire and tactical plans. The master gunner provides any changes, updates, or modifications to the plan to the S-3, as necessary. The range walk includes reviewing the concurrent training plan, zeroing or screening procedures, conduct of the range, actions of the proofing team, and the execution of the call-for engagement requirements.

2-91. Develop conduct of the range briefing. The master gunner develops a detailed conduct of the range briefing. The conduct of the range briefing includes the general scenarios, actions of the vehicles on the range, locations of key personnel and activities (medic support, for example), and the general flow from occupation of the range through range closure. The master gunner presents this briefing to all crews and leadership executing training on the range or facility.

T-7 – PUBLISH OPORD

2-92. During T-7, units issue the OPORD for the training event to the subordinate units and external support units. (See table 2-7.) For training that requires an EXEVAL, units should provide a copy to their headquarters for coordination.

Table 2-7. T-7 planning considerations

T-7	
Publish OPORD for Training Event	
Unit Tasks	***Master Gunner Tasks***
Issue training event OPORD.	Confirm range support packages.
Confirm and issue DD Form 2977 (*Deliberate Risk Assessment Worksheet)*.	Develop briefing packets.
Verify convoy and main supply routes.	Coordinate barrier and road closures.
Legend:	
DD Department of Defense	OPORD operation order

2-93. Issue training event operations order. The S-3 issues the training event OPORD. This includes all required annexes and enclosures.

2-94. Confirm Deliberate Risk Assessment Worksheet. The S-3 provides commanders within the unit a copy of DD Form 2977 for record. Commanders apply risk mitigation techniques and develop their daily risk assessments as required.

2-95. Verify convoy and main supply routes. The unit S-4 confirms and verifies all convoy routes and clearances. The S-4 prepares updates for the following IPR as necessary.

2-96. Confirm range support packages. The master gunner confirms all range support package products. This includes the S-4 expendable items, targetry and associated thermalization and pyrotechnics with range operations, and any external evaluator support.

2-97. Develop briefing packets. The master gunner develops the briefing packets for each range or facility scheduled for use. This includes all packages for the briefing NCO, concurrent training NCO, and unit firing status tracking plans. The master gunner must consider the communications flow during the conduct of the range to ensure timely updates to all briefing packets are completed.

2-98. Coordinate barrier and road closures. Most range facilities firing medium and large caliber munitions require barrier gate use and road closures. The master gunner coordinates the barrier gate and road closure plan through range operations. The master gunner provides the accurate barrier and closure locations to the barrier detail NCO tasked in the OPORD.

T-6 – LOCK-IN TRAINING AND PUBLISH TRAINING SCHEDULES

2-99. Commanders develop their training schedules during T-6 in the DTMS to support the training event's OPORD. Table 2-8 shows the key tasks for both the unit and the master gunner.

Table 2-8. T-6 planning considerations

T-6	
Lock-in Training and Publish Training Schedules	
Unit Tasks	***Master Gunner Tasks***
Conduct training event IPR.	Conduct/supervise Tables I, II, and III.
Develop and publish training schedules.	Verify DA Form 581 (*Request for Issue and Turn-In of Ammunition*) documents.
Begin execution of Tables I, II, and III.	Review OIC/RSO status of unit.
Legend:	
DA Department of the Army	OIC officer in charge
IPR in-progress review	RSO range safety officer

2-100. Conduct IPR. Unit begins conducting weekly IPRs to support the training event. Units should include a member from each staff element, the master gunner, and subordinate unit leadership. Any critical changes identified during the IPR are recorded and implemented with supporting fragmentary orders (FRAGORDs).

2-101. Develop and publish training schedules. Unit commanders should complete and submit all training schedules for the training period. Once approved, the commanders input the schedules in the DTMS and publish. Commanders must include the appropriate firing uniform, including any personal protective equipment required during live-fire use. Stabilized platform crews are required to wear complete fire resistant environmental ensemble combat vehicle crewmember uniform, as required.

2-102. Conduct Table I, II, and III. Units may begin executing Table II for record. Crews that have completed Tables I, II, or III before T-6 must complete the exercise again to meet the live-fire prerequisites. There are no exceptions.

2-103. Verify DA Form 581's (*Request for Issue and Turn-In of Ammunition*). The master gunner verifies all DA Form 581 information supporting the ammunition draw for the live-fire density. This includes any DA Form 581 that are created to support the draw and use of "in-lieu-of" ammunition types for use during high fire hazard periods. Units should confirm their ammunition handler certifications to ensure sufficient unit coverage on all training facilities, complexes, and areas during the upcoming event.

2-104. Review officer-in-charge/range safety officer rosters. The master gunner should review the current list of certified range safety officers and officers-in-charge within the unit. Units should strive to have all

staff sergeants and above certified annually through range operations. For units firing on non-tenant installations, the master gunner must coordinate for range safety certifications on the approved training installation.

T-5 – COMPLETE TACTICAL PLAN AND SUPPORTING PRODUCTS

2-105. If the training event includes a tactical or maneuver portion, the unit completes those plans during T-5. Units develop the evaluation packages required for any squad, crew, or collective training planned during the training event. (See table 2-9.)

Table 2-9. T-5 planning considerations

T-5	
Complete Tactical Plan and Supporting Products	
Unit Tasks	***Master Gunner Tasks***
Coordinate for any OC-T requirements.	Update tower, OIC, and RSO checklists and books.
Conduct training event IPR.	Develop firing packets.
Issue FRAGORD, as needed.	Verify supplies for range support.
Legend:	
FRAGORD fragmentary order	OIC officer in charge
IPR in-progress review	RSO range safety officer
OC-T observer controller-trainer	

2-106. Conduct IPR. The unit continues to conduct IPRs on a weekly basis through training execution.

2-107. Coordinate for any observer controller-trainers. If any tactical training coincides with the live-fire training, complete the observer controller-trainer plan. The unit must complete the master scenario events list supporting those collective tasks, as appropriate. For externally evaluated FTXs, the unit must coordinate through the evaluation commander's staff for the appropriate support. Units should provide the observer controller-trainer a formal block of instruction concerning their roles, responsibilities, training and evaluation outline use, and evaluation standards.

2-108. Issue FRAGORDs. Issue any necessary FRAGORDs to subordinate units.

2-109. Update range OIC, range safety officer, and tower checklists. The master gunner updates the tower books (sometimes termed "range book"), range safety officer and officer-in-charge books and checklists, and crew packets as necessary. Updates to the crew packets are completed weekly as live-fire prerequisite training and certifications are completed.

2-110. Verify range support supplies. The master gunner must verify all the range support items requested to support training. This includes any scheduled targetry for construction, shipment, and delivery, as well as battlefield effects simulators and pyrotechnics delivery. The subject matter expert must confirm the scenario builds within the range operating system, and verify the step sequences to ensure the training scenario is replicated correctly.

T-4 – CONDUCT CERTIFICATIONS AND COMPLETE PREREQUISITE TRAINING

2-111. The unit must ensure it has sufficient personnel certified to support the training event. This training takes several weeks and is monitored from T-4 through T-1. Certain training events have specific prerequisites that must be completed before any live-fire execution. The master gunner updates the commander weekly on the progress of these requirements. (See table 2-10.)

Table 2-10. T-4 planning considerations

T-4	
Conduct Certifications and Complete Prerequisite Training	
Unit Tasks	***Master Gunner Tasks***
Conduct IPR.	Proof range scenarios.
Issue FRAGORD, as necessary.	Adjust scenarios as required.
Conduct Table III, if planned.	Draw Class V as required (Table III).
Train convoy operations.	Draw Class IV as required (Table III).
Legend:	
FRAGORD fragmentary order	IPR in-progress review

2-112. Conduct IPR. Units continue to conduct IPRs weekly. Units issue FRAGORDs to support changes or modifications as necessary.

2-113. Draw class IV and V. The master gunner or support element draws Class IV and V as appropriate to support Table III, if conducted separately from the live-fire training event. If the unit conducts Table III as part of the live-fire density, these items are drawn the week before the training event.

2-114. Conduct Table III. The unit may conduct Table III, Proficiency, in a decentralized manner. Table III can be conducted between T-6 and training execution, provided it is completed before any live-fire event, including any zero or screening exercise.

2-115. Train convoy operations. Units confirm their tactical SOP and SOPs during convoy operations training. This training supports the driver's training program within the unit. Units may choose to conduct convoy operations rehearsals at the completion of training, but it is not required.

2-116. Proof ranges. The master gunner selects a proofing team. This team must include experienced gunners and vehicle commanders. The proofing team executes two primary functions—

- Provide troubleshooting support during zero, screening, or calibration procedures (live-fire).
- Conduct proofing of each scenario on each training range. This includes target visibility, thermalization, target height, software target functioning, and battle effects simulator synchronization.

T-3 – CONDUCT REHEARSALS

2-117. The unit executes rehearsals of the training event including back briefs from key leaders and staff. Units should conduct a thorough rehearsal or rock drill of the entire training event to identify potential issues as early as possible, and provide sufficient reaction time to correct any deficiencies or shortcomings. The master gunner continues to monitor live-fire prerequisite training and testing, and brief to the commander on the current status. (See table 2-11.)

Table 2-11. T-3 planning considerations

T-3	
Conduct Rehearsals	
Unit Tasks	***Master Gunner Tasks***
Conduct key leader walk-through.	Identify firefighting details, as required.
Conduct medical support back brief.	Identify target details, as required.
Confirm manning rosters and certification requirements.	Conduct range specific OIC and RSO briefings.
	Rehearse barrier guard and road closure plan.
Legend:	
OIC officer in charge	RSO range safety officer

2-118. Conduct key leader walk-through. The unit should conduct a key leader walk through as part of the weekly IPR. This walk through/terrain walk provides leaders an opportunity to review the training plan on each range, training area, and facility. Units should pay particular attention to the communications and digital support plan, ammunition issue and turn-in procedures, billeting or bivouac locations, and conduct of the range procedures. The medical platoon should include a back brief to the key leaders detailing all medical support provided at each training location. This includes training and real-world procedures, such as sick-call procedures, medical evacuation and casualty evacuation plans, ambulance exchange point, and other medical tasks.

2-119. Confirm rosters and certification requirements. The unit must confirm the manning rosters and that all prerequisites have been met for all firing elements. Without appropriate personnel management and certifications, the unit significantly reduces its effectiveness and qualification status, increases the resource demands, and fails to meet training readiness and proficiency goals.

2-120. Identify firefighting and target details. The master gunner must identify and brief the cast of range support. This includes identification of the fire-fighting NCOs, targetry NCO, barrier NCO, and their supporting detail requirements. (The specific members of the details will not be identified until the firing day.) Practice target change-out and range maintenance requirements between day and night phases, as well as between firing units.

2-121. Brief range OIC/range safety officer. The master gunner briefs the planned and potential range safety officers and officers in charge, and provides any books and checklists they will need to execute during training. This provides them sufficient time to review their duties and responsibilities, as well as understanding the complexity of the training events they are directly supporting.

2-122. Conduct barrier rehearsal. The barrier NCO and master gunner must coordinate for a full rehearsal of the barrier gate and road closure plan. This rehearsal must be coordinated with range operations and must not negatively affect or interfere with units currently training. This rehearsal is critical to ensure communications connectivity can be established and maintained with all checkpoints. It provides accurate timing of the process to ensure the range is capable of receiving an opening hot time/day and night firing time. The rehearsal includes one or more iterations for the morning closure, as well as one or more for the night closure requirements.

T-2 – FINALIZE ADMINISTRATIVE SUPPORT REQUIREMENTS

2-123. Units collect all required administrative documentation for the training event during T-2. Master gunners continue to monitor the progress of the live-fire prerequisite training and testing, and provide updates to the commander as necessary. (See table 2-12.)

Table 2-12. T-2 planning considerations

T-2	
Finalize Administrative Support Requirements	
Unit Tasks	***Master Gunner Tasks***
Conduct IPR.	Draw and issue TADSS.
Update DD Form 2977 (*Deliberate Risk Assessment Worksheet*), as required.	Brief external evaluators.
Issue FRAGORD, as required.	Finalize training packets.
Legend:	
DD Department of Defense	IPR in-process review
FRAGORD fragmentary order	TADSS training aids, devices, simulators, and simulations

2-124. Conduct IPR. Units provide the updated DD Form 2977 during the IPR. Any supporting FRAGORDs supporting changes or alterations to the plan are provided.

2-125. Update DD 2977. Units update DD Form 2977 as appropriate, based on expected weather hazards (battalion intelligence staff officer), training factors and complexity (S-3), or live-fire issues (master gunner).

2-126. Draw and issue TADSS. The master gunner and a supporting detail will sign for, draw, and issue the supporting TADSS, as needed. Units must keep accurate accountability of the TADSS, particularly when using one system on multiple vehicles. The master gunner must take the time to provide a method of maintaining accountability of the equipment.

2-127. Brief external evaluators. The master gunner conducts a briefing with the external evaluators tasked to support the live-fire training event. This meeting should include a conduct of the range briefing, AAR expectations, facility equipment that supports the AARs, current training guidelines, and an overview of the firing scenarios day and night. It is important for the master gunner to record the contact information of all external evaluators, identify the day and night shift NCOIC, and provide range transportation coordination with the evaluation team.

2-128. Finalize training packets. The master gunner finalizes all training packets used for the range. This includes sufficient blank documents for retraining and all live-fire prerequisite documentation, as needed.

T-1 – DRAW EQUIPMENT AND SUPPLIES

2-129. T-1 focuses on preparing the unit to enter the training period with precombat inspections, precombat checks, convoy briefings, troop leading procedures, and conducting support detail requirements. For units that are conducting Table III as part of their training event, they draw supporting TADSS and equipment from their training support center or range operations. (See table 2-13.)

Table 2-13. T-1 planning considerations

T-1	
Draw Equipment and Supplies – Execute Subordinate Rehearsals and Checks	
Unit Tasks	***Master Gunner Tasks***
Subordinate units conduct PCI and PCC on all firing vehicles, armament, and thermal optics.	Verify all firers have completed Tables I, II, and III (Prerequisite tables).
Subordinate units perform convoy operations PCC and PCI.	Draw and issue TADSS, as required.
Issue FRAGORD, as required.	
Legend:	
FRAGORD Fragmentary order	PCC precombat checks
PCI precombat inspection	TADSS training aids, devices, simulators, and simulations

2-130. Conduct precombat inspections, precombat checks. Subordinate units conduct precombat inspections and precombat checks on all firing vehicles, armament, and thermal optics. Subordinate units perform precombat inspections and precombat checks for convoy operations supporting movement to the training locations. Units are expected to validate their tactical movement portion of their SOP or tactical SOP, based on their method of movement to the training location.

2-131. Verify live-fire prerequisites. The master gunner helps the unit, as necessary, to achieve 100 percent successful completion of all Table I and Table II requirements for all crews and alternate firers, as appropriate. Any identified shortcomings require notification to the commander as well as a supportable training plan before firing. If Table III was completed before T-week, the unit must ensure that all live-fire participants meet all requirements.

2-132. Draw and issue TADSS. The master gunner draws any remaining TADSS required to support the training plan. Coordination for routine troubleshooting and replacement of unserviceable components should be completed with the training support center.

T-WEEK – EXECUTE TRAINING

2-133. T-week lasts for the duration of the training event. Units execute the training plan, re-training plan, and other tasks developed during the previous 21 weeks (12 months for Reserve component). During

execution, the master gunner maintains the current training executed for each crew, maintains and monitors ammunition expenditures on each training facility, and provides quality assurance and quality checks on all live-fire related documentation. (See table 2-14.)

Table 2-14. T-week planning considerations

T-week	
Execute Training	
Unit Tasks	***Master Gunner Tasks***
Open and close ranges according to local policy.	Provide range assistance, as required.
Manage ammunition draw, issue, and turn in.	Oversee range operations on all live facilities.
Manage and record OPTEMPO utilization.	Provide quality assurance and quality checks on live-fire training score sheets, roll-ups, and AARs.
Provide concurrent training on all training event locations.	Collect and manage firing information, engagement scores, penalties, infractions, malfunctions, and alibi information as they occur.
Provide and execute retraining, as appropriate.	Provide daily updates to unit performance to the commander and key leaders.
Conduct mandatory classes during training downtime.	Update reporting NCO information, as appropriate.
Execute digital tasks supporting live-training events.	Spot-check barrier and target details.
Conduct daily SITREP to higher headquarters.	Verify targets are provided and presented according to TC 25-8 to include thermalization. (Proof range targetry).
	Provide recommendations to increase throughput and range management.
	Provide recommendations to the commander on live-fire related topics.
Legend:	
AARs after action reviews	SITREP situation report
NCO noncommissioned officer	TC training circular
OPTEMPO operating tempo	

2-134. Utilize facilities effectively. Open and close ranges according to installation's range safety regulations and policies for each range, facility, and training area. The tower books provided by the master gunner include all pertinent information to properly open and close the training locations.

2-135. Manage training ammunition. Manage ammunition draw, issue, utilization, and turn-in. The unit's support platoon manages the issue and turn-in of all ammunition daily. The master gunner and range OIC will conduct inspections periodically throughout the training days. The OIC coordinates for gathering ammunition expenditures for day and night operations on each training location.

2-136. Manage and record operations tempo utilization. The support platoon provides the OIC daily reports on Class III draw by quantity, bumper number (call sign), and type of petroleum, oil, and lubricants product.

2-137. Execute concurrent training. Provide concurrent training on all training event locations that focus specifically on the training tasks for that range or training facility. Provide and execute retraining, as appropriate.

2-138. Conduct mandatory training. Units execute classes, Soldier readiness program functions, security clearances, and other mandatory AR 350-1 and personnel functions during live-fire training downtime.

2-139. Execute digital tasks. The unit signal staff officer is the primary trainer and evaluator for all digital tasks. The unit signal staff officer reports the status of each completed vehicle by bumper number and task evaluated to the master gunner and OIC.

2-140. Oversee range operations and throughput. The master gunner is responsible to oversee range operations on all live facilities. Further, they provide quality assurance and quality checks on live-fire training score sheets, roll-ups, and AARs.

2-141. Annotate training results. The range NCO is the primary point of live-fire results collection and mange crew firing information, engagement scores, crew penalties, infractions, malfunctions, and alibi information as they occur. The range NCO promptly disseminates the information to the reporting NCO, master gunner, and range OIC. The master gunner and range NCO provide daily updates on crew performance to the commander and key leaders.

2-142. Oversee range operations. The master gunner verifies targets are provided and presented according to TC 25-8 to include thermalization and hostile fire simulators. The master gunner coordinates with the range operations personnel for any targetry deficiencies found on the range. If the master gunner identifies any target not presented to the Army standard on the qualification range, that target presentation may not be used until it is corrected. This includes targetry that is not thermalized or that does not provide the hostile fire simulation or battle effects simulator to the Army standard.

2-143. Build training density AARs. The master gunner provides recommendations to increase range throughput and management. Recommendations on all live-fire-related topics are provided to the commander.

T+1 – RECOVER AND ASSESS TRAINING

2-144. T+1 provides the initial tasks of recovering from training operations (see table 2-15 on page 2-26). It represents the first steps in analyzing training records from the event to develop future training requirements. Units are required to provide their live-fire results in roll-up format, as well as common crew score sheets to the next higher headquarters for review and analysis.

Table 2-15. T+1 planning considerations

T+1	
Recover, Conduct Live-fire AARs, and Assess Training	
Unit Tasks	***Master Gunner Tasks***
Open and close ranges according to local policy.	Provide detailed analysis to the commander on the live-fire results overall.
Manage ammunition turn in and reconciliation.	Analyze engagements and scenarios to identify training gaps, failures, or engagements that are too easy.
Manage and record OPTEMPO utilization.	Determine ammunition expended versus drawn. Develop plan for turn-in and re-forecasting, as necessary.
Develop USR/QTB training comments based on training conducted. Comments must include any training impediments caused by ranges, ammunition, or facilities.	Determine and prepare Soldier awards as appropriate. This includes any certifications, qualification ratings, and distinguished performance awards.
Provide and execute retraining, as appropriate.	Provide recommendations to leadership for Soldier attendance to master gunner functional courses based on performance and potential.
Update manning rosters, as appropriate.	Develop and provide AAR to the external evaluation unit's leadership on their performance.
	Develop simulations and gaming system training plan for sustainment training.
	Conduct AAR with firing crews to gather information about ranges, scenario, training, conduct of fire, and other live-fire topics. Apply lessons learned to next unit training plan as appropriate.
	Provide recommendations to the commander on live-fire related topics.
	Submit detailed live-fire and training roll-up and complete qualification table results to higher headquarters for consolidation and submission to Weapons and Gunnery Branch, MCoE, for data collection.
Legend:	
AAR after action review	SME subject matter expert
MCOE Maneuver Center of Excellence	QTB quarterly training brief
OPTEMPO operating tempo	USR unit status report

2-145. Analyze training results. The analysis of the live-fire training event is the critical to the unit's success. It provides detailed analysis to the commander on the live-fire results by crew, section, platoon, and unit. The master gunner must analyze the engagements and scenarios to identify training gaps, failure, or engagements that are too easy or too demanding.

2-146. Review training ammunition expenditures. During the analysis, the master gunner must determine the ammunition expended versus drawn, develop a plan for turn-in and re-forecasting the ammunition as necessary. This analysis is the first step in planning the next live-fire training event. Unit closes out any active or open DA Form 581, as required. Unit must reconcile all ammunition expenditures and ensure all remaining live ammunition and dunnage are turned in as per regulation and unit or installation policy.

2-147. Identify individual, crew, and small unit excellence. The analysis identifies excellence within the unit. The master gunner helps the unit leadership to determine and prepare awards for certifications, qualifications, or exceptional performance, as appropriate. The analysis indicates exceptional performers for recommendations to leadership for Soldier attendance to master gunner functional courses.

2-148. Update manning rosters. The unit must update manning rosters, as appropriate. The master gunner helps in preparation of unit status reports regarding weapon and weapon system qualifications.

2-149. Plan for sustaining proficiency. The master gunner develops simulations and gaming system training plan for qualified (experienced) elements for sustainment training. These units continue training within the simulations or gaming systems to achieve the next higher level of proficiency within the system's instructional database or unit developed training scenarios, respectively.

2-150. Execute quality AARs. The unit should conduct an AAR with firing units to gather information about ranges, scenarios, preparatory training, conduct of fire, and other live-fire topics. Apply lessons learned to the next training event planning process.

2-151. Live-fire roll-up. The master gunner submits a detailed live-fire and training event roll-up and complete qualification table results to the higher headquarters.

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Chapter 3

Individual Weapons Training

This chapter describes how a unit builds their unit training plan for individual, crew-served, and special purpose weapons. It follows the progressive and gated structure of the maneuver training strategy to describe a general overview of the training events found within the respective weapon's training strategy. It provides basic information to understand the mechanics of the events, but relies upon the unit referencing the appropriate training circular to apply the specific task events for the weapon, its attachments, optics, thermals, and illuminators, as appropriate. The focus is to train and qualify Soldiers on their assigned weapons with all assigned devices and equipment, to support collective tasks.

TRAINING TABLES

3-1. Each weapon or munition's training strategy has up to six training events that culminate in the Soldier's demonstration of proficiency: Table VI, Qualification. Training consists of all the training events along the critical path to proficiency for individual weapon.

3-2. The training structure for these weapons (see table 3-1) are described in the following sections. In some cases, a weapon will not include all tables for training through qualification. The respective weapon's training publication specifically states those exceptions. Any additional training events for certifications or validation are not shown for simplicity.

Table 3-1. Individual purpose weapons table structure example

	Prerequisites (L,V,C)		***Live***			
	Table I	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
Individual Weapons	PMI&E	PLFS	Drills	Basic	Practice	Qual Live-Fire Proficiency Gate (LFPG)

Legend:

C	constructive	PMI&E	preliminary marksmanship instruction and evaluation
L	live	Qual	qualification
PLFS	preliminary live-fire simulation	V	virtual

3-3. An individual weapon is a TO&E/MTOE/table of distributed allowances weapon specifically assigned to and operated by a single Soldier (see table 3-2 on page 3-2). When more than one individual weapon is assigned to a Soldier, one is designated the primary and the others are designated as secondary weapons. Soldiers train through qualification on all individual weapons assigned, regardless if they are designated as primary or secondary:

- Primary weapon. The individual weapon assigned to a Soldier whose principal function is personal protection, which provides the major direct fire capability during lethal engagements. A Soldier only has one primary weapon.
- Secondary weapon. An individual or special purpose weapon assigned or designated to a Soldier whose principal function is increased capability, function, purpose beyond, or in lieu of the primary weapon. A Soldier may have multiple secondary weapons.

Table 3-2. Individual weapons

Weapon
M9 / M17 / M18
M4 series
M16 series
Sniper Weapon System
M249AR (Automatic Rifle)

3-4. Soldiers may be assigned multiple weapons, not necessarily from the same category. Soldiers assigned multiple individual weapons will identify one as a primary weapon and the other as a secondary weapon. Those assignments and designations direct the training strategies the Soldier conducts as part of their overall individual proficiency. Table 3-3 shows the individual weapons training structure.

Note. For example, a Soldier is assigned two individual weapons, an M4 and an M9. The M4 serves as the primary weapon, with the M9 as a secondary weapon. Both must be qualified to the Army standard with the directed frequency of qualification.

Table 3-3. Individual weapons training strategy structure

	Table I	*Table II*	*Table III*	*Table IV*	*Table V*	*Table VI*
Individual Weapons	PMI&E	PLFS	Drills	Basic	Practice	QUAL
Days Required	0.5	0.5	1	0.5	1	1
Training Days Remaining on Critical Training Path	*4.0*	*3.5*	*2.5*	*2*	*1*	*Live-Fire Proficiency Gate (LFPG)*

Legend:
PLFS preliminary live-fire simulation
PMI&E preliminary marksmanship instruction and evaluation
QUAL qualification

INDIVIDUAL WEAPONS, TABLE I, PMI&E

3-5. Table I, Individual Weapons Preliminary Marksmanship Instruction and Evaluation (known as PMI&E), is a pre-live-fire, hands-on evaluation of demonstrated performance on weaponry tasks, characteristics, capabilities, and function on their individual weapon (see table 3-4). It verifies the Soldier's ability to perform critical tasks, apply immediate and remedial action, and employ the weapon safely during training and tactical operations. During Table I, Soldiers must demonstrate proficiency on individual tasks and skills through testable (written) and performance (hands-on) evaluation. Successful completion of Table I is required before any live-fire event with the weapon.

Table 3-4. Individual weapons, Table I, PMI&E, M4 / M16, example

INDIVIDUAL WEAPONS, TABLE I, INDIVIDUAL WEAPONS PMI&E						
EVENT NAME:	PMI&E		ENVIRONMENT		LIVE	0.5
WEAPON:	M4 / M16		CONDITIONS		HANDS ON	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		STT	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		CLASS	
			COMPONENT:	AC	RC	120 SOLDIERS
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	1	0.5	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
	REQUIRED					4.5
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned an individual weapon must successfully complete Table I, PMI&E, between T-6 and T-X, *before any live-fire event with the weapon*.						
Note: Table I *should* be completed before any other table to ensure the Soldier understands the proper functioning and immediate action for the weapon.						

Legend:

AC	active component	STT	sergeant's time training
EVAL	evaluation	T+6	training week or month plus six
PLFS	preliminary live-fire simulation	T-X	training event exercise
PMI&E	preliminary marksmanship instruction and evaluation	TNG	training
QUAL	qualification	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
RC	reserve component		

INDIVIDUAL WEAPONS, TABLE II, PLFS

3-6. Individual Weapons, Table II, Preliminary Live-Fire Simulations (known as PLFS), is a simulations based demonstration of performance of employing the weapon to its primary capabilities in a virtual environment (see table 3-5 on page 3-4). Table II itself is the culminating event for the weapon's simulations training strategy. Table II is a replication (simulation) of the weapon's live-fire qualification course and provides a measured demonstration of performance before any live-fire event with the weapon.

3-7. Table II is commonly referred to as a "gate to live-fire." It is a prerequisite to any live-fire training with the weapon.

Table 3-5. Individual weapons, Table II, PLFS, M4 / M16, example

INDIVIDUAL WEAPONS, TABLE II, PLFS						
EVENT NAME:	PLFS		ENVIRONMENT		VIRTUAL	1.0
WEAPON:	M4 / M16		CONDITIONS		TADSS	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		EST	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TADSS	
			COMPONENT:	AC	RC	120 SOLDIERS
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS REQUIRED	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
						3.5
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned an individual weapon must successfully complete Table II, PLFS, between T-6 and T-X, before any live-fire event with the weapon.

Legend:

AC	active component	RC	reserve component
EST	engagement skills trainer	T+6	training week or month plus six
EVAL	evaluation	T-X	training event exercise
PLFS	preliminary live-fire simulation	TADSS	training aids, devices, simulators, and simulations
PMI&E	preliminary marksmanship instruction and evaluation	TNG	training
QUAL	qualification	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification

INDIVIDUAL WEAPONS, TABLE III, DRILLS

3-8. Individual Weapons, Table III, Drills, is a live environment, hands-on training event utilizing training aids and devices, and may include the use of blank ammunition (see table 3-6). It is used to train and evaluate the Soldier's ability to execute critical tasks using their assigned weapon and equipment, during day and night conditions, and when operating in a chemical, biological, radiological, and nuclear (CBRN) environment. Table III may also executed as concurrent training on all live-fire events (Tables IV through VI).

Table 3-6. Individual weapons, Table III, Drills, M4 / M16, example

<table>
<tr><th colspan="8">INDIVIDUAL WEAPONS, TABLE III, DRILLS</th></tr>
<tr><td>EVENT NAME:</td><td colspan="2">DRILLS</td><td colspan="2">ENVIRONMENT</td><td>LIVE</td><td rowspan="2">1.0</td></tr>
<tr><td>WEAPON:</td><td colspan="2">M4 / M16</td><td colspan="2">CONDITIONS</td><td>HANDS ON</td></tr>
<tr><td>TYPE TRAINING:</td><td colspan="2">FOUNDATION</td><td colspan="2">PRIMARY FACILITY</td><td>STT</td><td rowspan="2">DAYS REQUIRED</td></tr>
<tr><td rowspan="2">REQUIRED:</td><td colspan="2" rowspan="2">YES</td><td colspan="2">ALTERNATE FACILITY</td><td>TA</td></tr>
<tr><td>COMPONENT:</td><td>AC</td><td>RC</td><td rowspan="2">120 SOLDIERS</td></tr>
<tr><td>EXTERNAL EVAL:</td><td colspan="2">FIRST LINE LEADER</td><td>FREQUENCY</td><td>2</td><td>1</td></tr>
<tr><td>VALID FOR:</td><td colspan="2">T+6</td><td>ANNUAL DAYS TOTAL</td><td>2</td><td>1</td><td>THROUGHPUT</td></tr>
<tr><td rowspan="3"></td><td colspan="7">TABLE</td></tr>
<tr><td>I
PMI&E</td><td>II
PLFS</td><td>III
DRILLS</td><td>IV
BASIC</td><td>V
PRACTICE</td><td>VI
QUAL</td></tr>
<tr><td></td><td></td><td>REQUIRED</td><td></td><td></td><td>2.5</td></tr>
<tr><td>WHEN EXECUTED:</td><td colspan="3">T-6 through T-X or T-X</td><td></td><td></td><td>TNG DAYS TO QUAL</td></tr>
<tr><td rowspan="2">CONDEMNATION CRITERIA (CC)</td><td>RULE 1</td><td>RULE 2</td><td>RULE 3</td><td>RULE 4</td><td>RULE 5</td><td>RULE 6</td></tr>
<tr><td>TIME</td><td>KEY LEADER TURNOVER</td><td>COMMANDER ASSESSMENT</td><td>SUBORDINATE ELEMENT PROFICIENCY</td><td>SPECIALTY PROFICIENCY</td><td>STAFF SECTION PROFICIENCY</td></tr>
<tr><td colspan="8">Remarks: Each Soldier assigned an individual weapon must successfully complete Table III, between T-6 and T-X, before any live-fire event with the weapon. Table III should be used as concurrent training on Tables IV, V, and VI while Soldiers are awaiting training within a firing order or between day and night phases.</td></tr>
<tr><td colspan="8">Legend:
AC active component
EVAL evaluation
PLFS preliminary live-fire simulation
PMI&E preliminary marksmanship instruction and evaluation
QUAL qualification
RC reserve component
T+6 training week or month plus six
T-X training event exercise
TA training area
TNG DAYS TO QUAL number of training days remaining on the critical path to weapon’s qualification
STT Sergeant’s Time Training</td></tr>
</table>

INDIVIDUAL WEAPONS, TABLE IV, BASIC

3-9. Individual Weapons, Table IV, Basic, is a course of fire using training ammunition on an authorized live-fire facility (see table 3-7 on page 3-6). This table trains basic skills at a reduced tempo to ensure Soldier mastery of specific basic weapon employment skills. This table builds upon those skills trained and tested during Tables I, II, and III.

3-10. This table includes execution of critical skills in a live environment under live-fire conditions. Table IV is commonly the first training event where the Soldier employs the weapon with training ammunition against prescribed targetry to a defined standard.

Table 3-7. Individual weapons, Table IV, Basic, M4 / M16, example

INDIVIDUAL WEAPONS, TABLE IV, BASIC						
EVENT NAME:	BASIC		ENVIRONMENT		LIVE	0.5
WEAPON:	M4 / M16		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		25m	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		MRF	
			COMPONENT:	AC	RC	120 SOLDIERS
EXTERNAL EVAL:	COACH		FREQUENCY	2	1	
VALID FOR:	T-X		ANNUAL DAYS TOTAL	1	0.5	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ	REQUIRED		2.0
WHEN EXECUTED:				T-X		TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned an individual weapon must successfully complete Table IV, Basic, as the event includes live-fire zero of aiming devices.

Legend:

25m	25 meter range	PRQ	prerequisite
AC	active component	QUAL	qualification
EVAL	evaluation	RC	reserve component
MRF	modified record fire range or similar	T-X	training event exercise
PLFS	preliminary live-fire simulation	TNG	training
PMI&E	preliminary marksmanship instruction and evaluation	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification

INDIVIDUAL WEAPONS, TABLE V, PRACTICE

3-11. Individual Weapons, Table V, Practice, is a course of fire using training ammunition on an authorized live-fire facility (see table 3-8). This table reinforces the basic skills trained during previous events, but increases the tempo to expected engagement sequence capabilities to build Soldier mastery. Table V is designed to be more difficult than the qualification course of fire to build confidence in the weapon, ammunition, optics, and training.

3-12. This table includes execution of critical skills in a live environment under live-fire conditions. Table V prepares the Soldier to employ the weapon against most common threat scenarios using prescribed targetry sequences to a required standard.

Table 3-8. Individual weapons, Table V, Practice, M4 / M16, example

INDIVIDUAL WEAPONS, TABLE V, PRACTICE						
EVENT NAME:	PRACTICE	ENVIRONMENT		LIVE	1.0	
WEAPON:	M4 / M16	CONDITIONS		LIVE-FIRE		
TYPE TRAINING:	FOUNDATION	PRIMARY FACILITY		ARF	DAYS REQUIRED	
REQUIRED:	NO	ALTERNATE FACILITY		ARF		
		COMPONENT:	AC	RC	120 SOLDIERS	
EXTERNAL EVAL:	COACH	FREQUENCY	2	1		
VALID FOR:	T-X	ANNUAL DAYS TOTAL	2	1	THROUGHPUT	
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ	PRQ		1.0
WHEN EXECUTED:					T-X	TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned an individual weapon *should* successfully complete Table V, Practice, to gain experience with and confidence in their weapon, aiming devices, and skill.

Legend:

AC	active component	QUAL	qualification
ARF	automated record fire range or similar	RC	reserve component
EVAL	evaluation	T-X	training event exercise
PLFS	preliminary live-fire simulation	TNG	training
PMI&E	preliminary marksmanship instruction and evaluation	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
PRQ	prerequisite		

INDIVIDUAL WEAPONS, TABLE VI, QUALIFICATION

3-13. Individual Weapons, Table VI, Qualification, is the Army standard record course of fire used to determine the live-fire proficiency of a Soldier employing the weapon (see table 3-9 on page 3-8). This table includes execution of critical skills. The qualification course of fire uses training ammunition on an authorized live-fire facility, in a live environment, under live-fire conditions. Table VI builds Soldier experience tactically employing the weapon against most common threat scenarios with their assigned equipment and attachments. As a LFPG, it provides the commander an assessment of the Soldier's overall proficiency employing the weapon.

Table 3-9. Individual weapons, Table VI, Qualification, M4 / M16, example

INDIVIDUAL WEAPONS, TABLE VI, QUALIFICATION *LIVE-FIRE PROFICIENCY GATE*						
EVENT NAME:	QUALIFICATION		ENVIRONMENT		LIVE	1.0
WEAPON:	M4 / M16		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		MRF	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		ARF	
			COMPONENT:	AC	RC	120 SOLDIERS
EXTERNAL EVAL:	PLATOON		FREQUENCY	2	1	
VALID FOR:	12 MONTHS		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ	PRQ		REQUIRED
WHEN EXECUTED:						T-X
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned an individual weapon must successfully complete Table VI, Qualification to meet their live-fire proficiency gate. The live-fire proficiency gate is required for any Soldier to participate in any collective live-fire event.						
Note: Table III should be used as concurrent training on Tables IV, V, and VI while Soldiers are awaiting training within a firing order or between day and night phases.						

Legend:

AC	active component	PRQ	prerequisite
ARF	automated record fire range	QUAL	qualification
EVAL	evaluation	RC	reserve component
MRF	modified record fire range or similar	T-X	training event exercise
PLFS	preliminary live-fire simulation	TNG	training
PMI&E	preliminary marksmanship instruction and evaluation	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification

INDIVIDUAL WEAPONS QUALIFICATION STANDARDS

3-14. Qualifications are the Army's standard demonstration of proficiency of a weapon, system, platform, or small unit, as defined in the appropriate training publication. Qualifications are the required LFPGs that enable a Soldier to progress to higher echelon live-fire collective events.

3-15. Qualifications may be used as prerequisites for additional training, certifications, or functional courses. Qualifications are externally evaluated by a certified leader (see table 3-10), typically the range OIC or range NCOIC. The Soldier's commander verifies them before entry into the DTMS.

Table 3-10. Qualification external evaluator minimum requirements

Event	*External To*	*Remarks*
Table VI, Individual Weapon Qualification	Platoon	Typically, a brigade or battalion tasked range OIC or NCOIC
Legend:		
NCOIC noncommissioned officer in charge	OIC officer in charge	

3-16. Soldiers must meet the qualification requirements listed in the appropriate weapon's training publication. This includes recording the Table VI, Qualification, results on the designated Department of the Army form, and annotating the results within the DTMS for tracking, reporting, and accountability purposes.

INDIVIDUAL QUALIFICATION DURATION

3-17. The standard QD for individual weapons events is 12 months, unless specifically written otherwise in the training publication. Qualifications remain valid until one of the condemnation criteria is met.

COMPANY-LEVEL QUALIFICATION DURATION

3-18. For reporting purposes at the company-level, the qualification condemnation criteria for individual weapons are—

- Time – Twelve months have elapsed since successfully completing the qualification.
- Key leader turnover—
  - Company-size units may not consider a Soldier qualified on a weapon type that the Soldier is not assigned.
  - Soldiers reassigned to another organization retain their qualification for the weapon type as part of their individual training record; however, the gaining company-level organization assumes responsibility of the qualification and may not count the qualification for reporting purposes until the Soldier is assigned that weapon type.
- Commander assessment – any commander within the chain of command determines the Soldier no longer maintains weapon proficiency for any reason.

SOLDIER QUALIFICATION DURATION

3-19. The Soldier qualification condemnation criteria are—

- Time – Twelve months have elapsed since successfully completing the qualification.
- Commander assessment – any commander within the chain of command determines the Soldier no longer maintains weapon proficiency for any reason.

INDIVIDUAL QUALIFICATION RATINGS

3-20. The weapons training publications provide guidance on the appropriate qualification ratings awarded to a Soldier. The individual weapon's training publication provides the qualification ratings that may be awarded by the evaluation commander.

3-21. Soldiers are not authorized to make multiple attempts within the training period to increase their qualification rating. Soldiers making multiple attempts to qualify during a four-month period may only be awarded the qualified rating.

3-22. Commanders are authorized to award Soldiers the appropriate weapons qualification badge, based on the qualification rating and the corresponding marksmanship qualification clasp as shown in table 3-11 on page 3-10. (For additional information on the marksmanship qualification badges and clasps, see DA Pam 670-1.) The Department of the Army form scorecard, signed by the range OIC, is the official record of the training results. Commanders use the signed score cards as the official orders awarding the appropriate qualification clasp.

Table 3-11. Marksmanship qualification clasps authorized for individual weapons by type

Weapon Category	*Weapon*	*Marksmanship Qualification Clasp*
Individual	M16 Series	RIFLE
	M4 Series	CARBINE
	M9 / M17 / M18	PISTOL
	M249 Series	AUTO RIFLE

INDIVIDUAL VALIDATION

3-23. Validation is a commander's option to execute the Army standard qualification to the minimum threshold requirements to achieve a passing result. Where validation events are authorized, the threshold requirements are defined in the weapon's training publication.

3-24. The validation event is used in extreme circumstances where the commander requires confirmation of a qualification or certification. These circumstances may arise in garrison and operational environments.

GARRISON REQUIREMENT

3-25. The brigade commander may authorize the validation event when one of the following conditions exist—

- Unit assigned as quick reaction force within 90 days.
- Unit directed to deploy within 90 days without prior notice.
- Installation range restrictions prohibit standard qualification due to range closures, ammunition restriction, or unforeseen circumstances beyond the control of the unit.

Note. Failing to request or secure appropriate training facilities, ammunition, or other resources does not justify the use of any validation procedure at home station.

OPERATIONAL REQUIREMENT

3-26. The battalion commander may authorized subordinate units to exercise the validation event when deployed to austere environments when one of the following conditions exist—

- Available range facilities do not support the standard Army qualification requirements.
- Local range regulations prohibit firing the ammunition type, standard engagement techniques, or do not support the surface danger area.
- The training area available does not meet the most stringent range safety regulations of the Army or host nation where the composite surface danger zone cannot be sufficiently maintained and secured.

3-27. The validation event is completed using the alternate course of fire as described in the respective training publication.

Note. Not all weapons have an authorized validation event or process. Units must refer to the weapon's training publication for additional information.

3-28. The following rules apply to validation events—

- The brigade or equivalent commander authorizes the use of the validation event.
- May only be executed 90 days after mission start through 30 days before mission complete.
- Successful completion of the validation event extends the existing QD by six months.
- Only two validations are authorized within a 24-month period for any weapon, system, or munition.

- Failure to successfully complete a validation event after two attempts condemns the qualification immediately.
- Failure to validate requires the Soldier to complete the full training strategy to regain their qualification status.

CERTIFICATIONS

3-29. For the purposes of this publication, certifications are weapons training to a specific quantifiable measure beyond the Army standard qualification that enables the weapon's employment at an advanced level or to specific manner, use, or technique. Certifications follow the rules of the QD, including the condemnation criteria. Units are responsible for managing certifications as needed or required.

3-30. Certifications may be used as a prerequisite for additional training, certifications, or functional courses. Units may create their own certification programs to enhance their organization's tactics, techniques, and procedures, collective training, and other events to mitigate risk during complex live-fire events.

Note. For example, after completing the M4 Army standard qualification (Table VI), a unit trains and certifies its firers on short-range marksmanship. Once successfully completed, firer's are certified on that advanced skill.

That short-range certification may then be a prerequisite to training within a live-fire shoot house facility.

3-31. Certifications may be provided for a weapon, but may also be unit developed. Some common certifications for individual, crew-served, and special purpose weapons are in table 3-12.

Table 3-12. Common individual, crew-served, and special purpose weapon certification examples

Weapon	***Certification***
M4 / M16, M9 / M17 / M18	Transition to Secondary Weapon
M4 / M16, M249 AR	Short-Range Marksmanship
M4 / M16	Squad Designated Marksman
CSASS	Long Range Marksmanship
M4 / M16	Combat Field Fire
M4 / M16, M203 / M320	Transition to Secondary Weapon
M9 / M17 / M18	Short-Range Marksmanship
M249, M240B, M2A1	Advanced Machine Gun
M1200 / M26	Transition to Secondary Weapon
Sniper weapon to secondary	Transition to Secondary Weapon

Legend:

AR	Automatic Rifle	CSASS	Counter Semi-Automatic Sniper System

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Chapter 4

Crew-Served Weapons Training

This chapter describes how a unit builds their unit training plan for crew-served weapons. It follows the progressive and gated structure of the maneuver training strategy to describe a general overview of the training events found within the respective weapon's training strategy. It provides basic information to understand the mechanics of the events, but relies upon the unit referencing the appropriate training circular to apply the specific task events for the weapon, its attachments, optics, thermals, and illuminators, as appropriate. The focus is to train and qualify Soldiers on their assigned weapons with all assigned devices and equipment, to support collective tasks.

TRAINING TABLES

4-1. Each weapon or munition's training strategy has up to six training events that culminate in the Soldier's demonstration of proficiency: Table VI, Qualification. Training consists of all the training events along the critical path to proficiency for the crew-served weapon.

4-2. The structure for these weapons (see table 4-1) are described in the following sections. In some cases, a weapon will not include all tables for training through qualification, typically within the special purpose weapons. The respective weapon's training publication specifically states those exceptions.

Table 4-1. Crew-served weapons table structure, example

	Prerequisites (L,V,C)		***Live***			
	Table I	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
Crew-Served Weapons	PMI&E	PLFS	Drills	Basic	Practice	Qual Live-Fire Proficiency Gate (LFPG)

Legend:

C	constructive	PMI&E	preliminary marksmanship instruction and evaluation
L	live	Qual	qualification
PLFS	preliminary live-fire simulation	V	virtual

4-3. A crew-served weapon is a man-portable weapon or system assigned to a team (gunner with an assistant gunner, supported by one or more ammunition bearers) qualified in the ground (dismounted) role. The team consists of two or more personnel:

- Gunner - the primary firer.
- Assistant gunner - the secondary firer and team member.
- Ammunition bearer - one or more Soldiers that help to carry the basic load of ammunition during combat operations, weapon dependent.

4-4. All members of crew-served weapons teams are assigned an individual weapon. The crew-served weapon requires a complete training strategy that includes training and testing the assigned crewmembers, including the ammunition bearers, as appropriate. Soldiers assigned or designated to a crew-served weapon are required to qualify their individual weapon and the crew-served weapon.

4-5. Units should train and qualify additional personnel to serve as gunners to ensure the unit maintains the appropriate number of qualified gunners when personnel turbulence occurs. Resourcing for the additional gunners beyond the primary firers and authorized assistant gunners is completed through unit ammunition management.

Note. Company-size units report the qualifications of the primary firer (gunner) only. Training assistant gunners through qualification provides additional flexibility to the commander to maintain the required number of gunners through periods of personnel turbulence.

4-6. Table 4-2 provides a list of crew-served weapons for the purposes of this publication. Units must ensure all assigned gunners and assistant gunners complete the training strategy through qualification as the firer. Any authorized ammunition bearers are not required to qualify on the weapon but must complete the training as part of the crew-served weapon's team.

Note. Although an integral part of the crew-served weapon team, Soldiers assigned as the assistant gunner and ammunition bearer may change without changing the qualification status of the primary firer (gunner).

Table 4-2. Crew-served weapons

Weapon
M240B
M2A1 or M2HB
MK19
M249

4-7. The structure for all crew-served weapons, are described in the following sections. In most cases, a crew-served weapon's strategy includes all six tables. For the purposes of this publication, the training tables are portrayed using the most common use of the tables (see table 4-3).

Table 4-3. Crew-served weapons training strategy structure, example

Crew-Served Weapons	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	PMI&E	PLFS	Drills	Basic	Practice	**QUAL**
Days Required	0.5	1	1	0.5	1	**1**
Training Days Remaining on Critical Training Path	*4.5*	*3.5*	*2.5*	*2*	*1*	***Live-Fire Proficiency Gate (LFPG)***
Legend:						
PLFS	preliminary live-fire simulation		PMI&E		preliminary marksmanship instruction and evaluation	
QUAL	qualification					

Note. Not all crew-served weapons strategies consist of all tables (training events). Each weapon training strategy is specifically described in their respective training publication.

CREW-SERVED WEAPONS, TABLE I, PMI&E

4-8. Crew-Served Weapons, Table I, PMI&E, is a pre-live-fire, hands-on evaluation of demonstrated performance on weaponry tasks, characteristics, capabilities, and function in the live environment (see table 4-4). It verifies the Soldier's ability to perform critical tasks, apply immediate and remedial action, and employ the weapon safely during training and tactical operations. During Table I, Soldiers must demonstrate proficiency on individual and team tasks through testable (written) and performance (hands-on) evaluation. Successful completion of Table I is required before any live-fire event with the weapon.

Table 4-4. Crew-served weapons, Table I, PMI&E, M2A1, example

CREW-SERVED WEAPONS, TABLE I, PMI&E						
EVENT NAME:	PMI&E		ENVIRONMENT		LIVE	0.5
WEAPON:	M2A1		CONDITIONS		HANDS ON	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		STT	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		CLASS	
			COMPONENT:	AC	RC	20 Machine Gun Teams
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	1	0.5	THROUGHPUT
	TABLE					
	I	II	III	IV	V	VI
	PMI&E	PLFS	DRILLS	BASIC	PRACTICE	QUAL
	REQUIRED					4.5
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned or designated as a gunner, assistant gunner, or ammunition bearer, must successfully complete Table I, between T-6 and T-X, before any live-fire event with the weapon.						

Legend:

AC	active component	QUAL	qualification
ARF	automated record fire range	RC	reserve component
EVAL	evaluation	STT	sergeant's time training
MRF	modified record fire range or similar	T-X	training event exercise
PLFS	preliminary live-fire simulation	T-6	training week or month plus six
PMI&E	preliminary marksmanship instruction and evaluation	TNG	training
PRQ	prerequisite	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification

CREW-SERVED WEAPONS, TABLE II, PLFS

4-9. Crew-Served Weapons, Table II, PLFS, is a simulations based demonstration of performance of employing the weapon to its primary capabilities (see table 4-5). Table II itself is the culminating event for the weapon's simulations training strategy. Table II is a replication (simulation) of the weapon's live-fire qualification course and provides a measured demonstration of performance before any live-fire event with the weapon.

Table 4-5. Crew-served weapons, Table II, PLFS, M2A1, example

CREW-SERVED WEAPONS, TABLE II, PLFS						
EVENT NAME:	PLFS		ENVIRONMENT		VIRTUAL	1.0
WEAPON:	M2A1		CONDITIONS		TADSS	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		S/SVT	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		EST	
			COMPONENT:	AC	RC	20 Machine Gun Teams
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
		REQUIRED				3.5
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks*:* Each Soldier assigned or designated as a gunner, assistant gunner, or ammunition bearer, must successfully complete Table II, between T-6 and T-X, *before any live-fire event with the weapon*.

Legend:

AC	active component	QUAL	qualification
EST	engagement skills trainer	RC	reserve component
EVAL	evaluation	S/SVT	Soldier / squad virtual trainer
MRF	modified record fire range or similar	T-X	training event exercise
PLFS	preliminary live-fire simulation	T-6	training week or month plus six
PMI&E	preliminary marksmanship instruction and evaluation	TNG	training
PRQ	prerequisite	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification

CREW-SERVED WEAPONS, TABLE II, DRILLS

4-10. Crew-Served Weapons, Table III, Drills, is a live environment, hands-on training event utilizing training aids and devices, and may include the use of blank ammunition (see table 4-6). It trains and evaluates

the Soldier's ability to execute critical tasks using their assigned weapon and equipment, during day and limited visibility conditions, and when operating in a CBRN environment.

4-11. Each Soldier must perform tasks and skills to a directed sequence or time standard as listed in the weapon's training publication. The first line leader trains and evaluates the Soldier.

Table 4-6. Crew-served weapons, Table III, Drills, M2A1, example

CREW-SERVED WEAPONS, TABLE III, DRILLS						
EVENT NAME:	DRILLS		ENVIRONMENT		LIVE	1.0
WEAPON:	M2A1		CONDITIONS		HANDS ON	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		STT	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	20 Machine Gun Teams
EXTERNAL EVAL:	FIRST LINE LEADER		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
			REQUIRED			2.5
WHEN EXECUTED:	T-6 through T-X or T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned or designated as a gunner, assistant gunner, or ammunition bearer, must successfully complete Table III, between T-6 and T-X, before any live-fire event with the weapon.

Note: Table III should be used as concurrent training on Tables IV, V, and VI while Soldiers are awaiting training within a firing order or between day and night phases.

Legend:

AC	active component	STT	sergeant's time training
EVAL	evaluation	TA	training area
PLFS	preliminary live-fire simulation	T-X	training event exercise
PMI&E	preliminary marksmanship instruction and evaluation	T-6	training week or month plus six
PRQ	prerequisite	TNG	training
QUAL	qualification	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
PLFS	preliminary live-fire simulation		

CREW-SERVED WEAPONS, TABLE IV, BASIC

4-12. Crew-Served Weapons, Table IV, Basic, is a course of fire using training ammunition on an authorized live-fire facility (see table 4-7 on page 4-6). This table trains basic skills at a reduced tempo to ensure Soldier

mastery of specific weapon employment skills. This table builds upon those skills trained and tested during Tables I, II, and III.

4-13. This table includes execution of critical skills in a live environment under live-fire conditions. Table IV is commonly the first training event where the Soldier employs the weapon with training ammunition against prescribed targetry to a required standard.

Table 4-7. Crew-served weapons, Table IV, Basic, M2A1, example

CREW-SERVED WEAPONS, TABLE IV, BASIC						
EVENT NAME:	BASIC		ENVIRONMENT		LIVE	0.5
WEAPON:	M2A1		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		MPMG	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		QTR	
			COMPONENT:	AC	RC	20 Machine Gun Teams
EXTERNAL EVAL:	COACH		FREQUENCY	2	1	
VALID FOR:	T-X		ANNUAL DAYS TOTAL	1	0.5	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ	REQUIRED		2.0
WHEN EXECUTED:				T-X		TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned or designated as a gunner, assistant gunner, or ammunition bearer, must successfully complete Table IV, Basic, as the event includes live-fire zero of aiming devices.						
Note: Table III should be used as concurrent training on Tables IV, V, and VI while Soldiers are awaiting training within a firing order or between day and night phases.						

Legend:

AC	active component	QUAL	qualification
EVAL	evaluation	QTR	qualification training range
MPMG	multi-purpose machine gun range	RC	reserve component
PLFS	preliminary live-fire simulation	T-X	training event exercise
PMI&E	preliminary marksmanship instruction and evaluation	TNG	training
PRQ	prerequisite	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification

CREW-SERVED WEAPONS, TABLE V, PRACTICE

4-14. Crew-Served Weapons, Table V, Practice, is a course of fire using training ammunition on an authorized live-fire facility (see table 4-8). This table reinforces the basic skills trained during previous events, but increases the tempo to expected engagement sequence capabilities to build Soldier mastery.

4-15. This table includes execution of critical skills in a live environment under live-fire conditions. Table V prepares the Soldier to employ the weapon against most common threat scenarios using prescribed targetry sequences to a required standard.

Table 4-8. Crew-served weapons, Table V, Practice, M2A1, example

CREW-SERVED WEAPONS, TABLE V, PRACTICE						
EVENT NAME:	PRACTICE		ENVIRONMENT		LIVE	1.0
WEAPON:	M2A1		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		MPMG	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		QTR	
			COMPONENT:	AC	RC	20 Machine Gun Teams
EXTERNAL EVAL:	COACH		FREQUENCY	2	1	
VALID FOR:	T-X		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ	PRQ		1.0
WHEN EXECUTED:					T-X	TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned an individual weapon should successfully complete Table V, Practice, to gain experience with and confidence in their weapon, aiming devices, and skill.						
Note: Table III should be used as concurrent training on Tables IV, V, and VI while Soldiers are awaiting training within a firing order or between day and night phases.						

Legend:

AC	active component	QUAL	qualification
EVAL	evaluation	QTR	qualification training range
MPMP	multi-purpose machine gun range	RC	reserve component
PLFS	preliminary live-fire simulation	T-X	training event exercise
PMI&E	preliminary marksmanship instruction and evaluation	TNG	training
PRQ	prerequisite	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification

CREW-SERVED WEAPONS, TABLE VI, QUALIFICATION

4-16. Crew-Served Weapons, Table VI, Qualification, is the record course of fire used to determine the LFPG for the crew-served weapons team (see table 4-9 on page 4-8). The qualification course of fire uses training ammunition on an authorized live-fire facility that qualifies a Soldier to employ the weapon during advanced individual and collective training. This table reinforces the basic skills trained during previous

events within the weapon's previous events, but uses a combat-realistic tempo and engagement sequences, and evaluates the demonstrated performance to assess Soldier and team proficiency.

Table 4-9. Crew-served weapons, Table VI, Qualification, M2A1, example

CREW-SERVED WEAPONS, TABLE VI, QUALIFICATION LIVE-FIRE PROFICIENCY GATE						
EVENT NAME:	QUALIFICATION		ENVIRONMENT		LIVE	1.0
WEAPON:	M2A1		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		MPMG	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		QTR	
			COMPONENT:	AC	RC	20 Machine Gun Teams
EXTERNAL EVAL:	PLATOON		FREQUENCY	2	1	
VALID FOR:	12 MONTHS		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ	PRQ		REQUIRED
WHEN EXECUTED:						T-X
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned an individual weapon must successfully complete Table VI, Qualification to meet their live-fire proficiency gate. The live-fire proficiency gate is required for any Soldier to participate in any collective live-fire event.

Note: Table III should be used as concurrent training on Tables IV, V, and VI while Soldiers are awaiting training within a firing order or between day and night phases.

Legend:

AC	active component	QUAL	qualification
EVAL	evaluation	QTR	qualification training range
MPMP	multi-purpose machine gun range	RC	reserve component
PLFS	preliminary live-fire simulation	T-X	training event exercise
PMI&E	preliminary marksmanship instruction and evaluation	TNG	training
PRQ	prerequisite	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification

CREW-SERVED WEAPONS QUALIFICATION STANDARDS

4-17. Qualification standards are the Army's standard demonstration of proficiency of a weapon, system, platform, or small unit, as defined in the appropriate training publication. Qualifications are required LFPGs that establish the crew's demonstrated proficiency to progress to higher echelon live-fire collective events.

4-18. Qualifications may also function as prerequisites for additional training, certifications, or functional courses. A certified leader externally evaluates qualifications (see table 4-10). The Soldier's commander verifies them before entry into the DTMS.

Table 4-10. Qualification external evaluator minimum requirements

Event	*Evaluation External To*	*Remarks*
Table VI, Crew-Served Weapons Qualification	Platoon	Typically, a brigade or battalion tasked range OIC or NCOIC

Legend:

NCOIC	noncommissioned officer in charge	OIC	officer in charge

4-19. Soldiers must meet the qualification requirements listed in the appropriate weapon's training publication. This includes recording the Table VI, Qualification, results on the designated Department of the Army form, and annotating the results within the DTMS for tracking, reporting, and accountability purposes.

CREW-SERVED WEAPONS QUALIFICATION DURATION

4-20. The standard QD for crew-served weapons events is 12 months, unless specifically written otherwise in the training publication. Qualifications remain valid until one of the condemnation criteria is met.

COMPANY-LEVEL QUALIFICATION DURATION

4-21. For reporting purposes at the company-level, the qualification condemnation criteria for crew-served weapons are—

- Time – Twelve months have elapsed since successfully completing the qualification.
- Key leader turnover—
  - Gunner is no longer assigned to the crew-served weapon.
  - Gunner is reassigned to another organization.

Note. A gaining company-level organization assumes responsibility of the gunner's qualification and may report the qualification when the gunner is assigned that weapon type.

- Commander assessment – any commander within the chain of command determines the gunner no longer maintains weapon proficiency for any reason.

GUNNER QUALIFICATION DURATION

4-22. The gunner qualification condemnation criteria are—

- Time – Twelve months have elapsed since successfully completing the qualification.
- Commander assessment – any commander within the chain of command determines the Soldier no longer maintains weapon proficiency for any reason.

Note. Soldiers maintain all qualifications for a period of 12 months or until a commander assesses them as not proficient, regardless of the status of assignment to a crew-served weapon.

CREW-SERVED WEAPONS QUALIFICATION RATINGS

4-23. The weapons training publications provide guidance on the appropriate qualification ratings awarded to a Soldier. The qualification ratings apply to the assigned primary (gunner) and assistant firer (assistant

gunner) that successfully completed the course of fire. The qualification ratings that may be awarded by the evaluation commander are—

- Expert. Gunners and assistant gunners that successfully demonstrate proficiency by scoring 90 percent on the live-fire tasks evaluated on Table VI.
- Sharpshooter. Gunners and assistant gunners that successfully demonstrate proficiency by scoring 80 to 89 percent on the live-fire tasks evaluated on Table VI.
- Marksman. Gunners and assistant gunners that successfully demonstrate proficiency by scoring 70 to 79 percent on the live-fire tasks evaluated on Table VI.
- Qualified. Gunners and assistant gunners that:
  - Require multiple attempts during the training density to achieve greater than 70 percent on the live-fire tasks on Table VI.
  - Any gunner and assistant gunner that attempts to qualify less than four months from their previous qualification on the same weapon.

4-24. Crew-served weapons teams are not authorized to make multiple attempts within the training period to increase their qualification rating. Crew-served weapons teams making multiple attempts to qualify during a four-month period may only be awarded the qualified rating.

4-25. Commanders are authorized to award gunners and assistant gunners the appropriate weapons qualification badge, based on the qualification rating and the corresponding marksmanship qualification clasp as shown in table 4-11. (For additional information on the marksmanship qualification badges and clasps, see DA Pam 670-1.)

Table 4-11. Marksmanship qualification clasps authorized for crew-served weapons by type

Weapon Category	*Weapon*	*Marksmanship Qualification Clasp*
Crew-Served Weapons	M240B / M240L / M249LMG	MACHINE GUN
	M2 / M2A1	MACHINE GUN
	MK19	MACHINE GUN

Chapter 5
Special Purpose Weapons Training

This chapter describes how a unit builds their unit training plan for special purpose weapons. It follows the progressive and gated structure of the maneuver training strategy to describe a general overview of the training events found within the respective weapon's training strategy. It provides basic information to understand the mechanics of the events, but relies upon the unit referencing the appropriate training circular to apply the specific task events for the weapon, its attachments, optics, thermals, and illuminators, as appropriate. The focus is to train and qualify Soldiers on their assigned weapons with all assigned devices and equipment, to support collective tasks.

TRAINING TABLES

5-1. Each weapon or munition's training strategy has up to six training events that culminate in the Soldier's demonstration of proficiency: Table VI, Qualification. Training consists of all the training events along the critical path to proficiency for the special purpose weapon.

5-2. The training structure for these weapons (see table 5-1) are described in the following sections. In some cases, a weapon will not include all tables for training through qualification, typically within the special purpose weapons. The respective weapon's training publication specifically states those exceptions. Any additional training events for certifications or validation are not shown for simplicity.

Table 5-1. Special purpose weapons table structure, example

	Prerequisites (L,V,C)		***Live***			
	Table I	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
Special Purpose Weapons	PMI&E	PLFS	Drills	Basic	Practice	Qual Live-Fire Proficiency Gate (LFPG)

Legend:

C	constructive	PMI&E	preliminary marksmanship instruction and evaluation
L	live	QUAL	qualification
PLFS	preliminary live-fire simulation	V	virtual

5-3. Special purpose weapons are a weapon, munition, or system operated by a designated Soldier or a small team within a squad (see table 5-2 on page 5-2). The special purpose weapons may or may not be listed on the unit's TO&E or MTOE. Special purpose weapons do not take the place of any individual weapon.

Table 5-2. Special purpose weapons

Weapon
Fire-and-forget antitank missile (FGM)-138 (Javelin)
AT-4CS (Confined Space)
M203 / M320 Series Grenade Launchers
M26 Shotgun
Grenades

5-4. The special purpose weapons will follow the same training path as other weapons; however, most of these items will not have a simulations system associated to them. Units must reference the appropriate training publication to understand the training tables available for each weapon or munitions.

5-5. Special purpose weapons are authorized for use by a small unit, where the small unit designates a Soldier within the organization to train and qualify on the item. Units should make every attempt to train and qualify additional personnel to ensure they maintain the qualification requirements on those weapons or munitions for reporting purposes. Designated personnel typically change within the small-unit organizations more frequently that key leaders.

5-6. Each special purpose weapon/munition has up to six training events within their strategy, culminating in the Soldier's demonstration of proficiency (Table VI, Qualification). That training event may not include a live-fire event based on the weapon or munition's function, characteristics, and capabilities.

5-7. The structure for all special purpose weapons are described in the following sections. In most cases, a special purpose weapon's strategy will not include all six tables. For the purposes of this publication, the training tables are portrayed in the most for the most common use of the tables (see table 5-3).

Table 5-3. Special purpose weapons training strategy structure, example

Weapons Category	*Table I*	*Table II*	*Table III*	*Table IV*	*Table V*	*Table VI*
	PREREQ	*PREREQ*	*PREREQ*	*Collective Task Proficiency*	*COORD / Rehearsal / Practice*	*Live-Fire Proficiency Gate*
	CRAWL	*CRAWL*	*WALK*	*RUN*	*RUN*	*RUN*
Special Purpose Weapons	PMI&E *Live*	PLFS *Virtual*	Drills *TADSS*	Basic *Live-Fire*	Practice *Live-Fire*	Qualification *Live-Fire*

Legend:

COORD	coordination	PREREQ	prerequisite
PLFS	preliminary live-fire simulations	TADSS	training aids, devices, simulators, and simulations
PMI&E	preliminary marksmanship instruction and evaluation		

SPECIAL PURPOSE WEAPONS, TABLE I, PMI&E

5-8. Special Purpose Weapons, Table I, PMI&E, is a pre-live-fire, hands-on evaluation of demonstrated performance on weaponry tasks, characteristics, capabilities, and function in the live environment (see table 5-4). It verifies the Soldier's ability to perform critical tasks, apply immediate and remedial action, and employ the weapon safely during training and tactical operations. During Table I, Soldiers must demonstrate proficiency on individual and team tasks and skills through testable (written) and performance (hands-on) evaluation. Successful completion of Table I is required before any live-fire event with the weapon and should be completed before any other table to ensure the Soldier understands the proper functioning and immediate action for the weapon.

Table 5-4. Special purpose weapons, Table I, PMI&E, M3 MAAWS, example

SPECIAL PURPOSE WEAPONS, TABLE I, PMI&E						
EVENT NAME:	PMI&E		ENVIRONMENT		LIVE	0.5
WEAPON:	M3 MAAWS		CONDITIONS		HANDS ON	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		STT	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		CLASS	
			COMPONENT:	AC	RC	60 SOLDIERS
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	1	0.5	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
	REQUIRED					3.0
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned as a gunner, assistant gunner, or ammunition bearer must successfully complete Table I, PMI&E, between T-6 and T-X, before any live-fire event with the weapon.						

Legend:

AC	active component	RC	reserve component
EVAL	evaluation	STT	sergeant's time training
MAAWS	multi-role anti-armor / anti-personnel weapon system	T-X	training event exercise
PLFS	preliminary live-fire simulation	TNG	training
PMI&E	preliminary marksmanship instruction and evaluation	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
QUAL	qualification		

Note. Table II, Pre-Live-Fire Simulations, is generally not available for special purpose weapons.

SPECIAL PURPOSE WEAPONS, TABLE III, DRILLS

5-9. Special Purpose Weapons, Table III, Drills, is a live environment, hands-on training event utilizing training aids and devices, and may include the use of blank ammunition (see table 5-5 on page 5-4). This event trains and evaluates the Soldier's ability to execute critical tasks using their assigned weapon and equipment, during day and limited visibility conditions, and when operating in a CBRN environment.

5-10. Each Soldier must perform tasks and skills to a directed sequence and time standard as listed in the weapon's training publication. First-line leaders conduct Table III training and evaluation.

Table 5-5. Special purpose weapons, Table III, Drills, M3 MAAWS, example

SPECIAL PURPOSE WEAPONS, TABLE III, DRILLS						
EVENT NAME:	DRILLS		ENVIRONMENT		LIVE	1.0
WEAPON:	M3 MAAWS		CONDITIONS		HANDS ON	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		STT	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	120 SOLDIERS
EXTERNAL EVAL:	FIRST LINE LEADER		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
			REQUIRED			2.0
WHEN EXECUTED:	T-6 through T-X or T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned as a gunner, assistant gunner, or ammunition bearer must successfully complete Table III, SPW Drills, between T-6 and T-X, before any live-fire event with the weapon.						
Note: Table III should be used as concurrent training on Tables IV, V, and VI while Soldiers are awaiting training within a firing order or between day and night phases.						

Legend:

AC	active component	RC	reserve component
EVAL	evaluation	STT	sergeant's time training
MAAWS	multi-role anti-armor / anti-personnel weapon system	TA	training area
PLFS	preliminary live-fire simulation	T-X	training event exercise
PMI&E	preliminary marksmanship instruction and evaluation	T+6	training week or month plus six
PRQ	prerequisite	TNG	training
QUAL	qualification	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification

Note. Once complete with the prerequisites, Table IV is generally not available for special purpose weapons. Table V is the first live-fire event during the training cycle.

SPECIAL PURPOSE WEAPONS, TABLE V, PRACTICE

5-11. Special Purpose Weapons, Table V, Practice, is a course of fire using training ammunition on an authorized live-fire facility (see table 5-6). This table reinforces the basic skills trained during previous events, but increases the tempo to expected engagement sequence capabilities to build Soldier mastery.

5-12. This table includes execution of critical skills in a live environment under live-fire conditions. Table V prepares the Soldier to employ the weapon against most common threat scenarios using prescribed targetry sequences to a required standard.

Table 5-6. Special purpose weapons, Table V, Practice, M3 MAAWS, example

SPECIAL PURPOSE WEAPONS, TABLE V, PRACTICE						
EVENT NAME:	PRACTICE		ENVIRONMENT		LIVE	1.0
WEAPON:	M3 MAAWS		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		MRF	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		ARF	
			COMPONENT:	AC	RC	120 SOLDIERS
EXTERNAL EVAL:	COACH		FREQUENCY	2	1	
VALID FOR:	T-X		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
	PRQ		PRQ		REQUIRED	1.0
WHEN EXECUTED:					T-X	TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned as a gunner, assistant gunner, or ammunition bearer should successfully complete Table V, Practice, to gain experience with and confidence in their weapon, aiming devices, and skill.						

Legend:

AC	active component	PRQ	prerequisite
ARF	automated record fire range	QUAL	qualification
EVAL	evaluation	RC	reserve component
MAAWS	multi-role anti-armor / anti-personnel weapon system	T-X	training event exercise
MRF	modified record fire range or similar	TNG	training
PLFS	preliminary live-fire simulation	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
PMI&E	preliminary marksmanship instruction and evaluation		

SPECIAL PURPOSE WEAPONS, TABLE VI QUALIFICATION

5-13. Special Purpose Weapons, Table VI, Qualification, is the record course of fire used to determine the live-fire proficiency of a Soldier employing the weapon (see table 5-7 on page 5-6). Table VI serves as the LFPG for the weapon.

5-14. The qualification course of fire uses training ammunition on an authorized live-fire facility that qualifies a Soldier to employ the weapon during advanced individual and collective training. This table reinforces the basic skills trained during previous events within the weapon's training strategy, but uses a combat-realistic tempo and engagement sequences, and demonstrated performance to assess Soldier proficiency.

Table 5-7. Special purpose weapons, Table VI, Qualification, M3 MAAWS, example

SPECIAL PURPOSE WEAPONS, TABLE VI, QUALIFICATION LIVE-FIRE PROFICIENCY GATE						
EVENT NAME:	QUALIFICATION		ENVIRONMENT		LIVE	1.0
WEAPON:	M3 MAAWS		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		MRF	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		ARF	
			COMPONENT:	AC	RC	120 SOLDIERS
EXTERNAL EVAL:	PLATOON		FREQUENCY	2	1	
VALID FOR:	12 MONTHS		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I PMI&E	II PLFS	III DRILLS	IV BASIC	V PRACTICE	VI QUAL
	PRQ		PRQ		PRQ	REQUIRED
WHEN EXECUTED:						T-X
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned as a gunner, assistant gunner, or ammunition bearer must successfully complete Table VI, Qualification to meet their live-fire proficiency gate. The live-fire proficiency gate is required for any Soldier to participate in any collective live-fire event.						

Legend:

AC	active component	PMI&E	preliminary marksmanship instruction and evaluation
ARF	automated record fire range	PRQ	prerequisite
CDR	commander	QUAL	qualification
EVAL	evaluation	RC	reserve component
MAAWS	multi-role anti-armor / anti-personnel weapon system	T-X	training event exercise
MRF	modified record fire range or similar	TNG	training
PLFS	preliminary live-fire simulation	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification

SPECIAL PURPOSE WEAPONS QUALIFICATION STANDARDS

5-15. Qualification standards are the Army's standard demonstration of proficiency of a weapon, system, platform, or small unit, as defined in the appropriate training publication. Qualifications are required gates to progress to higher echelon live-fire collective events.

5-16. Qualifications may be used as prerequisites for additional training, certifications, or functional courses. A certified leader externally evaluates qualifications (see table 5-8). The Soldier's commander verifies them before entry into the DTMS.

Table 5-8. Special purpose weapons qualification external evaluator minimum requirements

Event	*Evaluation External To*	*Remarks*
Table VI, Special Purpose Weapons Qualification	Platoon	Typically, a brigade or battalion tasked range OIC or NCOIC
Legend:		
NCOIC noncommissioned officer in charge	OIC officer in charge	

5-17. Soldiers must meet the qualification requirements listed in the appropriate weapon's training publication. This includes recording the Table VI, Qualification, results on the designated Department of the Army form, and annotating the results within the DTMS for tracking, reporting, and accountability purposes.

SPECIAL PURPOSE WEAPONS QUALIFICATION DURATION

5-18. The standard QD for special purpose weapons events is 12 months, unless specifically written otherwise in the training publication. Qualifications remain valid until one of the condemnation criteria is met. The standard QD for crew-served weapons events is twelve months, unless specifically written otherwise in the training publication. Qualifications remain valid until one of the condemnation criteria is met.

COMPANY-LEVEL SPECIAL PURPOSE WEAPON QUALIFICATION DURATION

5-19. For reporting purposes at the company-level, the qualification condemnation criteria for special purpose weapons are—

- Time – Twelve months have elapsed since successfully completing the qualification.
- Key leader turnover—
  - Designated firer or Soldier is no longer assigned to the special purpose weapon.
  - Designated firer or Soldier is reassigned to another organization.
- Commander assessment – any commander within the chain of command determines the Soldier no longer maintains weapon proficiency for any reason.

Note. A gaining company-level organization assumes responsibility of the Soldier's qualification and may report the qualification when the Soldier is designated to employ that weapon type.

SOLDIER SPECIAL PURPOSE WEAPON QUALIFICATION DURATION

5-20. The Soldier special purpose weapon qualification condemnation criteria are—

- Time – Twelve months have elapsed since successfully completing the qualification.
- Commander assessment – any commander within the chain of command determines the Soldier no longer maintains weapon proficiency for any reason.

Note. Soldiers maintain all qualifications for a period of 12 months or until a commander assesses them as not proficient, regardless of the status of assignment to a crew-served weapon.

SPECIAL PURPOSE WEAPONS QUALIFICATION RATINGS

5-21. The weapons training publications provide guidance on the appropriate qualification ratings awarded to a Soldier. The qualification ratings that may be awarded by the evaluation commander are – Expert. Soldiers that successfully demonstrate proficiency by scoring 90 percent on the live-fire tasks evaluated on Table VI.

- Sharpshooter. Soldiers that successfully demonstrate proficiency by scoring 80 to 89 percent on the live-fire tasks evaluated on Table VI.
- Marksman. Soldiers that successfully demonstrate proficiency by scoring 70 to 79 percent on the live-fire tasks evaluated on Table VI.
- Qualified. Soldiers that:
  - Require multiple attempts during the training density to achieve greater than 70 percent on the live-fire tasks on Table VI.
  - Use the alternate course of fire as their qualification.
  - Any Soldier that attempts to qualify less than four months from their previous qualification on the same weapon.

5-22. Soldiers are not authorized to make multiple attempts within the training period to increase their qualification rating. Soldiers making multiple attempts to qualify during a three-month period may only be awarded the Qualified rating.

5-23. Commanders are authorized to award the appropriate weapons qualification badge, based on the qualification rating and the corresponding marksmanship qualification clasp as shown in table 5-9. (For additional information on the marksmanship qualification badges and clasps, see DA Pam 670-1.)

Table 5-9. Marksmanship qualification clasps authorized for special purpose weapons by type

Weapon Category	*Weapon*	*Marksmanship Qualification Clasp*
Special Purpose Weapons	M203, M320	GRENADE LAUNCHER
	AT4, AT4CS	ROCKET LAUNCHER
	M67, M32	GRENADE
	M3, MAAWS	RECOILESS RIFLE
	Javelin	Antitank WEAPONS
	Demolitions	DEMOLITIONS

SPECIAL PURPOSE WEAPON VALIDATION

5-24. Validation is a commander's option to execute the Army standard qualification to the minimum threshold requirements to achieve a passing result. Where validation events are authorized, the threshold requirements are defined in the weapon's training publication.

5-25. The validation event is used in extreme circumstances where the commander requires confirmation of a qualification or certification. These circumstances may arise in garrison and operational environments.

GARRISON REQUIREMENT

5-26. The brigade commander may authorize the validation event when one of the following conditions exist:

- Unit assigned as quick reaction force within 90 days.
- Unit directed to deploy within 90 days without prior notice.
- Installation range restrictions prohibit standard qualification due to range closures, ammunition restriction, or unforeseen circumstances beyond the control of the unit.

Note. Failing to request or secure appropriate training facilities, ammunition, or other resources does not justify the use of any validation procedure at home station.

OPERATIONAL REQUIREMENT

5-27. The battalion commander may authorized subordinate units to exercise the validation event when deployed to austere environments when one of the following conditions exist:

- Available range facilities do not support the standard Army qualification requirements.
- Local range regulations prohibit firing the ammunition type, standard engagement techniques, or do not support the surface danger area.
- The training area available does not meet the most stringent range safety regulations of the Army or host nation where the composite surface danger zone cannot be sufficiently maintained and secured.

5-28. The validation event is completed using the alternate course of fire as described in the respective training publication.

Note. Not all weapons have an authorized validation event or process. Units must refer to the weapon's training publication for additional information.

5-29. The following rules apply to validation events—

- The brigade or equivalent commander authorizes the use of the validation event.
- May only be executed 90 days after mission start through 30 days before mission complete.
- Successful completion of the validation event extends the existing QD by six months.
- Only two validations are authorized within a 24-month period for any weapon, system, or munition.
- Failure to successfully complete a validation event after two attempts condemns the qualification immediately.
- Failure to validate requires the Soldier to complete the full training strategy to regain their qualification status.

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Chapter 6

Mortar Formation Training

This chapter describes how a unit builds their unit training plan for mortars in any brigade combat team formation. It follows the progressive, gated structure of the Integrated Weapons Training Strategy to describe a general overview of the training events found within the respective weapon's training strategy. It provides basic information to understand the mechanics of the strategy, but relies upon the unit referencing the appropriate training circular to apply the specific task events for the training element. The focus is to train and qualify Soldiers as a member of their formation, and build cohesive mortar sections and mortar platoons.

TRAINING TABLES

6-1. Each element has up to six training events within their strategy that culminate in their demonstration of proficiency. Mortar training consists of all the training events along the critical path to proficiency for the mortar section and platoon:

6-2. Table 6-1 shows the structure of mortar training strategy. The tables are tailored to the element's function and purpose as part of the larger section or platoon formation. Of note, the mortar training strategy culminates with two externally evaluated proficiency assessments: Table IV, FTX, and Table VI, LFX.

- A mortar element is trained when they have successfully completed Table IV, FTX as described in TC 3-20.33.
- A mortar element is qualified when they have successfully completed Table VI, LFX as described in TC 3-20.33.
- When a mortar element has successfully completed Table IV (trained) and Table VI (qualified) they are proficient. Proficiency is maintained providing no condemnation criteria has been triggered. (See Condemnation Criteria, on page 6-11).

Table 6-1. Mortar table structure, example

Formation	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	PREREQ	***PREREQ***	***PREREQ***	***Collective Task Proficiency***	***COORD / Rehearsal / Practice***	***Live-Fire Proficiency Gate***
	CRAWL	***CRAWL***	***WALK***	***RUN***	***RUN***	***RUN***
Mortar Formation	GST *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	Practice *Live-Fire*	Qualification *Live-Fire*

Legend:

COORD	coordination	PREREQ	prerequisite
FCX	fire coordination exercise	SOP	standard operating procedure
FTX	field training exercise	STX	situational training exercise
GST	gunnery skills test	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	V	virtual training environment

6-3. The mortar training plan includes both section and platoon. Although these formations are collective in nature, mortars do not train and qualify as independent tubes (60-mm, 81-mm, or 120-mm, respectively). Mortar formations qualify as their entire formation. A mortar platoon qualifies as a platoon, not as a section. A company or troop mortar section qualifies as an entire section, not as a squad. The smallest mortar formation to qualify is the section.

6-4. Mortar sections and platoons qualify as independent organic elements. Only Soldiers assigned to that section or platoon may perform task steps or performance measures during any evaluation of collective tasks or drills, or during any table. While the commander may direct the training and qualification of more than one mortar section or platoon concurrently, using the same training areas or range facilities, each section or platoon may not use personnel assigned outside of their organic section or platoon for the completion of any table or to counter any condemnation criteria or qualification requirement.

6-5. This strategy applies to all mortar formations, regardless of composition or caliber. The training strategy accommodates for these variations in unit structure, and provides the training strategy that adapts to the formation assigned.

6-6. Mortar sections and platoons have six core training events within their strategy that culminate in their demonstration of proficiency at the LFPG. The common structure for all mortar training events on the critical path to proficiency is described in the following sections. The goal of the mortar training strategy is to train and qualify those mortar sections and platoons before their employment supporting their battalion's maneuver elements conducting collective live-fire events.

6-7. Table 6-2 shows the general structure of the mortar training strategy. They are tailored to the element's function and purpose as part of the larger platoon formation.

Table 6-2. Mortar table structure

Mortars	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	GST	STX-V	STX	FTX	PRACTICE	**QUAL**
Days Required	**1**	**1**	**2.0**	**3.0**	**3.0**	**3.0**
Training Days Remaining on Critical Training Path	***12***	***11.0***	***9.0***	***6.0***	***3.0***	***Live-Fire Proficiency Gate***

Legend:

FTX	field training exercise	STX-V	situational training exercise – virtual
GST	gunnery skills test	QUAL	qualification
STX	situational training exercise		

MORTARS, TABLE I, GUNNERY SKILLS TEST

6-8. The Mortars, Table I, Gunnery Skills Test is a pre-live-fire, hands-on performance, and written evaluation of weaponry tasks, characteristics, capabilities, and function in the live environment (see table 6-3). It verifies the Soldier's ability to perform critical tasks, understand how the unit operates tactically as the mission requires, and employ the weapons and systems safely during training and tactical operations as part of the element. There are two different Gunnery Skills Tests for mortars: the gunner's examination and the fire direction center certification. Platoon sergeants and section leaders identify which examination or certification each Soldier will complete (or both) as described in and according to the requirements of TC 3-20.33.

6-9. During Table I, Soldiers must demonstrate proficiency on individual tasks, skills, and knowledge through testable (written) and performance (hands-on) evaluation. Table I is a prerequisite to any live-fire training with the element. This includes any live-fire calibration or maintenance events. Table 6-3 provides general event information for Table I.

Table 6-3. Mortars, Table I, Mortar Gunnery Skills Test, example

MORTARS TABLE I, GUNNERY SKILLS TEST (GST)						
EVENT NAME:	GST		ENVIRONMENT		LIVE	1
WEAPON:	60mm, 81mm, 120mm		CONDITIONS		HANDS ON	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		STT	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		CLASS	
			COMPONENT:	AC	RC	SECTION / PLATOON
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV FTX	V PRACTICE	VI QUAL
	REQUIRED	PRQ	PRQ			12
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned or designated as a platoon leader, platoon sergeant, section leader, squad leader, gunner, assistant gunner, ammunition bearer, fire direction chief, and all fire direction center personnel must successfully complete Table I-A and I-B, between T-6 and T-X, before any live-fire event with the mortar system.

Note: Table I must be completed before any other table to ensure the Soldier understands the proper functioning of the mortar system and mortar fire direction control.

Legend:

AC	active component	STX	situational training exercise
EVAL	evaluation	T+6	training week or month plus six
FTX	field training exercise	T-X	training event exercise
GST	gunnery skills test	TNG	training
mm	millimeter	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
PLFS	preliminary live-fire simulation	STT	sergeant's time training
QUAL	qualification	T+6	training week or month plus six
RC	reserve component	V	virtual training environment
STT	sergeant's time training		

MORTARS, TABLE II, STX-V

6-10. The Mortars, Table II, STX-V is a simulations based demonstration of performance of employing the element to its primary capabilities. It is the culminating evaluation of the section or platoon after completing their support of the maneuver unit's collective simulations. It provides a measured demonstration of performance in a controlled environment while supporting maneuver call for fire missions, conducted before any live-fire event.

6-11. Table II is primarily focused on mortar fire direction control and key leader proficiency while receiving, computing, and sending mortar fire missions at operational tempo. The tasks are based upon the mortar formation's capabilities and mission. Table 6-4 provides general event information for Table II.

Table 6-4. Mortars, Table II, STX-V, example

MORTARS, TABLE II, STX-V						
EVENT NAME:	STX-V		ENVIRONMENT		VIRTUAL	1
WEAPON:	60 mm, 81 mm, 120 mm		CONDITIONS		TADSS	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		CFFT	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		CCTT	
			COMPONENT:	AC	RC	SECTION / PLATOON
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	4	2	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV FTX	V PRACTICE	VI QUAL
	PRQ	REQUIRED	PRQ			11.0
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned or designated as a platoon leader, platoon sergeant, section leader, squad leader, fire direction chief, and all fire direction center personnel must successfully complete Table II, between T-6 and T-X, before any live-fire event with the mortar system.

Legend:

AC	active component	STX	situational training exercise
CCTT	close-combat tactical trainer	T-X	training event exercise
CFFT	call for fire trainer	TADSS	training aids, devices, simulators, and simulations
EVAL	evaluation	TNG	training
FTX	field training exercise	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
GST	gunnery skills test	T+6	training week or month plus six
mm	millimeter	T-X	training event exercise
PLFS	preliminary live-fire simulation	TADSS	training aids, devices, simulators, and simulations
QUAL	qualification	TNG	training
RC	reserve component	V	virtual training environment
T+6	training week or month plus six		

MORTARS, TABLE III, STX

6-12. The Mortars, Table III, STX is a live environment, hands-on training event utilizing training aids and devices, and may include the use of blank ammunition, pyrotechnics, and battle effects simulators. This event trains and evaluates the mortar section or platoon's ability to execute critical tasks using their organic weapons, systems, and equipment, during day and night, and while operating in a CBRN environment.

6-13. Each mortar section and platoon must perform tasks and skills to a directed sequence or time standard as described in TC 3-20.33. Training and evaluation of the element is the responsibility of their platoon leader and platoon sergeant for the mortar platoon, and the responsibility of their section leader for the company or troop mortar section. Table 6-5 provides general information for the mortar Table III.

Table 6-5. Mortars, Table III, STX, example

MORTARS, TABLE III, STX						
EVENT NAME:	STX		ENVIRONMENT		LIVE	2.0
WEAPON:	60mm, 81mm, 120mm		CONDITIONS		TADSS	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		TA	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	SECTION / PLATOON
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	4	2	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV FTX	V PRACTICE	VI QUAL
	PRQ	PRQ	REQUIRED			9.0
WHEN EXECUTED:	T-6 through T-X or T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned or designated as a platoon leader, platoon sergeant, section leader, squad leader, gunner, assistant gunner, ammunition bearer, fire direction chief, and all fire direction center personnel must successfully complete Table III, between T-6 and T-X, before any live-fire event with the mortar system.

Legend:

AC	active component	STX	situational training exercise
EVAL	evaluation	T+6	training week or month plus six
FTX	field training exercise	T-X	training event exercise
GST	gunnery skills test	TA	training area
mm	millimeter	TADSS	training aids, devices, simulators, and simulations
PLFS	preliminary live-fire simulation	TNG	training
QUAL	qualification	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
RC	reserve component	V	virtual training environment
STT	sergeant's time training		

MORTARS, TABLE IV, FTX

6-14. The Mortars, Table IV, FTX, is a live environment hands-on training event where mortar formations conduct an externally evaluated field training exercise using training and evaluation outlines for all mortar collective tasks as described in TC 3-20.33. This table builds upon those skills trained and tested during Tables I, II, and III.

6-15. This event evaluates the mortar formation's ability to execute critical tasks at operational tempo using their organic weapons, systems, and equipment during day and night, and while operating in a CBRN environment. Table 6-6 provides general event information for Table IV.

Table 6-6. Mortars, Table IV, FTX, example

MORTARS, TABLE IV, FTX (EXEVAL) COLLECTIVE TASK PROFICIENCY (CTP)						
EVENT NAME:	FTX (CTP EXEVAL)		ENVIRONMENT		LIVE	3.0
WEAPON:	60mm, 81mm, 120mm		CONDITIONS		TADSS	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		TA	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	SECTION / PLATOON
EVAL EXTERNAL TO:	BATTALION		FREQUENCY	2	1	
VALID FOR:	T-X		ANNUAL DAYS TOTAL	6	3	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV FTX	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ	REQUIRED		6.0
WHEN EXECUTED:				T-X		TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned or designated as a platoon leader, platoon sergeant, section leader, squad leader, gunner, assistant gunner, ammunition bearer, fire direction chief, and all fire direction center personnel must successfully complete Table IV, between T6 and T-X, prior to conducting any live-fire event with the mortar system.

Legend:

AC	active component	QUAL	qualification
CDR	commander	RC	reserve component
CTP EVAL	collective task proficiency external evaluation	STX	situational training exercise
EVAL	evaluation	TA	training area
FTX	field training exercise	T-X	training event exercise
GST	gunnery skills test	TADSS	training aids, devices, simulators, and simulations
mm	millimeter	TNG	training
PLFS	preliminary live-fire simulation	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
PRQ	prerequisite	V	virtual training environment

MORTARS, TABLE V, PRACTICE

6-16. The Mortars, Table V, Practice is a course of fire using full-caliber ammunition on an authorized live-fire facility, mortar firing point, or safety certified training area, and an authorized impact area. Mortar sections and platoons conduct the Practice course as an internally evaluated course of fire. This table reinforces the basic skills trained during previous events, and maintains the operational tempo of expected engagement sequence capabilities with the addition of full-caliber ammunition to build leader and element tactical and technical mastery.

6-17. This table includes execution of critical skills in a live environment, under live-fire conditions. Table V prepares the element to employ their weapons and systems against most common threat scenarios using prescribed mortar fire missions to a required standard. Table 6-7 provides general event information for Table V.

Table 6-7. Mortars, Table V, Practice, example

MORTARS, TABLE V, PRACTICE						
EVENT NAME:	PRACTICE		ENVIRONMENT		LIVE	3.0
WEAPON:	60mm, 81mm, 120mm		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		MFP	DAYS REQUIRED
REQUIRED:	NO		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	SECTION / PLATOON
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	2	1	
VALID FOR:	T-X		ANNUAL DAYS TOTAL	6	3	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV FTX	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ	PRQ		3.0
WHEN EXECUTED:					T-X	TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each section and platoon should successfully complete Table V, Practice, to gain experience with and confidence in their mortar systems and mortar fire direction control. This table uses digital systems (lightweight handheld mortar ballistic computer and mortar fire control system) and analog procedures (plotting boards, firing tables or graphical firing scales, M2 compass or aiming circles, aiming posts, and mortar sights).

Legend:

AC	active component	QUAL	qualification
EVAL	evaluation	RC	reserve component
FTX	field training exercise	STX	situational training exercise
GST	gunnery skills test	T-X	training event exercise
MFP	mortar firing point	TA	training area
mm	millimeter	TADSS	training aids, devices, simulators, and simulations
MRF	modified record-fire range	TNG	training
PLFS	preliminary live-fire simulation	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
PRQ	prerequisite	V	virtual training environment

MORTARS, TABLE VI, QUALIFICATION

6-18. Mortars, Table VI, Qualification is the record course of fire used to determine the live-fire proficiency of mortar sections and platoons (see table 6-8). Table VI uses full-caliber ammunition on an authorized live-fire facility, mortar firing point, or safety certified training area, and an authorized impact area that assesses an element's tactical employment proficiency and lethality. This table reinforces the basic skills trained during previous events within the element's training strategy. It uses a combat-realistic tempo and rigor during established scenarios to externally evaluate the mortar section and platoon's demonstrated performance. Table VI serves as the LFPG for the mortar element.

Table 6-8. Mortars, Table VI, Qualification, example

MORTARS, TABLE VI, QUALIFICATION (EXEVAL) LIVE-FIRE PROFICIENCY GATE						
EVENT NAME:	QUALIFICATION		ENVIRONMENT		LIVE	3.0
WEAPON:	60mm, 81mm, 120mm		CONDITIONS		LIVE-FIRE	
TYPE TRAINING::	FOUNDATION		PRIMARY FACILITY		MFP	DAYS REQUIRED
REQUIRED:	YES – EXEVAL LFPG		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	SECTION / PLATOON
EVAL EXTERNAL TO:	BATTALION		FREQUENCY	2	1	
VALID FOR:	12 MONTHS		ANNUAL DAYS TOTAL	6	3	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV FTX	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ	PRQ		REQUIRED
WHEN EXECUTED:						T-X
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned to the mortar formation must successfully complete Table VI, Qualification to meet their live-fire proficiency gate. The live-fire proficiency gate is required for any Soldier to participate in any collective maneuver live-fire event. This table uses digital systems (lightweight handheld mortar ballistic computer and mortar fire control system) and analog procedures (plotting boards, firing tables or graphical firing scales, M2 compass or aiming circles, aiming posts, and mortar sights).

Legend:

AC	active component	QUAL	qualification
EVAL	evaluation	RC	reserve component
FTX	field training exercise	STX	situational training exercise
GST	gunnery skills test	T-X	training event execution
MFP	mortar firing point	TA	training area
mm	millimeter	TNG	training
PRQ	prerequisite	V	virtual training environment

MORTAR LIVE-FIRE PROFICIENCY GATE

6-19. The LFPG is the Army's standard demonstration of employment of a weapon, system, platform, or small unit during a tactical force-on force exercise or a live-fire event, as defined in the appropriate training publication. Mortar sections and platoons must successfully complete the LFPG to progress to higher echelon live-fire collective events.

6-20. The LFPG may be used as prerequisites for additional training, certifications, or functional courses. Trained, qualified, proficient, certified, and experienced leaders must evaluate the mortars LFPG externally. The external evaluator requirements for each element are in table 6-9.

Table 6-9. Mortar section and platoon external evaluator minimum requirements

Element	*Required Events*	*External To*
Mortar Formation	Table IV, Field Training Exercise Table VI, Qualification	Battalion
Fire Direction Center	Table IV, Field Training Exercise Table VI, Qualification	Battalion

6-21. All elements must meet the LFPG requirements listed in their respective training publication. This includes recording the mortar LFPG results on the appropriate DA form, and annotating the results within the DTMS for tracking, reporting, and accountability purposes.

MORTAR QUALIFICATION DURATION

6-22. The QD is the length of time a qualification, certification, or proficiency assessment is valid as determined by the training strategy proponent. The standard QD for mortar qualification LFPG events is 12 months, unless specifically written otherwise in the weapon's training publication.

6-23. LFPG qualifications remain valid until one of the condemnation criteria is met. The qualification condemnation criteria for mortar section and platoons are—

- Time – Twelve months have elapsed since the completing the qualification.
- Key leader turnover – minimum identified key leaders at echelon are no longer assigned to the positions within the mortar unit.
- Commander assessment – any commander in the chain of command determines the Soldier no longer maintains weapon proficiency for any reason.
- Subordinate element proficiency – when subordinate elements (one level down) are present within the organization, the minimum number of subordinate elements are no longer proficient.
- Specialty proficiency – for select units or personnel, the minimum number of specifically identified certifications or additional skill identifier positions are not maintained.

Note. The company, battalion, or brigade commander can condemn any proficiency assessment or qualification for any Soldier, team, crew, squad, or small unit within their organization.

MORTAR PROFICIENCY RATINGS

6-24. The weapons training publications provide guidance on the appropriate proficiency ratings awarded to a Soldier. The proficiency ratings awarded by the evaluation commander are identified within the respective training publication. Generally, commanders may award the following proficiency ratings based on the element's performance during the LFPG:

- Distinguished.
- Superior.
- Proficient.
- Qualified. Elements that:
  - Require multiple attempts to satisfy the requirements of the LFPG.
  - Use an approved alternate course of fire or validation event to meet their LFPG requirement.

6-25. Commanders are authorized to award the appropriate weapons qualification badge, including the corresponding marksmanship qualification clasp for the mortar system for Mortar element Soldiers based upon the Soldier's individual performance on Table IA, Gunner's Examination and Table IB, Fire Direction Center Certification. The Soldier must successfully pass both Table IA and Table IB to be awarded the qualification badge.

6-26. The class of marksmanship badge for mortars equates to the rating received on DA Form 5964 (*Gunner's Examination Scorecard – Mortars*) Expert Gunner equals Expert, First-Class Gunner equals Sharpshooter, and Second-Class Gunner equals Marksman. To be awarded a marksmanship badge for mortars, the Soldier must have a current fire direction center certification (within the previous 12 months).

Note: Initial military training (IMT) Soldiers may be awarded the marksmanship badge with Mortar clasp based solely upon their rating received on DA Form 5964 during the Soldier's one station unit training (OSUT) without taking a fire direction center certification. However, this qualification expires six months after the Soldier graduates OSUT.

6-27. Table 6-10 shows marksmanship qualification clasps for mortar systems. (See AR 600-8-22 or DA Pam 670-1 for additional information on the marksmanship qualification badges and clasps.)

Table 6-10. Marksmanship qualification clasps authorized for mortar systems by type

Weapon Category	*Weapon*	*Marksmanship Qualification Clasp*
Mortars	60-millimeter (mm)	MORTARS
	81-mm	MORTARS
	120-mm	MORTARS

MORTAR VALIDATION

6-28. Validation is a commander's option to execute the Army standard qualification to the minimum threshold requirements to achieve a passing result. Where validation events are authorized, the threshold requirements are defined in the weapon's training publication.

6-29. The validation event is used in extreme circumstances where the commander requires confirmation of a qualification or certification. These circumstances may arise in garrison and operational environments.

GARRISON REQUIREMENT

6-30. The brigade commander may authorize the validation event when one of the following conditions exist:

- Unit assigned as quick reaction force within 90 days.
- Unit directed to deploy within 90 days without prior notice.
- Installation range restrictions prohibit standard qualification due to range closures, ammunition restriction, or unforeseen circumstances beyond the control of the unit.

Note. Failing to request or secure appropriate training facilities, ammunition, or other resources does not justify the use of any validation procedure at home station.

OPERATIONAL REQUIREMENT

6-31. The battalion commander may authorized subordinate units to exercise the validation event when deployed to austere environments when one of the following conditions exist:

- Available range facilities do not support the standard Army qualification requirements.
- Local range regulations prohibit firing the ammunition type, standard engagement techniques, or do not support the surface danger area.

- The training area available does not meet the most stringent range safety regulations of the Army or host nation where the composite surface danger zone cannot be sufficiently maintained and secured.

6-32. The validation event is described in the respective training publication in detail, with various options to enable the best training in less-than-ideal circumstances. Commanders ultimately assume additional risk by utilizing the validation event as part of their sustainment training program while deployed.

Note. Not all weapons have an authorized validation event or process. Units must refer to the weapon's training publication for additional information.

6-33. The following rules apply to validation events—

- The brigade or equivalent commander authorizes the use of the validation event.
- May only be executed 90 days after mission start through 30 days before mission complete.
- Successful completion of the validation event extends the existing QD by six months.
- Only one validation is authorized within a 24-month period for any mortar formation.
- Failure to successfully complete a validation event after two attempts condemns the qualification immediately.
- Failure to validate requires the Soldier to complete the full training strategy to regain their qualification status.
- EXEVAL criteria are stated within the respective training publication. These requirements prescribe procedures when standard external evaluator requirements cannot be achieved due to mission constraints.

SUSTAINING MORTAR PROFICIENCY

6-34. Once the element has successfully completed their Table VI Qualification (LFPG), the unit must consider how the condemnation criteria impact their subordinate's proficiency. The following section describes how mortar formations maintain their proficiency, how to identify when one of the condemnation criteria have triggered the loss of a proficiency rating, and any options commanders can employ to mitigate those negative impacts to the unit's readiness.

6-35. The element's training publication describes in greater detail methods to sustain proficiency. The information in the following paragraph is in general terms and provides an example of when an element sustains their proficiency, as well as an example when the proficiency is condemned.

MORTAR CONDEMNATION CRITERIA

6-36. Each mortar element's qualification use up to four of the six condemnation criteria (see chapter 1 of this publication) to determine when the loss of the proficiency rating occurs. Once the element achieves Mortar section or platoon proficiency, if one or more of the following triggers exist, the element loses its proficiency rating—

- Time – Twelve months have elapsed since the date the LFPG was achieved.
- Key leader turnover – minimum identified key leaders at echelon are no longer assigned to the positions within the small unit.
- Commander assessment – a commander within the mortar unit's chain of command determines the subordinate unit's proficiency is no longer at a trained (T or T-) level.
- Subordinate element proficiency – when the minimum number of subordinate elements (one level down) are no longer proficient.
- Specialty proficiency – for select units or personnel, the minimum number of specifically identified certifications or additional skill identifier positions are not maintained. For mortars, this includes the appropriate personnel who are Infantry Mortar Leader Course graduates (enlisted additional skill identifier [ASI] B1, officer ASI 3Z).

6-37. Units may not alter, change, or modify the condemnation criteria. Evaluation commanders have the option, based on their assessment of the element, to condemn any proficiency rating they are authorized to assign.

MORTAR TALENT MANAGEMENT

6-38. Commanders can mitigate the impacts to their unit's proficiency in a variety of methods. Talent management skills before, during, and after mortar section or platoon training is required by leaders to ensure the maximum proficiency is maintained and sustained within the larger organization. Mortar proficiency has a direct impact on the larger unit's overall readiness, and contribute to the higher unit's level of proficiency.

6-39. To best manage mortar section and platoon turbulence, the commander should consider the following:

- Select key leaders for longevity. This is especially important for the mortar platoon leader. This position should be the officer's subsequent platoon leader assignment after successfully completing 12 months as an operational force rifle platoon leader (Infantry) or tank, mobile gun system, or scout platoon leader (Armor).
- Position by potential. Identify those young leaders that have solid promotion potential. Place those leaders in the next developing position (fire direction control computer to squad leader, or squad leader to section leader, for example), and have them achieve proficiency in advance of their pending or expected promotion.
- Identify transfers before the next training density. Promotions may initiate inter-battalion transfers. Commanders should consider moving the newly promoted key leader before T-6 of the next training density.
- Minimize the simultaneous transfer of multiple key leaders. Commanders should minimize the transfer of multiple key leaders in the time between Table VI, Qualification and T-6 of the next training density.
- Cross-train potential replacements. Units should invest first-round-hit ammunition savings, commonly referred to as "ammunition harvesting," to cross training young leaders in key leader positions. In doing so, commanders can mitigate key leader turnover with trained and proficient leaders in stride with key leader turbulence. Units should also send junior leaders to the Infantry Mortar Leader Course to maximize their available ASI B1 personnel.
- Assess proficient new arrivals. Commanders that receive new leaders who achieved proficiency within the last qualification period have assessment options to maintain element qualifications. Commanders can assess previously qualified key leaders from different mortar formations to determine their proficiency status. This is the least preferred method of talent management and requires the commander to make assessments using previous crew records, sustainment training in simulations, and other assessments to determine their proficiency status.

6-40. If commanders are not completely confident in the mortar formation's cohesion, capability, experience, and performance, they must rate them as untrained/unqualified/unproficient through the next training density.

6-41. For mortar sections and platoons, TC 3-20.33 describes the qualification process and defines a trained, qualified, and proficient mortar section and platoon. Units manage mortars by key leaders within sections and platoons to maintain and sustain the greatest amount of experience within those units. Table 6-11 provides proficiency and reporting requirements.

Table 6-11. Mortars proficiency and reporting requirements

Element	*Mortar Proficiency Requirement*
Mortar Section	• Section leader (*Key Leader*) • Minimum of one proficient squad leader with the appropriate squad members (*Subordinate Element*) • Maintains the minimum required Soldiers who are Infantry Mortar Leader Course graduates (enlisted Additional Skill Identifier [ASI] B1, officer ASI 3Z) by designated position or duty description (*Specialty Proficiency*) • Successfully completed Table IV, FTX and Table VI, Qualification, together as a mortar section, within the previous 12 months • Have not met any of the condemnation criteria
Mortar Platoon	• Platoon leader or platoon sergeant (*Key Leaders*) • Minimum of one proficient section leader or fire direction chief (formation dependent) (*Key Leader*) • Maintains the minimum required Soldiers who are Infantry Mortar Leader Course graduates (enlisted ASI B1, officer ASI 3Z) by designated position or duty description (*Specialty Proficiency*) • Maintains the minimum number of proficient subordinate mortar sections and squads (*Subordinate Elements*) • Successfully completed Table IV, FTX and Table VI, Qualification, together as a mortar platoon within the previous 12 months • Have not met any of the condemnation criteria
Notes for Specialty Proficiency Requirements: Each section or platoon must have a minimum of one Infantry Mortar Leader Course graduate performing duties as the fire direction computer. Any section leader or squad leader conducting mortar operations outside the control of a dedicated fire direction computer are required to be an Infantry Mortar Leader Course graduate (ASI B1).	

6-42. Each BCT type is provided with mortar capabilities consistent with the BCT's mission. Units must be familiar with the mortar organizational structure, composition, and capabilities within their BCT type to develop an appropriate and efficient training plan.

6-43. Examples of proficient mortar sections and platoons by maneuver brigade type, as well as battalion structure are provided in the following paragraphs.

Note. Due to the large variety of mortar formations and their composition, only a select number are provided as examples within the following sections. Refer to TC 3-20.33 for more detailed information.

IBCT BATTALION MORTAR PLATOON

6-44. Infantry brigade combat team (IBCT) battalion mortar platoons have three key leaders: the platoon leader, platoon sergeant, and the section leader.

6-45. A proficient IBCT battalion mortar platoon must have–

- Successfully completed Table IV, FTX and Table VI, Qualification together as a mortar platoon within the previous 12 months.
- A proficient platoon leader who is an Infantry Mortar Leader Course graduate (ASI 3Z) or a proficient platoon sergeant who is an Infantry Mortar Leader Course graduate (ASI B1).
- A proficient section leader who is an Infantry Mortar Leader Course graduate (ASI B1).
- A minimum of one subordinate section with an Infantry Mortar Leader Course graduate (ASI B1) Soldier performing duties as a fire direction computer.

- The appropriate subordinate squads.
- Not met any of the condemnation criteria within the qualification period.

6-46. Commanders may consider the IBCT mortar platoon proficient with only one Infantry Mortar Leader Course graduate (ASI B1) fire direction computer; however, the platoon may not operate as independent sections conducting fire direction control without an Infantry Mortar Leader Course graduate (ASI B1) Soldier performing duties as the fire direction computer in each section.

6-47. Any squad leader conducting mortar operations outside the control of a dedicated fire direction computer must be an Infantry Mortar Leader Course graduate (ASI B1).

6-48. Units must develop talent management skills to maintain the mortar sections and platoon's qualification status and proficiency as long as possible. Figure 6-1 provides an example of a proficient IBCT mortar platoon.

PROFICIENT MORTAR PLATOON — **Mortars; IBCT Mortar Platoon**

A proficient Infantry Brigade Combat Team (IBCT) mortar platoon is -

The minimum number of qualified key leaders and a minimum of two proficient subordinate ***Sections*** that successfully complete Table IV, FTX and Table VI, Qualification together as a mortar platoon, that have not met any of the condemnation criteria of the qualification period.

Note*: Each section ***must have*** a minimum of one Infantry Mortar Leader Course graduate (ASI B1) performing duties as a fire direction computer.

Note**: Commanders may consider the IBCT mortar platoon proficient with only one Infantry Mortar Leader Course graduate (ASI B1) as the fire direction computer; however, the platoon ***may not*** function as independent sections.

Note:*** Any squad leader conducting mortar operations outside the control of a dedicated fire direction computer must be an Infantry Mortar Leader Course graduate (ASI B1).

Number of Assigned Key Leaders or Subordinate Elements	Minimum Proficient Elements Required	Remarks
3	2 of 3	Commanders have limited mitigation options when minimum requirements cannot be achieved, maintained, or sustained.
2	2 of 2	
1	1 of 1	

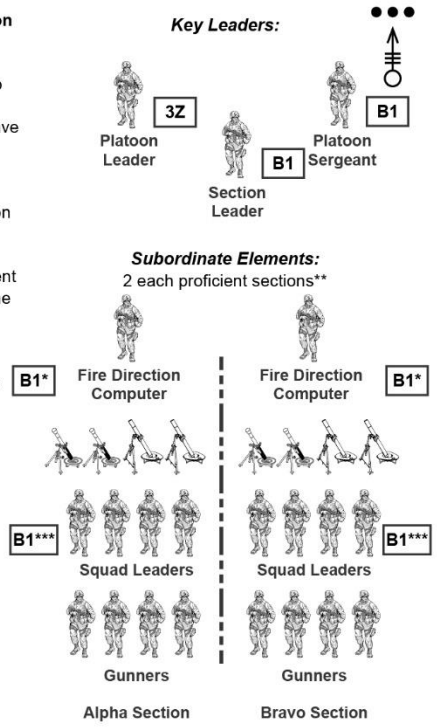


Figure 6-1. Proficient IBCT mortar platoon

Note. Figure 6-2 is an example of a previously proficient IBCT mortar platoon losing its proficiency rating due to a trigger from the condemnation criteria. In the example, Alpha section's Infantry Mortar Leader Course graduate (ASI B1) fire direction computer leaves the organization through a permanent change of station move. Once this occurs, the IBCT mortar platoon fails to maintain the required minimum proficient subordinate elements, which triggers rule number four of the condemnation criteria.

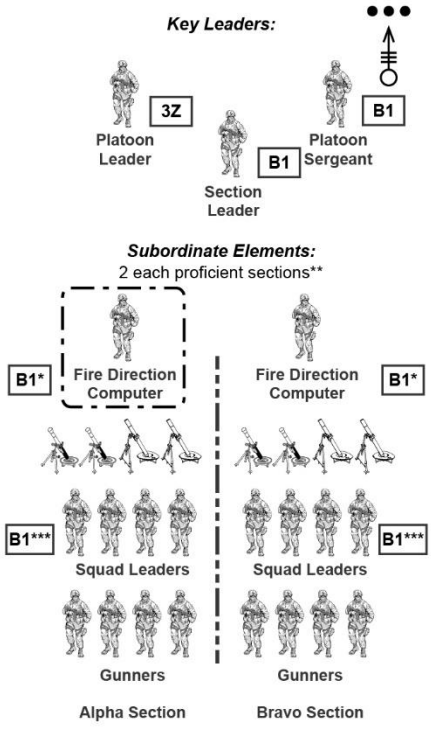
UNPROFICIENT MORTAR PLATOON — **Mortars; IBCT Mortar Platoon**

Proficiency Condemnation Criteria:

- ❑ **1) Time -** 12 months have elapsed since the date of the qualification was completed.
- ❑ **2) Key Leader Turn-over -** minimum identified key leaders at ***echelon*** are no longer assigned to the positions within the small unit from their previous qualification.
- ❑ **3) Commander Assessment -** the ***evaluation commander*** two levels higher determines the subordinate unit's proficiency is no longer at a trained level.
- ■ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ❑ **5) Specialty Proficiency -** the minimum number of specialty maneuver platoons, sections, and teams are no longer proficient or specific required specialty certifications are not maintained.

Alpha section lost its proficiency when an Infantry Mortar Leader Course graduate (ASI B1) fire direction computer PCS'd to another unit. Once the subordinate section lost that Soldier, the platoon fails to maintain the required minimum proficient subordinate elements (Rule No. 4).

Number of Assigned Key Leaders or Subordinate Elements	Minimum Proficient Elements Required	Remarks
3	2 of 3	Commanders have limited mitigation options when minimum requirements cannot be achieved, maintained, or sustained.
2	2 of 2	
1	1 of 1	



LEGEND

IBCT Infantry Brigade Combat Team **PCS** permanent change of station

Figure 6-2. Unproficient IBCT mortar platoon, example

Note. Example continued (see figure 6-3 on page 6-16): To regain the proficiency of the mortar platoon, the mortar platoon sergeant recommends the Infantry Mortar Leader Course graduate (ASI B1) squad leader in Alpha section serve as the fire direction computer. The commander agrees, and carries the platoon as proficient until T-X of the next mortar training and qualification density. The commander may not conduct independent squad operations with Alpha section if no Infantry Mortar Leader Course graduate (ASI B1) Soldiers remain in the squad, but may continue to conduct independent section operations.

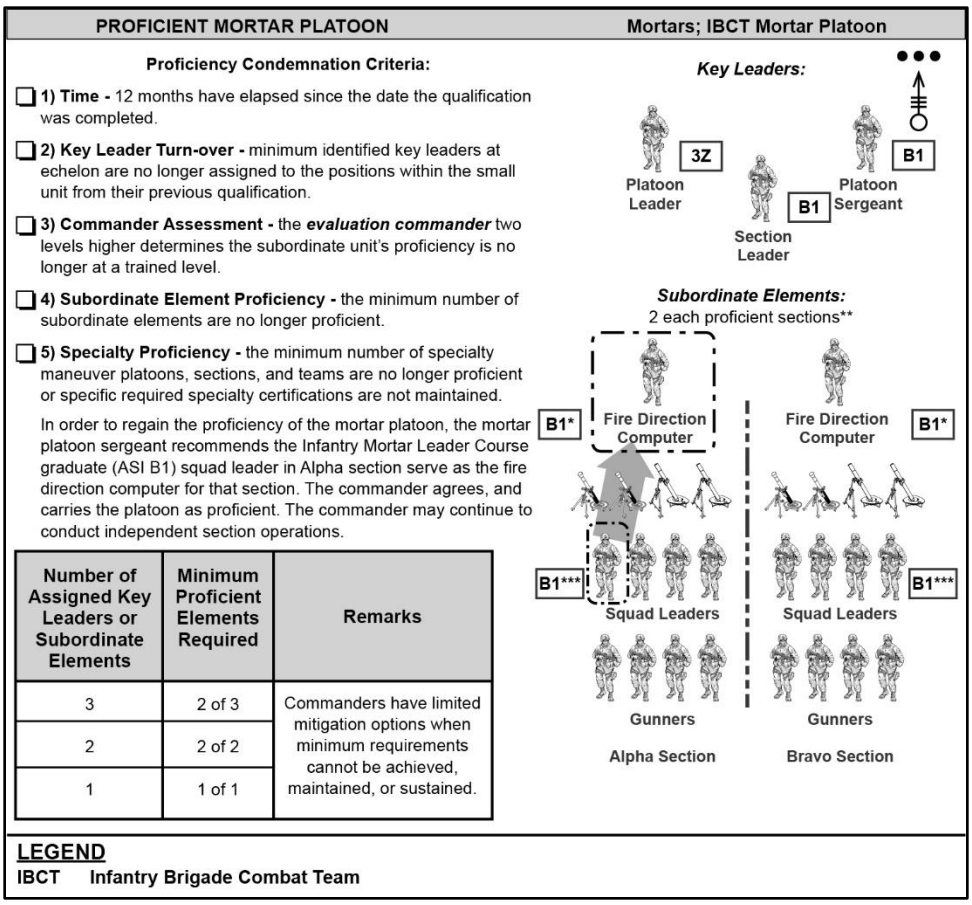


Figure 6-3. Commander assessment and mitigation option, example

IBCT RIFLE COMPANY MORTAR SECTION

6-49. IBCT rifle companies are assigned an organic mortar section, which has two key leaders: the section leader and the squad leader.

> ***Note.*** IBCT Cavalry squadron dismounted troop mortar sections follow the same proficiency and condemnation criteria rules as the IBCT rifle company mortar section because they have the same organization of personnel and equipment.

6-50. A proficient IBCT rifle company mortar section must have—

- Successfully completed Table IV, FTX and Table VI, Qualification together as a mortar section within the previous 12 months.
- A proficient section leader who is an Infantry Mortar Leader Course graduate (ASI B1).
- A proficient squad leader who is an Infantry Mortar Leader Course graduate (ASI B1).
- The appropriate squad members.
- Not met any of the condemnation criteria within the qualification period.

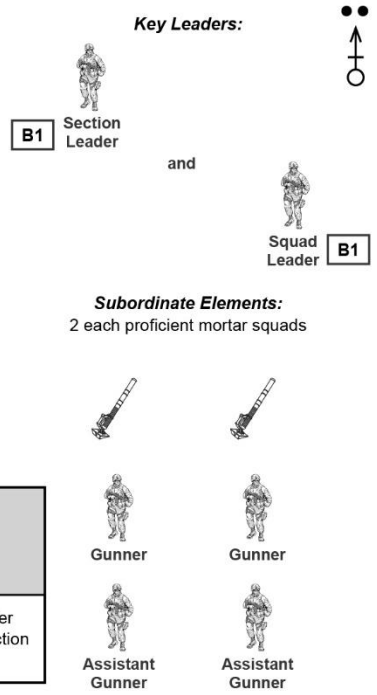
6-51. Units must develop talent management skills to maintain the mortar section qualification status and proficiency as long as possible. Figure 6-4 provides an example of a proficient IBCT rifle company or Cavalry dismounted troop mortar section.

PROFICIENT MORTAR SECTION — **Mortars; IBCT Dismounted Mortar Section**

A proficient Infantry Brigade Combat Team (IBCT) mortar section within a rifle company or dismounted cavalry troop is -

An Infantry Mortar Leader Course graduate (ASI B1) section leader and an Infantry Mortar Leader Course graduate (ASI B1) squad leader that, with the appropriate squad members, successfully completes Table IV, FTX and Table VI, Qualification together as a mortar section, and have not met any of the condemnation criteria within the qualification period.

Note: Any section leader or squad leader conducting mortar operations outside the control of a dedicated fire direction computer must be an Infantry Mortar Leader Course graduate (ASI B1).



Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required	Remarks
2	2 of 2	***Any loss*** of a key leader condemns the mortar section proficiency rating.

Figure 6-4. Proficient IBCT rifle company or Cavalry dismounted troop mortar section, example

Note. Figure 6-5 on page 6-18 is an example of an IBCT rifle company mortar section losing its proficiency rating due to a trigger from the condemnation criteria. In this example, the section leader leaves the mortar section to move to another organization. The mortar section loses its proficiency rating when the minimum key leaders are no longer present, triggering rule number two of the condemnation criteria. As the section leader also provided the Infantry Mortar Leader Course graduate (ASI B1), the mortar section loses its proficiency rating, triggering rule number five of the condemnation criteria.

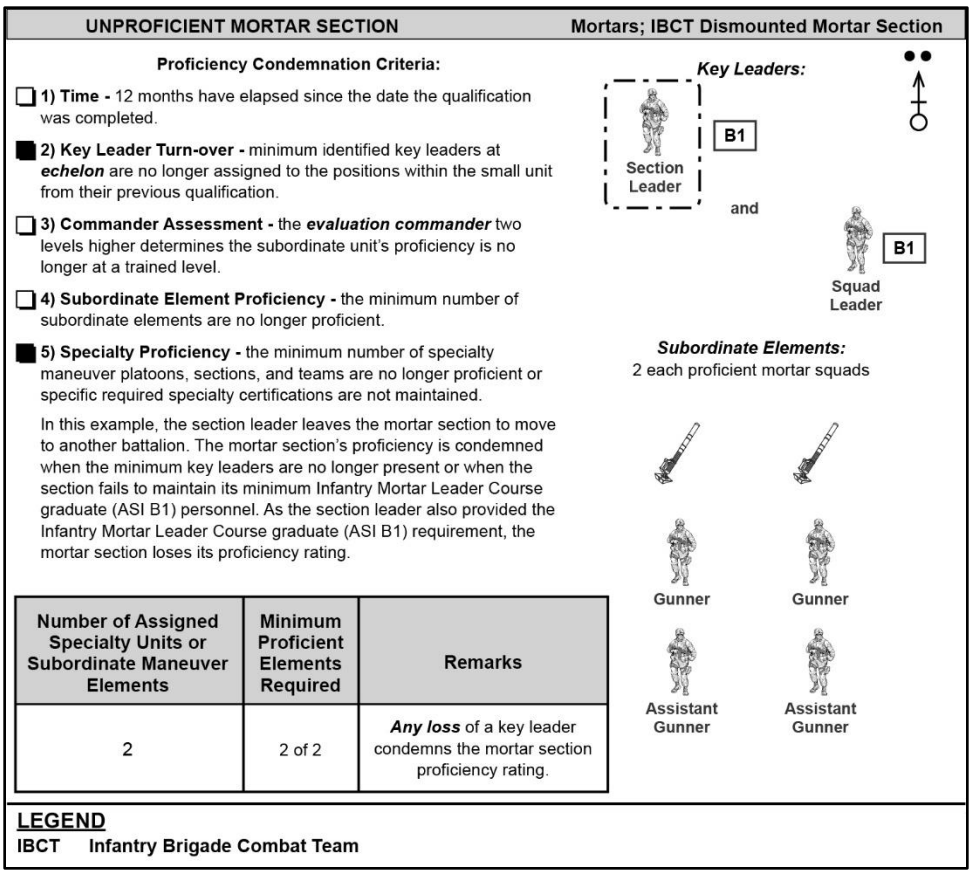


Figure 6-5. Unproficient IBCT rifle company or Cavalry dismounted troop, mortar section, example

Note. Example continued (see figure 6-6): To regain the proficiency of the mortar section, the commander assigns an experienced section leader to the mortar section that has successfully graduated the Infantry Mortar Leader Course (ASI B1). The commander assesses the mortar section's performance on Tables I, II, and III. Once satisfied with their demonstrated performance, the commander assumes risk and carries them as a proficient mortar section until T-X of the next mortar training and qualification density.

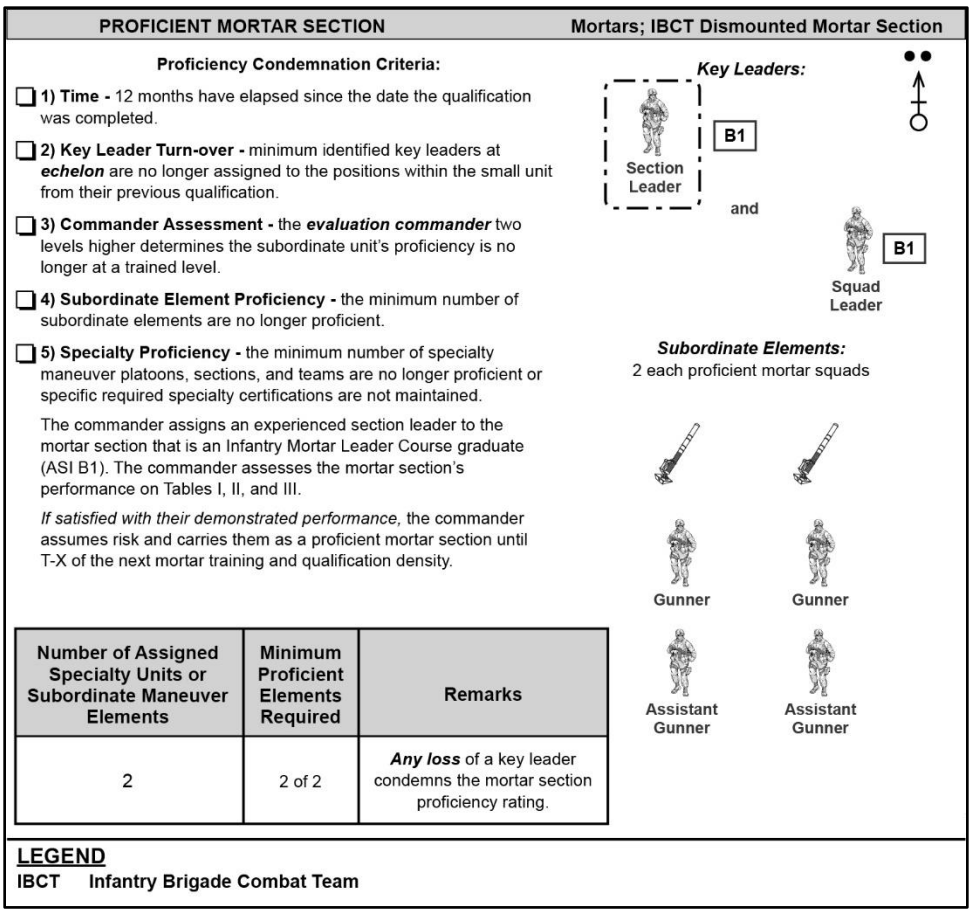


Figure 6-6. Commander assessment and mitigation option, dismounted mortar section, example

IBCT CAVALRY SQUADRON MORTAR SECTIONS

6-52. IBCT Cavalry mounted troops include an organic mortar section, which have three key leaders: the section leader and the two squad leaders.

> ***Note.*** Refer to the IBCT rifle company mortar section for proficiency and condemnation criteria rules for the IBCT Calvary dismounted troop mortar section.

6-53. A proficient IBCT Cavalry mounted troop mortar section must have—

- Successfully completed Table IV, FTX and Table VI, Qualification together as a mortar section within the previous 12 months.
- A proficient section leader who is an Infantry Mortar Leader Course graduate (ASI B1).
- A minimum of one proficient squad leader who is an Infantry Mortar Leader Course graduate (ASI B1).
- The appropriate squad members.
- Not met any of the condemnation criteria within the qualification period.

6-54. Commanders may consider the IBCT Cavalry squadron mounted troop mortar section proficient with only one Infantry Mortar Leader Course graduate (ASI B1) squad leader; however, the section may not operate independent squads without an Infantry Mortar Leader Course graduate (ASI B1) Soldier conducting fire direction computer duties within each squad.

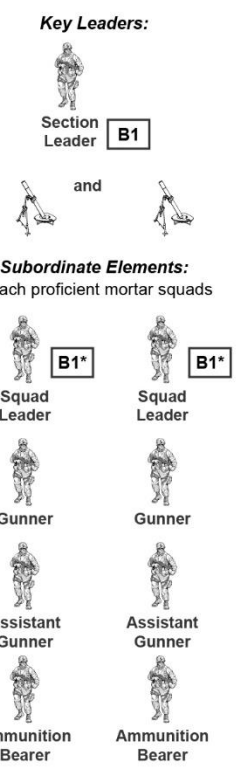
6-55. Units must develop talent management skills to maintain the mortar sections qualification status and proficiency as long as possible. Figure 6-7 provides an example of a proficient IBCT Cavalry mounted troop mortar section.

PROFICIENT MORTAR SECTION — **Mortars; IBCT Cavalry Mounted Troop Mortar Section**

A proficient Infantry Brigade Combat Team (IBCT) Cavalry mounted troop mortar section is -

An Infantry Mortar Leader Course graduate (ASI B1) section leader ***and a minimum of one**** Infantry Mortar Leader Course graduate (ASI B1) squad leader that, with the appropriate squad members, successfully completes Table IV, FTX and Table VI, Qualification together as a mortar section, and have not met any of the condemnation criteria within the qualification period.

Note: Any section leader or squad leader conducting mortar operations outside the control of a dedicated fire direction computer must be an Infantry Mortar Leader Course graduate (ASI B1).



Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required	Remarks
2	2 of 2	***Any loss*** of a key leader, or a squad condemns the mortar section proficiency rating.
1	1 of 1	

Figure 6-7. Proficient IBCT Cavalry mounted troop mortar section, example

Note. Figure 6-8 is an example of an IBCT Cavalry mounted troop mortar section losing its proficiency rating due to a trigger from the condemnation criteria. In this example, the section leader leaves the mortar section to move to another organization. The mortar section loses its proficiency rating when the minimum key leaders are no longer present, triggering rule number two of the condemnation criteria. As the section leader also provided the Infantry Mortar Leader Course graduate (ASI B1), the mortar section loses its proficiency rating, triggering rule number five of the condemnation criteria.

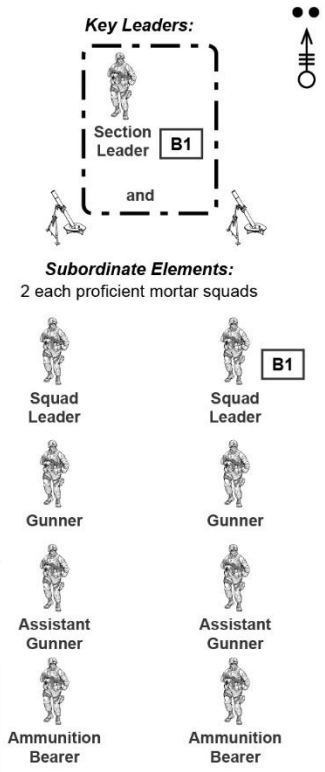
UNPROFICIENT MORTAR SECTION — **Mortars; IBCT Cavalry Mounted Troop Mortar Section**

Proficiency Condemnation Criteria:

- ☐ **1) Time -** 12 months have elapsed since the date the qualification was completed.
- ■ **2) Key Leader Turn-over -** minimum identified key leaders at ***echelon*** are no longer assigned to the positions within the small unit from their previous qualification.
- ☐ **3) Commander Assessment -** the ***evaluation commander*** two levels higher determines the subordinate unit's proficiency is no longer at a trained level.
- ☐ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ■ **5) Specialty Proficiency -** the minimum number of specialty maneuver platoons, sections, and teams are no longer proficient or specific required specialty certifications are not maintained.

In this example, the section leader leaves the mortar section to move to another battalion. The mortar section's proficiency is condemned when the minimum key leaders are no longer present or when the section fails to maintain its minimum Infantry Mortar Leader Course graduate (ASI B1) personnel. As the section leader also provided the Infantry Mortar Leader Course graduate (ASI B1) requirement, the mortar section loses its proficiency rating.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required	Remarks
2	2 of 2	***Any loss*** of a key leader, or a squad condemns the mortar section proficiency rating.
1	1 of 1	



LEGEND
IBCT **Infantry Brigade Combat Team**

Figure 6-8. Unproficient IBCT Cavalry mounted troop mortar section, example

Note. Example continued (see figure 6-9): To regain proficiency of the mortar section, the commander assigns the current Infantry Mortar Leader Course graduate (ASI B1) squad leader to the section leader position, then assigns another Infantry Mortar Leader Course graduate (ASI B1) Soldier to the vacant squad leader position. Alternately the commander may assign an experienced section leader to the mortar section who has successfully graduated the Infantry Mortar Leader Course (ASI B1). The commander then assesses the mortar section's performance on Tables I, II, and III. Once satisfied with their demonstrated performance, the commander assumes risk and carries them as a proficient mortar section until T-X of the next mortar training and qualification density.

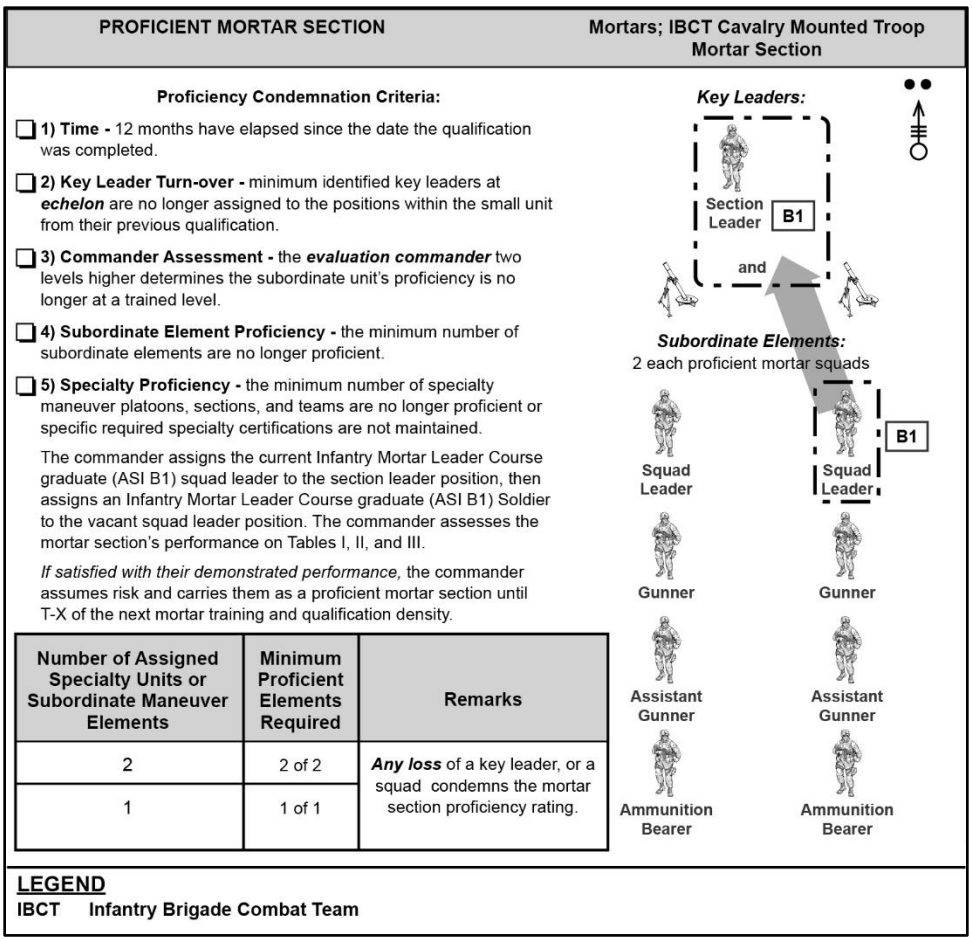


Figure 6-9. Commander assessment and mitigation option, IBCT Cavalry mounted troop mortar section, example

ABCT COMBINED ARMS BATTALION MORTAR PLATOON

6-56. Armored brigade combat team (ABCT) battalion mortar platoons have three key leaders: the platoon leader, platoon sergeant, and fire direction chief.

6-57. A proficient ABCT battalion mortar platoon must have—

- Successfully completed Table IV, FTX and Table VI, Qualification together as a mortar platoon within the previous 12 months.
- A proficient platoon leader who is an Infantry Mortar Leader Course graduate (ASI 3Z) or a proficient platoon sergeant who is an Infantry Mortar Leader Course graduate (ASI B1).
- A proficient fire direction chief who is an Infantry Mortar Leader Course graduate (ASI B1).
- A minimum of one subordinate section with an Infantry Mortar Leader Course graduate (ASI B1) Soldier performing duties as a fire direction computer.
- The appropriate subordinate squads.
- Not met any of the condemnation criteria within the qualification period.

6-58. Commanders may consider the ABCT combined arms battalion mortar platoon proficient with only one Infantry Mortar Leader Course graduate (ASI B1) fire direction computer; however, the platoon may not operate as independent sections conducting fire direction control without an Infantry Mortar Leader Course graduate (ASI B1) Soldier performing duties as the fire direction computer in each section.

6-59. Any squad leader conducting mortar operations outside the control of a dedicated fire direction computer must be an Infantry Mortar Leader Course graduate (ASI B1).

6-60. Units must develop talent management skills to maintain the mortar sections and platoon's qualification status and proficiency as long as possible. Figure 6-10 provides an example of a proficient ABCT combined arms battalion mortar platoon.

PROFICIENT MORTAR PLATOON

A proficient Armored Brigade Combat Team (ABCT) Combined Arms Battalion (CAB) mortar platoon is -

The minimum number of qualified key leaders and a minimum of two proficient subordinate ***Sections*** that successfully complete Table IV, FTX and Table VI, Qualification together as a mortar platoon, that have not met any of the condemnation criteria of the qualification period.

Note*: Each section ***must have*** a minimum of one Infantry Mortar Leader Course graduate (ASI B1) performing duties as a fire direction computer.

Note**: Commanders may consider the ABCT mortar platoon proficient with only one Infantry Mortar Leader Course graduate (ASI B1) as the fire direction computer; however, the platoon ***may not*** function as independent sections.

Note:*** Any squad leader conducting mortar operations outside the control of a dedicated fire direction computer must be an Infantry Mortar Leader Course graduate (ASI B1).

Number of Assigned Key Leaders or Subordinate Elements	Minimum Proficient Elements Required	Remarks
3	2 of 3	Commanders have limited mitigation options when minimum requirements cannot be achieved, maintained, or sustained.
2	2 of 2	
1	1 of 1	

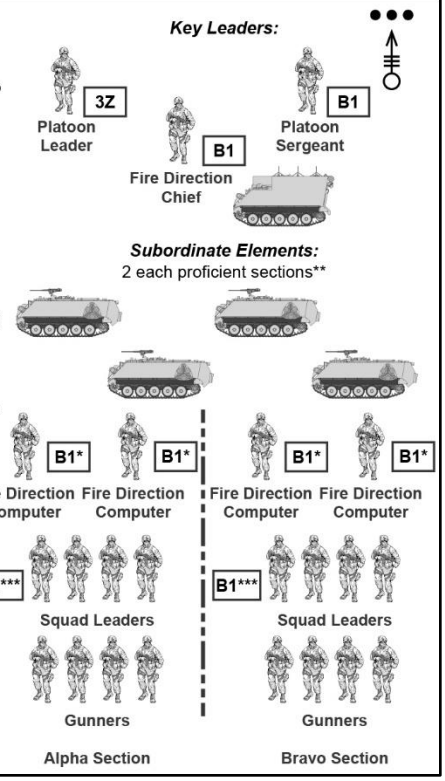


Figure 6-10. Proficient ABCT combined arms battalion, mortar platoon, example

Note. Figure 6-11, on page 6-24, is an example of a previously proficient ABCT combined arms battalion mortar platoon losing its proficiency rating due to a trigger from the condemnation criteria. In the example, Alpha section's Infantry Mortar Leader Course graduate (ASI B1) fire direction computer leaves the organization. Once this occurs, the ABCT mortar platoon fails to maintain the required minimum proficient subordinate elements, which triggers rule number four of the condemnation criteria.

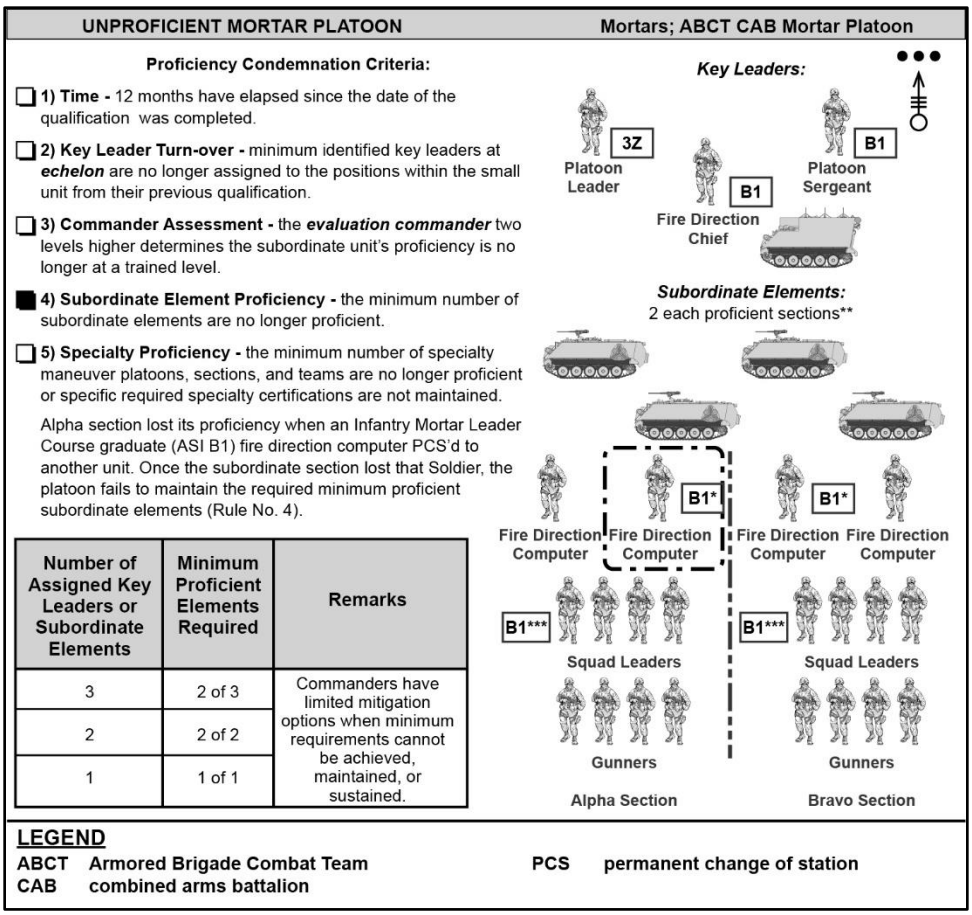


Figure 6-11. Unproficient ABCT combined arms battalion, mortar platoon, example

Note. Example continued (see figure 6-12): To regain the proficiency of the mortar platoon, the platoon sergeant recommends the Infantry Mortar Leader Course graduate (ASI B1) squad leader in Alpha section serve as the fire direction computer. The commander agrees, and carries the platoon as proficient until T-X of the next mortar training and qualification density. The commander may not conduct independent squad operations with Alpha section if no Infantry Mortar Leader Course graduate (ASI B1) Soldiers remain in the squad but may continue to conduct independent section operations.

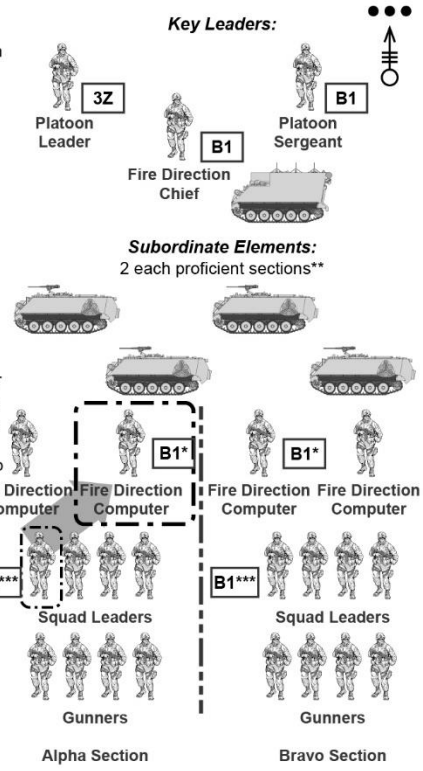
PROFICIENT MORTAR PLATOON — **Mortars; ABCT CAB Mortar Platoon**

Proficiency Condemnation Criteria:

- ❑ **1) Time -** 12 months have elapsed since the date the qualification was completed.
- ❑ **2) Key Leader Turn-over -** minimum identified key leaders at echelon are no longer assigned to the positions within the small unit from their previous qualification.
- ❑ **3) Commander Assessment -** the ***evaluation commander*** two levels higher determines the subordinate unit's proficiency is no longer at a trained level.
- ❑ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ❑ **5) Specialty Proficiency -** the minimum number of specialty maneuver platoons, sections, and teams are no longer proficient or specific required specialty certifications are not maintained.

In order to regain the proficiency of the mortar platoon, the mortar platoon sergeant recommends the Infantry Mortar Leader Course graduate (ASI B1) squad leader in Alpha section serve as the fire direction computer for that section. The commander agrees, and carries the platoon as proficient. The commander may continue to conduct independent section operations.

Number of Assigned Key Leaders or Subordinate Elements	Minimum Proficient Elements Required	Remarks
3	2 of 3	Commanders have limited mitigation options when minimum requirements cannot be achieved, maintained, or sustained.
2	2 of 2	
1	1 of 1	



LEGEND

ABCT Armored Brigade Combat Team — **CAB** combined arms battalion

Figure 6-12. Commander assessment and mitigation option, ABCT combined arms battalion mortar platoon, example

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Chapter 7

Crew Platform Training

This chapter describes how a unit builds their unit training plan for crew platforms. It follows the progressive and gated structure of the Integrated Weapons Training Strategy to describe a general overview of the training events found within the respective weapon's training strategy. It provides basic information to understand the mechanics of the strategy, but relies upon the unit referencing the appropriate training circular to apply the specific task events for the training element. The focus is to train and qualify Soldiers as a member of their element, and build cohesive crews.

TRAINING TABLES

7-1. Each element has up to six training events within their strategy that culminate in their demonstration of proficiency. Crew platform training consists of all the training events along the critical path to proficiency for the following crew platforms:

- Abrams series.
- Bradley series.
- Track series mortar carrier vehicle.
- Stryker Infantry carrier vehicle.
- Stryker mortar carrier vehicle.
- Stryker reconnaissance vehicle.
- Stryker Mobile Gun System.
- Stryker 30-mm Dragoon.
- Scout trucks.
- Cavalry fighting vehicles.

7-2. Units should maximize their time and resources by designing their training plans such that dismounted teams and squads train through proficiency while crew platforms train on separate facilities. This level of synchronization enables the unit to transition to maneuver collective training seamlessly during a training density.

7-3. Table 7-1 on page 7-2 shows the structure of the crew platform training strategy. They are tailored to the element's function and purpose as part of the larger section or platoon formation.

Table 7-1. Crew platform table structure, example

	Table I	*Table II*	*Table III*	*Table IV*	*Table V*	*Table VI*
	PREREQ	***PREREQ***	***PREREQ***	***Collective Task Proficiency***	***COORD / Rehearsal / Practice***	***Live-Fire Proficiency Gate***
	CRAWL	***CRAWL***	***WALK***	***RUN***	***RUN***	***RUN***
Crew Platform	GST *Live*	STX-V *Virtual*	STX *TADSS*	Basic *Live-Fire*	Practice *Live-Fire*	Qualification *Live-Fire*

Legend:

COORD	coordination	PREREQ	prerequisite
FCX	fire coordination exercise	SOP	standard operating procedure
FTX	field training exercise	STX	situational training exercise
GST	gunnery skills test	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	V	virtual training environment

7-4. Crew platforms are combat vehicles with main and secondary armament systems, with their required group of Soldiers (crew) necessary to operate that system. The crew platforms include three sub-categories: main gun, mounted machine gun, and antitank guided missile.

7-5. A crew consists of all personnel operating a particular system. This system might be a weapons system, such as a main battle tank or Infantry fighting vehicle. The rank of the senior crewmember can vary widely from a junior NCO to a commissioned or warrant officer based on the platform.

7-6. Table 7-2 provides a list of the crew platforms within maneuver brigade combat team formations that are authorized to train and qualify using TC 3-20.31. Other crew platforms may be authorized training as part of a training program outside the IWTS (sustainer's convoy protection platforms, for example).

Table 7-2. Crew platforms

Crew Platform (CREW-P) Type
Abrams series
Bradley series (Infantry Fighting Vehicle)
Bradley series (Command Fighting Vehicle)
Track series Mortar Carrier Vehicle (M1064A3, XM1287)
Stryker Infantry Carrier Vehicle
Stryker Mortar Carrier Vehicle
Stryker Reconnaissance Vehicle
Stryker Mobile Gun System
Stryker Antitank Guided Missile
Stryker 30-millimeter
Scout (motorized Scout)

7-7. The crew platform training strategy structure is in table 7-3. All maneuver crew platforms listed in table 7-2 follow the six-table event structure.

Table 7-3. Crew platform training strategy structure

Crew Platform	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	GST	STX-V	STX	BASIC	PRACTICE	**QUAL**
Days Required	**0.5**	**0.5**	**2.0**	**3.0**	**3.0**	**3.0**
Training Days Remaining on Critical Training Path	***11.5***	***11.0***	***9.0***	***6.0***	***3.0***	***Live-Fire Proficiency Gate***

Legend:

GST	gunnery skills test	STX-V	situational training exercise – virtual
STX	situational training exercise	QUAL	qualification

7-8. The following section includes only a generic overview of the crew platform events. Units must be familiar with the information described within the crew platform training publications to build an effective and appropriate unit training plan. The crew platform's training publication describes and provides any prescribed forms or training support packages that support their training events.

CREW PLATFORM, TABLE I GUNNERY SKILLS TEST

7-9. The Crew Platform, Table I, Gunnery Skills Test, is a pre-live-fire, hands-on performance, and written evaluation of weaponry tasks, characteristics, capabilities, and function in the live environment (see table 7-4 on page 7-4). It verifies the Soldier's ability to perform critical tasks, understand how the unit operates tactically as the mission requires, and employ the weapons and systems safely during training and tactical operations as part of the element.

7-10. During Table I, Soldiers must demonstrate proficiency on individual tasks, skills, and knowledge through testable (written) and performance (hands-on) evaluation. Table I is a prerequisite to any live-fire training with the element. This includes any screening, calibration, zeroing, or registration exercises or events.

Table 7-4. Crew platform, Table I, Gunnery Skills Test, example

CREW PLATFORM, TABLE I, GUNNERY SKILLS TEST						
EVENT NAME:	GST		ENVIRONMENT		LIVE	0.5
WEAPON:	M1A2		CONDITIONS		HANDS ON	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		STT	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		CLASS	
			COMPONENT:	AC	RC	14 CREWS
EXTERNAL EVAL:	PLATOON		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	1	0.5	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV BASIC	V PRACTICE	VI QUAL
	REQUIRED	PRQ	PRQ			11.5
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned as a member of the crew (vehicle commander, gunner, driver, and loader) must successfully complete Table I, GST, between T-6 and T-X, before any live-fire event with the weapon.						

Legend:

AC	active component	STX	situational training exercise
GST	gunnery skills test	T+6	training week or month plus six
EVAL	evaluation	T-X	training event exercise
PLFS	preliminary live-fire simulation	TNG	training
QUAL	qualification	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
RC	reserve component	V	virtual training environment
STT	sergeant's time training		

CREW PLATFORM, TABLE II, STX-V

7-11. Crew Platform, Table II, STX-V is a simulations based demonstration of performance of employing the element to its primary capabilities. It is the culminating evaluation of the crew after completing the appropriate simulations training strategy. Table II is a replication (simulation) of the crew's live-fire qualification course. It provides a measured demonstration of performance before any live-fire event for the element.

7-12. Table II's specific event is based upon the element's capabilities and mission. Crew Platform, Table II, STX-V general information is in table 7-5.

Table 7-5. Crew platform, Table II, STX-V, example

CREW PLATFORM, TABLE II, STX-V						
EVENT NAME:	STX-V GTLF		ENVIRONMENT		VIRTUAL	0.5
WEAPON:	M1A1		CONDITIONS		TADSS	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		AGTS	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		COFT	
			COMPONENT:	AC	RC	14 CREWS
EXTERNAL EVAL:	CREW		FREQUENCY	4	2	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV BASIC	V PRACTICE	VI QUAL
	PRQ	REQUIRED	PRQ			11.0
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each vehicle commander (VC)/gunner combination must successfully complete Table II, between T-6 and T-X, before any live-fire event with the weapon. For crew platforms where the gunner is the VC (some Stryker variants), the squad leader may be included based on the unit's method of employment.

Legend:

AC	active component	STX	situational training exercise
AGTS	advanced gunnery training system	T+6	training week or month plus six
COFT	conduct of fire trainer	T-X	training event exercise
EVAL	evaluation	TADSS	training aids, devices, simulators, and simulations
GTLF	Gate to live-five		
GST	gunnery skills test	TNG	training
PLFS	preliminary live-fire simulation	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
QUAL	qualification	V	virtual training environment
RC	reserve component		

CREW PLATFORM, TABLE III, STX

7-13. Crew Platform, Table III, STX, is a live environment, hands-on training event utilizing training aids and devices, and includes the use of blank ammunition, pyrotechnics, and battle effects simulators. This event trains and evaluates the crew's ability to execute critical tasks using their organic weapons, systems, and equipment, during day and limited visibility conditions, and while operating in a CBRN environment.

7-14. Each element must perform tasks and skills to a directed sequence or time standard as listed in the crew platform's training publication. Training and evaluation of the element is the responsibility of their platoon leader or platoon sergeant. Table 7-6 shows the location of Table III within the training strategy.

Table 7-6. Crew platform, Table III, STX, example

CREW PLATFORM, TABLE III, STX						
EVENT NAME:	STX		ENVIRONMENT		LIVE	2.0
WEAPON:	M1A2		CONDITIONS		TADSS	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		TA	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	14 CREWS
EXTERNAL EVAL:	PLATOON		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	4	2	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV BASIC	V PRACTICE	VI QUAL
	PRQ	PRQ	REQUIRED			9.0
WHEN EXECUTED:	T-6 through T-X or T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned to the crew (vehicle commander, gunner, driver, and loader), must successfully complete Table III, between T-6 and T-X, before any live-fire event with the weapon. The vehicle commander (VC) / gunner combination must complete Table III together. The driver and loader may conduct Table III as part of a different crew, but must conduct Table III.

Legend:

AC	active component	STX	situational training exercise
EVAL	evaluation	T-X	training event exercise
GST	gunnery skills test	TA	training area
MPTR	multipurpose training range	TADSS	training aids, devices, simulators, and simulations
PLFS	preliminary live-fire simulation	TNG	training
QUAL	qualification	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
RC	reserve component	V	virtual training environment

CREW PLATFORM, TABLE IV, BASIC

7-15. Crew Platform, Table IV, Basic, is a course of fire using full-caliber training ammunition on an authorized live-fire facility. This table trains basic skills at a reduced tempo to enable proper leader and Soldier execution of crew skills. This table builds upon those skills trained and tested during Tables I, II, and III. It includes a demonstration of performance of critical skills in a live environment under live-fire conditions. Table IV is commonly the first training event where the element employs its weapons with full caliber training ammunition against prescribed targetry. It uses combat-realistic scenarios to a required

performance measure and standard, and includes engagements during day, night, limited visibility, and CBRN conditions on demand.

7-16. Table 7-7 provides an example of Table IV for all types of crew platforms, and highlights the Abrams Basic event.

Table 7-7. Crew platform, Table IV, Basic, example

CREW PLATFORM, TABLE IV, BASIC						
EVENT NAME:	BASIC		ENVIRONMENT		LIVE	3.0
WEAPON:	M1A2		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		MPTR	DAYS REQUIRED
REQUIRED:	NO		ALTERNATE FACILITY		MPRC	
			COMPONENT:	AC	RC	14 CREWS
EXTERNAL EVAL:	PLATOON		FREQUENCY	2	1	
VALID FOR:	T-X		ANNUAL DAYS TOTAL	6	3	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV BASIC	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ			6.0
WHEN EXECUTED:				T-X		TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned to the crew (vehicle commander, gunner, driver, and loader), should successfully complete Table IV, Basic. Although this table is optional, it builds crew experience, coordination, and cohesion under live-fire conditions that are instrumental to the crew's success.

Legend:

AC	active component	QUAL	qualification
EVAL	evaluation	RC	reserve component
GST	gunnery skills test	STX	situational training exercise
MPRC	multipurpose range complex	T-X	training event exercise
MPTR	multipurpose training range	TNG	training
PLFS	preliminary live-fire simulation	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
PRQ	prerequisite	V	virtual training environment

CREW PLATFORM, TABLE V, PRACTICE

7-17. Crew Platform, Table V, Practice, is a live environment training event under live-fire conditions using full-caliber training ammunition, realistic targetry, and engagement scenarios at a combat tempo. It is conducted on an authorized live-fire facility. Regardless of crew platform type, this table reinforces the basic skills trained during previous events, but increases the tempo to expected engagement sequence capabilities to build leader and element tactical and technical mastery. This table includes execution of critical skills in a

live environment. Table V prepares the crew to employ their weapons and systems against most common threat scenarios using prescribed targetry to a required standard.

7-18. Table 7-8 provides an example of Table V for all crew platform types, and highlights an Abrams crew practice event.

Table 7-8. Crew platform, Table V, Practice, example

CREW PLATFORM, TABLE V, PRACTICE						
EVENT NAME:	PRACTICE		ENVIRONMENT		LIVE	3.0
WEAPON:	M1A2		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		MPRC	DAYS REQUIRED
REQUIRED:	NO		ALTERNATE FACILITY		MPTR	
			COMPONENT:	AC	RC	14 CREWS
EXTERNAL EVAL:	COACH		FREQUENCY	2	1	
VALID FOR:	T-X		ANNUAL DAYS TOTAL	6	3	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV BASIC	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ			3.0
WHEN EXECUTED:					T-X	TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned to the crew (vehicle commander, gunner, driver, and loader), should successfully complete Table V, Practice. Although this table is optional, it builds crew experience, coordination, and cohesion under live-fire conditions that are instrumental to the crew's success.						
Note: Units must use certified vehicle crew evaluators during this event. Typically, the evaluation is company internal, but may include certified vehicle crew evaluators (VCEs) from within the battalion as needed.						

Legend:

AC	active component	QUAL	qualification
EVAL	evaluation	RC	reserve component
GST	gunnery skills test	STX	situational training exercise
MPRC	multipurpose range complex	T-X	training event exercise
MPTR	multipurpose training range	TNG	training
PLFS	preliminary live-fire simulation	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
PRQ	prerequisite	V	virtual training environment

CREW PLATFORM, TABLE VI, QUALIFICATION

7-19. Crew Platform, Table VI, Qualification, is the record course of fire used to determine the live-fire proficiency of a crew platform. Table VI serves as the LFPG.

7-20. Table VI uses full caliber training ammunition on an authorized live-fire facility or safety certified training area that assesses an element's tactical employment proficiency and lethality (see table 7-9). This

table reinforces the basic skills trained during previous events within the crew platform's training strategy. It uses a combat-realistic tempo and rigor during established scenarios to externally evaluate the element's demonstrated performance.

Table 7-9. Crew platform, Table VI, Qualification, example

CREW PLATFORM, TABLE VI, QUALIFICATION LIVE-FIRE PROFICIENCY GATE						
EVENT NAME:	QUALIFICATION		ENVIRONMENT		LIVE	3.0
WEAPON:	M1A2		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		DMPRC	DAYS REQUIRED
REQUIRED:	YES – EXEVAL LFPG		ALTERNATE FACILITY		MPRC	
			COMPONENT:	AC	RC	14 CREWS
EXTERNAL EVAL:	BATTALION		FREQUENCY	2	1	
VALID FOR:	12 MONTHS		ANNUAL DAYS TOTAL	6	3	THROUGHPUT
	TABLE					
	I GST	II STX-V	III STX	IV BASIC	V PRACTICE	VI QUAL
	PRQ	PRQ	PRQ			LFPG
WHEN EXECUTED:						T-X
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned to the crew (vehicle commander, gunner, driver, and loader), must successfully complete Table VI, Qualification. Table VI is the live-fire proficiency gate for the crew to pass in order to progress to maneuver collective live-fire events. Vehicle commander / gunner combinations must successfully complete Table VI, and maintain their proficiency rating to fire during collective live-fire events.

Legend:

AC	active component	QUAL	qualification
DMPRC	digital multipurpose range complex	RC	reserve component
EVAL	evaluation	STX	situational training exercise
EXEVAL	external evaluation	T-X	training event exercise
GST	gunnery skills test	TNG	training
MPRC	multipurpose range complex	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
PLFS	preliminary live-fire simulation	V	virtual training environment
PRQ	prerequisite		

CREW PLATFORM LIVE-FIRE PROFICIENCY GATE

7-21. The LFPG is the Army's standard demonstration of employment proficiency of a weapon, system, platform, or small unit during a live-fire event, as defined in the appropriate training publication. Elements must successfully complete the LFPG to progress to higher echelon live-fire collective events.

7-22. The LFPG may be used as prerequisites for additional training, certifications, or functional courses. Certified, experienced leaders must evaluate the Crew Platform LFPG externally. The external evaluator requirements for each element are in table 7-10.

Table 7-10. Crew platform external evaluator minimum requirements

Element	*External Evaluation (EXEVAL) Event*	*External To*	*Remarks*
Crew Platform	Table VI, Qualification	Battalion	Although the evaluation commander is the company commander, vehicle crew evaluator's (VCE's) are required to be external to the firing battalion to ensure standards consistency across the brigade combat team. This is an increased requirement from those standards depicted in Field Manual 7-0.

7-23. All crews must meet the LFPG requirements listed in their respective training publication. This includes recording the LFPG results on the appropriate DA form, and annotating the results within the DTMS for tracking, reporting, and accountability purposes.

CREW PLATFORM QUALIFICATION DURATION

7-24. The QD is the length of time a qualification, certification, or proficiency assessment is valid as determined by the training strategy proponent. The standard QD for the crew platform, LFPG events is 12 months, unless specifically written otherwise in the weapon's training publication.

7-25. LFPG qualifications remain valid until one of the condemnation criteria is met. The qualification condemnation criteria for Crew Platforms are—

- Time – Twelve months have elapsed since the completing the qualification.
- Key leader turnover – minimum identified key leaders on the crew platform are no longer assigned to their qualified position. Soldiers that are reassigned within the battalion or squadron retain their qualification; however, the gaining company-level organization assumes responsibility.
- Commander assessment – any commander within the chain of command determines the Soldier no longer maintains weapon proficiency for any reason.

Note. The company, battalion, or brigade commander can condemn any proficiency assessment or qualification for any Soldier, team, crew, squad, or small unit within their organization.

CREW PLATFORM PROFICIENCY RATINGS

7-26. The weapons training publications provide guidance on the appropriate proficiency ratings awarded to a Soldier. The proficiency ratings that may be awarded by the evaluation commander are identified within the respective training publication. Generally, commanders may award the following proficiency ratings to all members of the crew based on their performance during the LFPG:

- Distinguished. Units award the Expert qualification badge for distinguished performance.
- Superior. Units award the Sharpshooter qualification badge for superior performance.
- Proficient. Units award the Marksman qualification badge for proficient performance.
- Qualified. Elements that:
  - Require multiple attempts to satisfy the requirements of the LFPG.
  - Use an approved validation event to determine their LFPG (see crew platform validation).

7-27. Commanders are authorized to award crewmembers the appropriate weapons qualification badge, based on the LFPG rating, including the corresponding marksmanship qualification clasp for the crew platforms as shown in table 7-11. (For additional information on the marksmanship qualification badges and clasps, see DA Pam 670-1.)

Table 7-11. Marksmanship qualification clasps authorized for crew platforms by type

Weapon Category	*Weapon*	*Marksmanship Qualification Clasp*
Crew Platform	Abrams Series	TANK WEAPONS
	Stryker Mobile Gun System	TANK WEAPONS
	Stryker Antitank Guided Missile	MISSILE
	Bradley Tube Launched Optically Tracked Wire-Guided	MISSILE

CREW PLATFORM VALIDATION

7-28. Validation is a commander's option to execute the Army standard qualification to the minimum threshold requirements to achieve a passing result. Where validation events are authorized, the threshold requirements are defined in the weapon's training publication.

7-29. The validation event is used in extreme circumstances where the commander requires confirmation of a qualification or certification. These circumstances may arise in garrison and operational environments.

GARRISON REQUIREMENT

7-30. The brigade commander may authorize the validation event when one of the following conditions exist:

- Unit assigned as quick reaction force within 90 days.
- Unit directed to deploy within 90 days without prior notice.
- Installation range restrictions prohibit standard qualification due to range closures, ammunition restriction, or unforeseen circumstances beyond the control of the unit.

Note. Failing to request or secure appropriate training facilities, ammunition, or other resources does not justify the use of any validation procedure at home station.

OPERATIONAL REQUIREMENT

7-31. The battalion commander may authorized subordinate units to exercise the validation event when deployed to austere environments when one of the following conditions exist:

- Available range facilities do not support the standard Army qualification requirements.
- Local range regulations prohibit firing the ammunition type, standard engagement techniques, or do not support the surface danger area.
- The training area available does not meet the most stringent range safety regulations of the Army or host nation where the composite surface danger zone cannot be sufficiently maintained and secured.

7-32. The validation event is described in the respective training publication in detail, with various options to enable the best training in less-than-ideal circumstances. Commanders ultimately assume additional risk by utilizing the validation event as part of their sustainment training program while deployed.

Note. Not all weapons have an authorized validation event or process. Units must refer to the weapon's training publication for additional information.

7-33. The following rules apply to validation events:

- The brigade or equivalent commander authorizes the use of the validation event.

- May only be executed 90 days after mission start through 30 days before mission complete.
- Successful completion of the validation event extends the existing QD by six months.
- Only one validation is authorized within a 24-month period for any crew platform.
- Failure to successfully complete a validation event after two attempts condemns the qualification immediately.
- Failure to validate requires the Soldier to complete the full training strategy to regain their qualification status.
- EXEVAL criteria are stated within the respective training publication. These requirements prescribe procedures when standard external evaluator requirements cannot be achieved due to mission constraints.

SUSTAINING CREW PLATFORM PROFICIENCY

7-34. Once the element has successfully completed their LFPG, the unit must consider how the condemnation criteria impact their subordinate's proficiency. The following section describes how crew platforms maintain their proficiency, how to identify when a proficiency rating has triggered one or more condemnation criteria, and any options the commander has to mitigate those impacts.

7-35. The element training publication describes in greater detail methods to sustain proficiency. The information in the following paragraph is in general terms and provides an example of when an element sustains their proficiency, as well as an example when the proficiency is condemned.

CREW PLATFORM CONDEMNATION CRITERIA

7-36. Each crew platform follows three of the six condemnation criteria (see chapter 1 of this publication). Once the crew achieves proficiency, if one or more of the following triggers exist the element loses its proficiency rating:

- Time – Twelve months have elapsed since the date the LFPG was achieved.
- Key leader turnover – minimum identified key leaders on the crew platform are no longer assigned to their qualified position. Soldiers that are reassigned within the battalion or squadron retain their qualification; however, the gaining company-level organization assumes responsibility.
- Commander assessment – any commander in the chain of command determines the subordinate unit's proficiency is no longer at a trained level.

7-37. Units may not alter, change, or modify the condemnation criteria. Evaluation commanders have the option, based on their assessment of the element, to condemn any proficiency rating they are authorized to assign.

CREW PLATFORM TALENT MANAGEMENT

7-38. Commanders can mitigate the impacts to their unit's proficiency in a variety of methods. Talent management skills before, during, and after conducting the crew platform training strategy is required by leaders to ensure the maximum proficiency is maintained and sustained within the larger organization. Crew platform qualification has a direct impact on the unit's overall readiness, and contributes to the unit's level of proficiency.

7-39. To best manage crew turbulence, the commander should consider the following—

- Select key leaders together. This maximizes the key leader's longevity and future proficiency ratings more stable.
- Position by potential. Identify those young leaders that have solid promotion potential. Place those leaders in the next higher position (gunner to vehicle commander, or driver to gunner, for example), and have them achieve proficiency in advance of their pending or expected promotion.
- Transfer trained key leaders together. Promotions may initiate inter-battalion transfers. Commanders should consider moving the newly promoted key leader and key leader combination together where the gaining unit within the battalion benefits from maintaining proficient key leaders.

- Cross-train potential replacements. Units should invest first-round-hit ammunition savings, commonly referred to as "ammunition harvesting," to cross training young leaders in key leader positions. In doing so, commanders can mitigate key leader turnover with trained and proficient leaders in stride with key leader turbulence.
- Assess proficient new arrivals. Commanders that receive new leaders who achieved proficiency within the last qualification period have assessment options to maintain element qualifications. Commanders can assess two previously qualified key leaders from different elements to determine their proficiency status if they are assigned together in an element. This is the least preferred method of talent management and requires the commander to make assessments using previous crew records, sustainment training in simulations, and other assessments to determine their proficiency status.

CREW PLATFORM TURBULENCE

7-40. The commander may consider a turbulent crew as qualified (proficient) when the vehicle commander and gunner have—

- Previously qualified in their assigned position on a different crew within the previous qualification period.
- Successfully complete Table I, Gunnery Skills Test, for the unit within the previous qualification period.
- Displayed crew proficiency during a minimum of eight hours in an authorized simulation.
- Successfully completed the crew platform, Table II, STX-V, Gate to Live-Fire with a score of 850 or above.

7-41. If commanders are not completely confident in the crew cohesion, capability, experience, and performance, they must rate them as unqualified/not proficient through the next training density.

7-42. For crew platforms, TC 3-20.31 describes the qualification process and defines a qualified/proficient crew (see table 7-12 on page 7-14). Units manage crews by vehicle commander and gunner combinations to maintain and sustain the greatest amount of experience within their manned crews.

Table 7-12. Crew platform proficiency and reporting requirements

Element	*Proficiency Requirement*
Crew	A qualified crew is a vehicle commander and gunner combination that successfully completes crew platform, Table VI (Qualification) and have not met any of the condemnation criteria of the qualification period.

7-44. For crew platforms that have a single vehicle commander, where the gunner is also the vehicle commander, units must manage only the vehicle commander for training and qualification purposes. Within the maneuver formations, this is common on Stryker Infantry combat vehicle and Stryker reconnaissance vehicles.

ABRAMS SERIES MAIN BATTLE TANKS

7-45. There are only two key leaders on the Abrams series tank. Units must develop talent management skills to maintain the crew's qualification status and proficiency as long as possible. Figure 7-1 provides an example of a proficient Abrams crew.

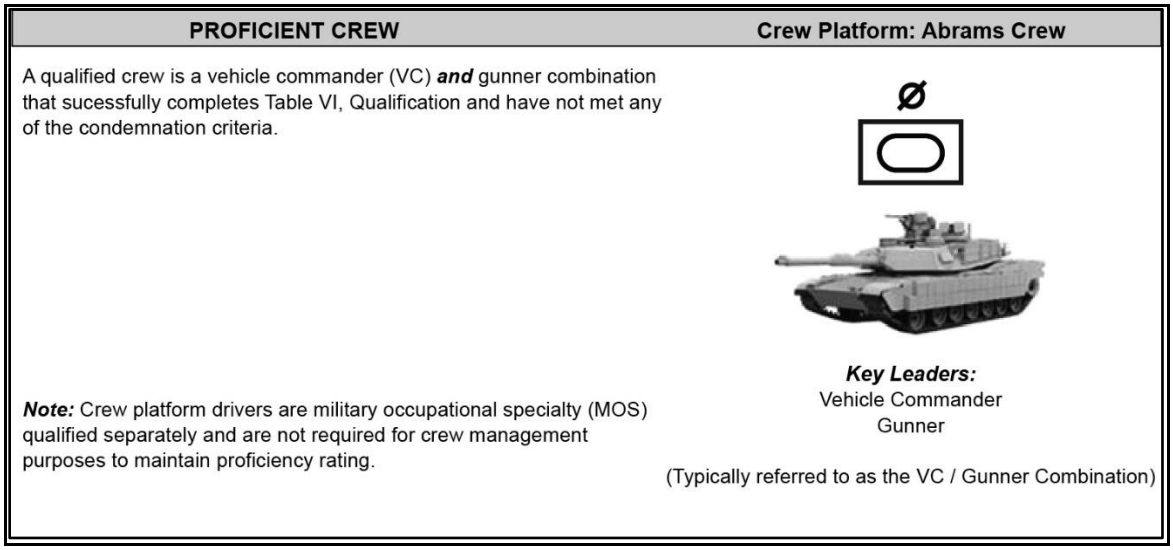


Figure 7-1. Abrams proficient crew, example

Note. Figure 7-2 is an example of Abrams crew losing its proficiency rating due to a trigger from the condemnation criteria. In the example in figure 7-2, the Abram's vehicle commander, one of the crew's key leaders, leaves the organization through a permanent change of station move. This is a common occurrence for vehicle commander/gunner combinations on all crew platforms (Abrams, Bradley, Stryker mobile gun system, or Stryker antitank guided missile variants).

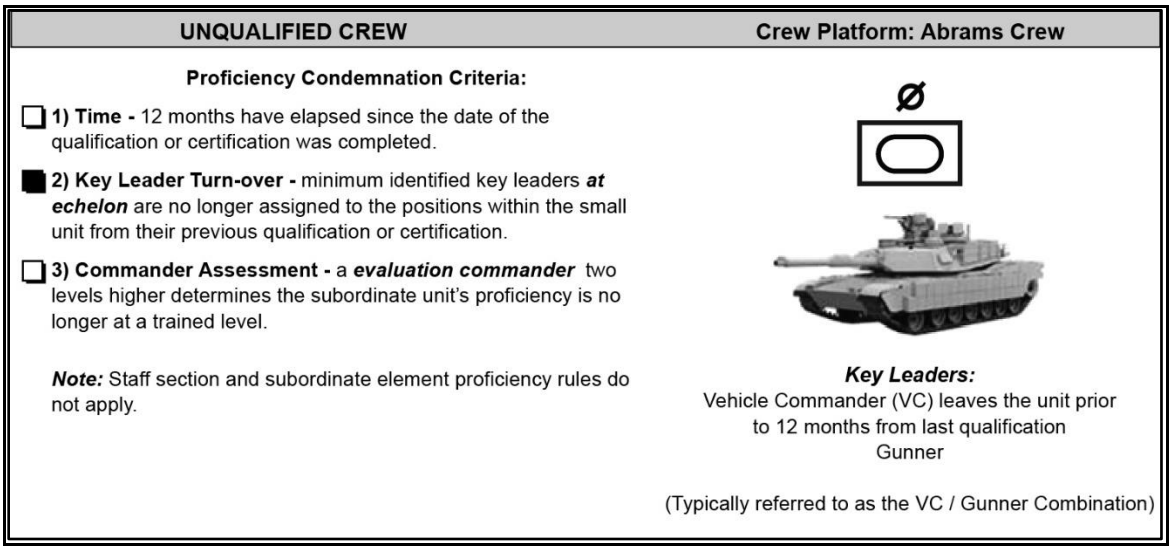


Figure 7-2. Unqualified Abrams crew, example

Note. The commander can exercise their assessment options to mitigate a turbulent crew as proficient or qualified, based on previous training, experience, and demonstrated proficiency. This may be done when two crewmembers have not qualified together as a vehicle commander/gunner combination, but have qualified separately within the past 12 months. Figure 7-3 describes an example of a commander applying talent management techniques to two unqualified crews to build one qualified crew.

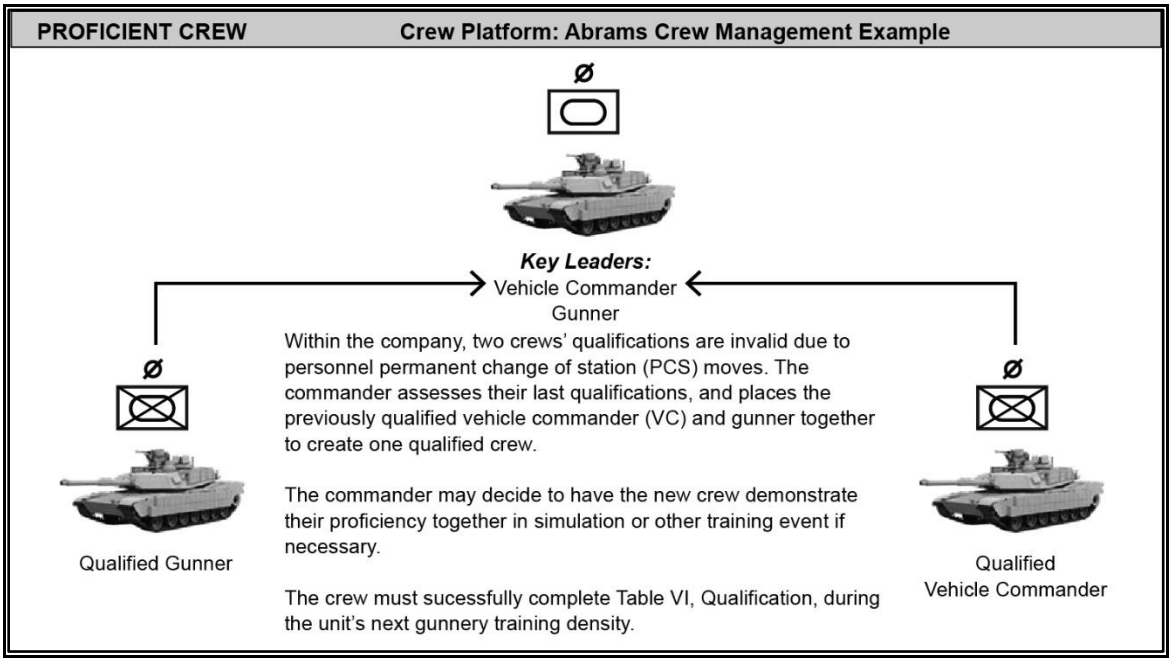


Figure 7-3. Commander assessment and mitigation, example

7-46. The commander must have an understanding of what they can, should, and should not do to mitigate crew turbulence. When assessing turbulent crews, the commander should make use of the authorized simulations systems, gunnery skills tests, the vehicle crew evaluator course, and other training assets.

7-47. Commanders are not authorized to use validation events to stabilize turbulent crews for qualification purposes. Commanders should make every effort for the crew to conduct each training table to standard as

often as possible. Providing as much "trigger time" on the system as possible, as often as possible creates less difficult talent management decisions.

BRADLEY INFANTRY FIGHTING VEHICLES

7-48. As there are only two key leaders on the Bradley fighting vehicle, units must develop talent management skills to maintain the crew's qualification status and proficiency as long as possible. Figure 7-4 provides an example of a proficient Bradley crew.

PROFICIENT CREW	Crew Platform: Bradley Crew
A qualified crew is a vehicle commander (VC) ***and*** gunner combination that sucessfully completes Table VI, Qualification and have not met any of the condemnation criteria. ***Note:*** Crew platform drivers are military occupational specialty (MOS) qualified separately and are not required for crew management purposes to maintain proficiency rating.	 ***Key Leaders:*** Vehicle Commander Gunner (Typically referred to as the VC / Gunner Combination)

Figure 7-4. Bradley crew qualification and condemnation criteria, example

Note. Figure 7-5 is an example of Bradley fighting vehicle losing its proficiency rating due to a trigger from the condemnation criteria. In the example in figure 7-5, the Bradley fighting vehicle crew's gunner, one of the crew's key leaders, leaves the organization through a permanent change of station move.

UNQUALIFIED CREW	Crew Platform: Bradley Crew
Proficiency Condemnation Criteria: ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed. ■ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification. ☐ **3) Commander Assessment -** a ***evaluation commander*** two levels higher determines the subordinate unit's proficiency is no longer at a trained level. ***Note:*** Staff section and subordinate element proficiency rules do not apply.	 ***Key Leaders:*** Vehicle Commander (VC) leaves the unit prior to 12 months from last qualification Gunner (Typically referred to as the VC / Gunner Combination)

Figure 7-5. Bradley crew turbulence, example

Note. There are instances where the commander exercises their assessment options to mitigate a turbulent crew as proficient or qualified, based on previous training, experience, and demonstrated proficiency. This may be done when two crewmembers have not qualified together as a vehicle commander/gunner combination, but have qualified separately within the past 12 months. Figure 7-6 describes an example of a commander applying talent management techniques to two unqualified crews to build one qualified crew.

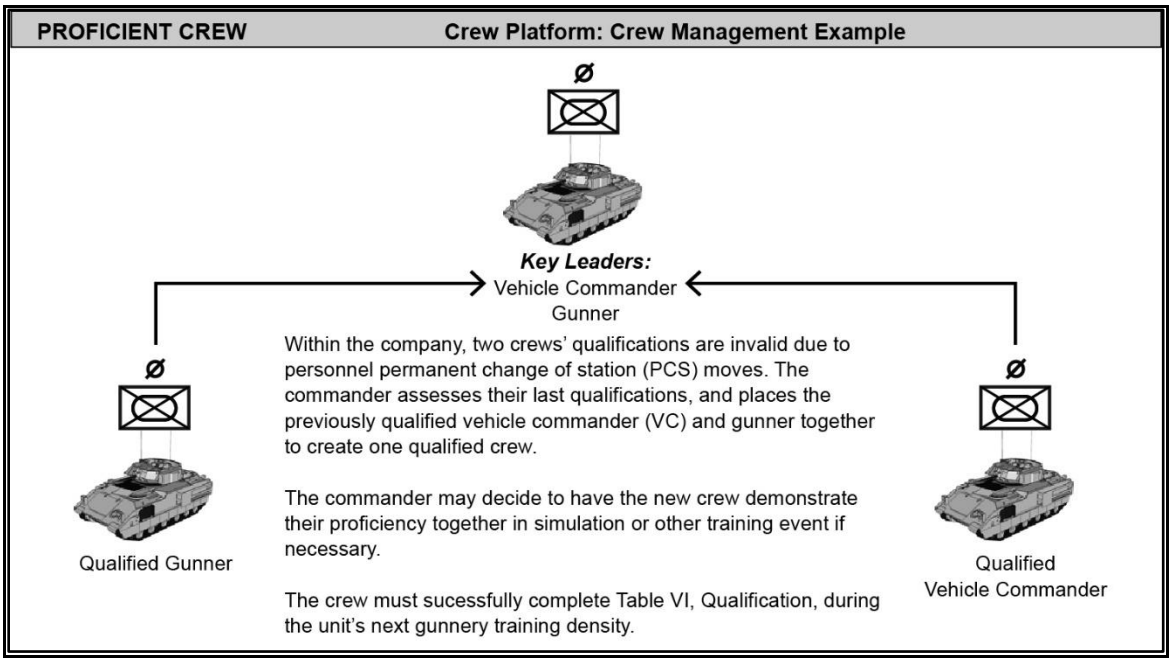


Figure 7-6. Commander exercising talent management to maintain a crew proficiency, example

Note. Units follows the same guidelines as the crews listed above if they have mounted machine gun platforms including trucks, personnel carriers, the armored security vehicle, and any wheeled or tracked vehicle equipped with a pintle or remote weapons station mounted machine gun. The key leaders for all medium machine gun platforms are the vehicle commander and gunner. Medium machine gun platform drivers are not required for crew management purposes.

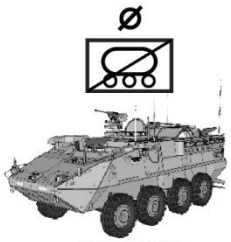
STRYKER ICV, MCV, RV, ATGM, OR 30-MM

7-49. Figure 7-7 on page 7-18 provides an example of a Stryker crew platform where the vehicle commander is the gunner. These platform types require the unit to exercise talent and crew management skills to ensure experienced, responsible vehicle commanders are assigned to the vehicle to provide the greatest capabilities to the dismounted squad.

PROFICIENT CREW	Crew Platform: Stryker ICV / MCV / RV
A qualified crew is a vehicle commander (Gunner) combination that successfully completes Table VI, Qualification and have not met any of the condemnation criteria of the qualification period. For Stryker Infantry carrier vehicle (ICV), mortar carrier vehicle (MCV), reconnaissance vehicle (RV), and 30-mm platforms. The gunner is the vehicle commander (VC). The VC is the only crewmember tracked for crew proficiency / qualification purposes. ***Note:*** The Stryker crew platform driver is not required for crew management purposes to maintain qualification rating.	 ***Key Leaders:*** Vehicle Commander (Gunner)

Figure 7-7. Stryker ICV, MCV, RV, or 30-mm crew proficiency, example

Note. Figure 7-8 provides an example of a newly arrived gunner to the unit. The Soldier's training records indicate the Soldier qualified as a gunner on a Stryker at their previous duty station within the last twelve months. The commander opts to assign the Soldier to a vacant gunner's position, but does not elect to maintain the qualification status of the gunner until the Soldier demonstrates the appropriate level of proficiency during the next training density.

UNQUALIFIED CREW	Crew Platform: Stryker ICV / MCV / RV
Proficiency Condemnation Criteria: ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed. ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification. ■ **3) Commander Assessment -** a ***evaluation commander*** two levels higher determines the subordinate unit's proficiency is no longer at a trained level. ***Note:*** Staff section and subordinate element proficiency rules do not apply.	 ***Key Leaders:*** Vehicle Commander (Gunner) New arrival sergeant assigned as the vehicle commander (VC) has previously qualified on the crew platform at a previous duty station with the previous 12 months. **The commander determines the VC needs to demonstrate proficiency during crew training and qualification, and opts to condemn the qualification from the previous unit.**

LEGEND
ICV Infantry carrier vehicle, MCV mortar carrier vehicle, RV reconnaissance vehicle

Figure 7-8. Previously qualified new arrival assigned as gunner, example

Note. In Stryker formations, the commander should make every attempt to qualify assistant (additional) gunners to standard during the training density. This provides qualified back-fill replacements for commanders to best manage their proficient crews.

Chapter 8
Squad Training

This chapter describes how a unit builds their unit training plan for Infantry and Scout squads. It follows the progressive and gated structure of the Integrated Weapons Training Strategy to describe a general overview of the training events found within the respective squad's training strategy. It provides basic information to understand the mechanics of the strategy, but relies upon the unit referencing the appropriate training circular to apply the specific task events for the training element. The focus is to train and qualify Soldiers as a member of their element, and build cohesive squads.

TRAINING TABLES

8-1. Each element has up to six training events within their strategy that culminate in their demonstration of proficiency. Squad training consists of all the training events along the critical path to proficiency for the following:

- Infantry squad.
- Scout squad.
- Engineer squad.

8-2. Units should maximize their time and resources by designing their squad training plans such that dismounted teams and squads train through proficiency while crew platforms train on separate facilities. This level of synchronization enables the unit to transition to maneuver collective training seamlessly during a training density.

8-3. Table 8-1 shows the structure of the squad training strategy. As it includes collective small team and squads, as well as platform and mortar crews, not all table names are standardized. They are tailored to the element's function and purpose as part of the larger section or platoon formation. Of note, the squad training strategy culminates with two externally evaluated proficiency assessments: Table IV, FTX and Table VI, LFX. Both are discussed within the squad section of this chapter.

Table 8-1. Squad training strategy structure, example

	Table I	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	PREREQ	***PREREQ***	***PREREQ***	***Collective Task Proficiency***	***COORD / Rehearsal / Practice***	***Live-Fire Proficiency Gate***
	CRAWL	***CRAWL***	***WALK***	***RUN***	***RUN***	***RUN***
Squad	CLASS SOP *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	FCX *Live-Fire*	LFX *Live-Fire*

Legend:

COORD	coordination	PREREQ	prerequisite
FCX	fire coordination exercise	SOP	standard operating procedure
FTX	field training exercise	STX	situational training exercise
GST	gunnery skills test	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	V	virtual training environment

8-4. A TO&E or MTOE dismounted Infantry, Cavalry, or engineer small unit, typically led by a staff sergeant with two subordinate small teams (fire team, machine gun team, demolitions team, antitank team), typically with nine Soldiers.

8-5. Commanders may elect to include additional subordinate teams to the squad formation based on mission requirements. If small teams are added to the squad formation after the squad has achieved proficiency, the commander may elect to incorporate proficient small teams to the squad after completing an assessment. The commander may also include the small team to the squad formation for section training.

> ***Note.*** For example, the commander determines a squad must include an additional antitank team to meet the combatant commander's guidance. The commander can include the antitank team before squad training begins, or choose to qualify the team separately, and then integrate the antitank team into section training.

8-6. The squad's training strategy structure is in table 8-2. All small-unit squads follow the six-table event structure.

Table 8-2. Squad training strategy training overview

Squads	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	SOP	STX-V	STX	FTX	FCX	LFX
Days Required	0.5	0.5	2.0	3.0	3.0	3.0
Training Days Remaining on Critical Training Path	11.5	11.0	9.0	6.0	3.0	
				Collective Task Proficiency		Live-Fire Proficiency Gate

Legend:

FCX	fire coordination exercise	SOP	standard operating procedures
FTX	field training exercise	STX	situational training exercise
LFX	live-fire exercise	STX-V	situational training exercise – virtual

SQUAD, TABLE I, SOP

8-7. Squad, Table I, SOP, is a pre-live-fire, hands-on performance, and written evaluation of weaponry tasks, characteristics, capabilities, and function in the live environment (see table 8-3). It verifies the Soldier's ability to perform critical tasks, understand how the unit operates tactically as the mission requires, and employ the weapons and systems safely during training and tactical operations as part of the element.

8-8. During Table I, Soldiers must demonstrate proficiency on individual tasks, skills, and knowledge through testable (written) and performance (hands-on) evaluation. Table I is a prerequisite to any live-fire training with the element.

Table 8-3. Squad, Table I, SOP, example

SQUAD, TABLE I, SOP						
EVENT NAME:	SOP / TTPs		ENVIRONMENT		LIVE	0.5
WEAPON:	SQUAD		CONDITIONS		HANDS ON	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		CLASS	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		CLASS	
			COMPONENT:	AC	RC	9 SQUADS
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	1	0.5	THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	REQUIRED					7.0
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO PROF
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each assigned or attached member of the squad must successfully complete Table I, SOP, between T-6 and T-X, before any live-fire event with the weapon, system, or munition.						
Note: Table I should be completed before any other table to ensure the Soldier understands the unit's preferred tactics, techniques, and procedures for their supporting collective tasks.						

Legend:

AC	active component	STX	situational training exercise
EVAL	Evaluation	T+6	training week or month plus six
FCX	fire coordination exercise	T-X	training event exercise
FTX	field training exercise	TNG	training
LFX	live-fire exercise	TNG DAYS TO PROF	number of training days remaining in the strategy to achieve proficiency
RC	reserve component	TTPs	tactics, techniques, and procedures
SOP	standard operating procedure	V	virtual training environment

SQUAD, TABLE II, STX-V

8-9. Squad, Table II, Squad STX-V, is a simulations based demonstration of performance of employing the element to its primary capabilities. It is the culminating evaluation of the small team or squad after completing the element's appropriate simulations training strategy. Table II is a replication (simulation) of the element's supporting collective tasks (small teams and squads), or their live-fire qualification course (crew platforms and mortars). It provides a measured demonstration of performance before any live-fire event for the element.

8-10. Table II's specific event is based upon the element's capabilities and mission. The general information of the squad virtual training exercise event is in table 8-4 on page 8-4.

Table 8-4. Squad, Table II, STX-V, example

SQUAD, TABLE II, STX-V						
EVENT NAME:	STX-V		ENVIRONMENT		VIRTUAL	1.0
WEAPON:	SQUAD		CONDITIONS		TADSS	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		VBS3	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	9 SQUADS
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	PRQ	REQUIRED				6.0
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO PROF
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Note*:* Table I should be completed before any other table to ensure the Soldier understands the unit's preferred tactics, techniques, and procedures for their supporting collective tasks.

Legend:

AC	active component	T+6	training week or month plus six
EVAL	Evaluation	T-X	training event exercise
FCX	fire coordination exercise	TA	training area
FTX	field training exercise	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	TNG	training
RC	reserve component	TNG DAYS TO PROF	number of training days remaining in the strategy to achieve proficiency
SOP	standard operating procedure	V	virtual training environment
STX	situational training exercise	VBS3	virtual battlespace version 3

SQUAD, TABLE III, STX

8-11. Squad, Table III, STX, is a live environment, hands-on training event utilizing training aids and devices, and may include the use of blank ammunition, pyrotechnics, and battle effects simulators (see table 8-5). This event trains and evaluates the element's ability to execute critical tasks using their organic weapons, systems, and equipment, during day and limited visibility conditions, and while operating in a CBRN environment.

8-12. Each element must perform tasks and skills to a directed sequence and time standard as listed in the weapon's training publication. Training and evaluation of the element is the responsibility of their platoon sergeant or designated SME/NCO.

Table 8-5. Squad, Table III, STX, example

SQUAD, TABLE III, STX						
EVENT NAME:	STX		ENVIRONMENT		LIVE	2.0
WEAPON:	SQUAD		CONDITIONS		TADSS	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		TA	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		ISBC	
			COMPONENT:	AC	RC	9 SQUADS
EXTERNAL EVAL:	OPTIONAL		FREQUENCY	2	1	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	4	2	THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	PRQ	PRQ	REQUIRED			4.0
WHEN EXECUTED:	T-6 through T-X or during T-X					TNG DAYS TO PROF
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Note: The combined arms training strategy provides three training days authorized for squad STX. Within the training strategy, two days are applied to squad STX and one day is provided for the squad FTX for external evaluation purposes.

Legend:

AC	active component	STX	situational training exercise
EVAL	Evaluation	T+6	training week or month plus six
FCX	fire coordination exercise	T-X	training event exercise
FTX	field training exercise	TA	training area
ISBC	Infantry squad battle course	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	TNG	training
PRQ	Prerequisite	TNG DAYS TO PROF	number of training days remaining in the strategy to achieve proficiency
RC	reserve component	V	virtual training environment
SOP	standard operating procedure		

SQUAD, TABLE IV, FTX

8-13. Squad, Table IV, FTX, is a live environment training event where dismounted small teams and squads conduct an externally evaluated FTX using TADSS and training and evaluation outlines for all supporting collective tasks (see table 8-6 on page 8-6). It includes the use of blank ammunition, pyrotechnics, and battle effects simulators, as well as an appropriately trained and equipped opposing force.

8-14. Table IV is the squad's CTP evaluation that is used to determine the company's overall CTP metric (see chapter 1 of this publication). This table includes execution of critical skills in a live environment. Table

IV prepares the element to employ their weapons and systems against most common threat scenarios using prescribed targetry or opposing forces to a required standard.

Table 8-6. Squad, Table IV, FTX (EXEVAL), example

SQUAD, TABLE IV, FTX						
EVENT NAME:	FTX (CTP EXEVAL)		ENVIRONMENT		LIVE	1.0
WEAPON:	SQUAD		CONDITIONS		TADSS	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		TA	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	9 SQUADS
EXTERNAL EVAL:	REQUIRED		FREQUENCY	2	1	
VALID FOR:	12 MONTHS		ANNUAL DAYS TOTAL	2	1	THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	PRQ	PRQ	PRQ	CTP		3.0
WHEN EXECUTED:				T-X		TNG DAYS TO PROF
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Note: The squad FTX is not listed in the combined arms training strategy or the training event menu. The FTX is the final external evaluation as part of the STX lanes.

Legend:

AC	active component	SOP	standard operating procedure
EVAL	Evaluation	STX	situational training exercise
FCX	fire coordination exercise	T+6	training week or month plus six
FTX	field training exercise	T-X	training event exercise
ISBC	Infantry squad battle course	TA	training area
IPBC	Infantry platoon battle course	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	TNG	training
PRQ	Prerequisite	TNG DAYS TO PROF	number of training days remaining in the strategy to achieve proficiency
RC	reserve component	V	virtual training environment

SQUAD, TABLE V, FCX

8-15. Squad, Table V, FCX, is a course of fire using training ammunition on an authorized live-fire facility. This table trains basic skills at a reduced tempo to enable proper leader and Soldier execution of the skills. This table builds upon those skills trained and tested during Tables I, II, III, and IV. (See table 8-7.)

8-16. This table includes execution of critical skills in a live environment under live-fire conditions. Table V is commonly the first training event where the element employs its weapons with full caliber training

ammunition, within a combat-realistic scenarios and targetry to a required performance measure and standard, during day, night, limited visibility, and CBRN conditions.

Table 8-7. Squad, Table V, FCX, example

<table>
<tr><td colspan="8">SQUAD, TABLE V, FCX</td></tr>
<tr><td>EVENT NAME:</td><td colspan="2">FCX</td><td colspan="2">ENVIRONMENT</td><td>LIVE</td><td rowspan="2">1.0</td></tr>
<tr><td>WEAPON:</td><td colspan="2">SQUAD</td><td colspan="2">CONDITIONS</td><td>LIVE-FIRE</td></tr>
<tr><td>TYPE TRAINING:</td><td colspan="2">FOUNDATION</td><td colspan="2">PRIMARY FACILITY</td><td>ISBC</td><td rowspan="2">DAYS REQUIRED</td></tr>
<tr><td rowspan="2">REQUIRED:</td><td colspan="2" rowspan="2">COMMANDER OPTION</td><td colspan="2">ALTERNATE FACILITY</td><td>IPBC</td></tr>
<tr><td>COMPONENT:</td><td>AC</td><td>RC</td><td rowspan="2">9 SQUADS</td></tr>
<tr><td>EXTERNAL EVAL:</td><td colspan="2">N/A</td><td>FREQUENCY</td><td>2</td><td>1</td></tr>
<tr><td>VALID FOR:</td><td colspan="2">N/A</td><td>ANNUAL DAYS TOTAL</td><td>2</td><td>1</td><td>THROUGHPUT</td></tr>
<tr><td rowspan="3"></td><td colspan="6">TABLE</td></tr>
<tr><td>I
SOP</td><td>II
STX-V</td><td>III
STX</td><td>IV
FTX</td><td>V
FCX</td><td>VI
LFX</td></tr>
<tr><td>PRQ</td><td>PRQ</td><td>PRQ</td><td>CTP</td><td></td><td>2.0</td></tr>
<tr><td>WHEN EXECUTED:</td><td colspan="3"></td><td></td><td>T-X</td><td>TNG DAYS TO PROF</td></tr>
<tr><td colspan="8">PREREQUISITES</td></tr>
<tr><td></td><td colspan="5">All assigned or attached Soldiers must have completed the live-fire proficiency gate for all assigned or designated weapons before executing Squad, Table V, FCX as a member of the squad.</td><td colspan="2">LFPG
PRQ</td></tr>
<tr><td rowspan="2">CONDEMNATION CRITERIA (CC)</td><td>RULE 1</td><td>RULE 2</td><td>RULE 3</td><td>RULE 4</td><td>RULE 5</td><td colspan="2">RULE 6</td></tr>
<tr><td>TIME</td><td>KEY LEADER TURNOVER</td><td>COMMANDER ASSESSMENT</td><td>SUBORDINATE ELEMENT PROFICIENCY</td><td>SPECIALTY PROFICIENCY</td><td colspan="2">STAFF SECTION PROFICIENCY</td></tr>
<tr><td colspan="8">Note: The FCX is part of the squad LFX when listed in the combined arms training strategy and the training event menu. One training day is provided for the squad FCX and one day for the squad LFX.</td></tr>
<tr><td colspan="8">Legend:
AC active component
CTP collective task proficiency
EVAL Evaluation
FCX fire coordination exercise
FTX field training exercise
ISBC Infantry squad battle course
IPBC Infantry platoon battle course
LFPG live-fire proficiency gate
LFX live-fire exercise
PRQ prerequisite
RC reserve component
STX situational training exercise
T-X training event exercise
TADSS training aids, devices, simulators, and simulations
TNG training
TNG DAYS TO PROF number of training days remaining in the strategy to achieve proficiency
V virtual training environment</td></tr>
</table>

SQUAD, TABLE VI, LFX

8-17. Squad, Table VI, LFX, uses full caliber training ammunition on an authorized live-fire facility or safety certified training area that assesses a squad's tactical employment and lethality proficiency, based on their collective supporting tasks (see table 8-8 on page 8-8). This table reinforces the basic skills trained during previous events within the Squad's training strategy. It uses a combat-realistic tempo and rigor during established scenarios.

8-18. Table VI is the squad's externally evaluated LFPG. The LFPG provides commanders a common standard to create an unbiased assessment of the element's overall proficiency. Successful completion of the LFPG is required to progress to any collective live-fire event.

Table 8-8. Squad, Table VI, LFX (EXEVAL), example

SQUAD, TABLE VI, LFX						
EVENT NAME:	LFX		ENVIRONMENT		LIVE	2.0
WEAPON:	SQUAD		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	FOUNDATION		PRIMARY FACILITY		ISBC	DAYS REQUIRED
REQUIRED:	YES - LFPG		ALTERNATE FACILITY		IPBC	
			COMPONENT:	AC	RC	9 SQUADS
EXTERNAL EVAL:	REQUIRED		FREQUENCY	2	1	
VALID FOR:	12 MONTHS		ANNUAL DAYS TOTAL	4	2	THROUGHPUT
	TABLE					
	I	II	III	IV	V	VI
	SOP	STX-V	STX	FTX	FCX	LFX
	PRQ	PRQ	PRQ	CTP		LFPG
WHEN EXECUTED:						TNG DAYS TO PROF
PREREQUISITES						
	All assigned or attached Soldiers *must have completed the live-fire proficiency gate for all* assigned or designated weapons before executing Squad, Table V, FCX as a member of the squad.					LFPG PRQ
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each assigned or attached member of the squad must successfully complete Squad, Table VI before any collective live-fire event above squad.						

Legend:

AC	active component	PRQ	prerequisite
CTP	collective task proficiency	RC	reserve component
EVAL	Evaluation	STX	situational training exercise
FCX	fire coordination exercise	T-X	training event exercise
FTX	field training exercise	TADSS	training aids, devices, simulators, and simulations
ISBC	Infantry squad battle course	TNG	training
IPBC	Infantry platoon battle course	TNG DAYS TO PROF	number of training days remaining in the strategy to achieve proficiency
LFPG	live-fire proficiency gate	V	virtual training environment
LFX	live-fire exercise		

SQUAD PROFICIENCY

8-19. Overall squad proficiency contains two separate externally evaluated assessments. These externally evaluated training events provide the commander the primary assessment tool to evaluate the unit's proficiency against an established standard as defined within the respective training publication(s), task training and evaluation outlines, and the unit's SOPs. Squad proficiency is derived from the EXEVALs from Table IV, FTX (the squad's CTP assessment), and Table VI, LFX, the squad's LFPG.

SQUAD COLLECTIVE TASK PROFICIENCY

8-20. The CTP is a gate used to assess the overall proficiency of a squad through EXEVAL of their execution of all the squad's supporting collective tasks. This gate is not used to progress to higher echelon training, but indicates if the unit has the proficiency required to support the higher headquarters during tactical operations effectively.

8-21. Table IV, Squad FTX, is used to determine the element's CTP. It is an assessment of their collective supporting tasks that support the company and battalion mission essential tasks. The CTP events are externally evaluated using training and evaluation outlines. The EXEVAL requirements are in table 8-9.

Table 8-9. CTP external evaluation requirements

Weapon, System, or Small Unit	*External Evaluation Events*	*Evaluated Externally To*	*Evaluation Commander*
Squad	Table IV, Field Training Exercise (FTX)	Platoon	Company Commander

Note. Units are not authorized to self-evaluate Table IV unless they meet the parameters found within their training publication's validation events for certifying proficiency in austere environments.

8-22. When Soldiers assigned are not present for the evaluation, the commanders apply the following rules:

- Key leader not present (defined in the training publication). The element may not participate in any live-fire event.
- Assigned Soldier not present. The evaluation commander must authorize their participation in future events.

SQUAD LIVE-FIRE PROFICIENCY GATE

8-23. Table VI for all squads, at all echelons, provide the EXEVAL that determines the LFPG, as appropriate. The LFPG for each type of squad is described in detail within the appropriate training publication. It includes the standards that must be achieved to successfully complete the training event, and describes the level of proficiency achieved based on those standards.

8-24. All LFPGs are externally evaluated to create an unbiased assessment of demonstrated performance of the required tasks and skills. For squads, the evaluation commander determines the appropriate method of evaluation that meets their intent within the requirements stated in the training publication. EXEVAL requirements for Table VI are in table 8-10.

Note. Units are not authorized to self-evaluate Table VI unless they meet the parameters found within their training publication's validation event for certifying proficiency in austere environments.

Table 8-10. LFPG external evaluations

Weapon, System, or Small Unit	*External Evaluation Live-Fire Proficiency Gate*	*Evaluated Externally To*	*Evaluation Commander*
Squad	Table VI, Live-Fire Exercise (LFX)	Platoon	Company Commander

Note. When a unit is training outside the continental U.S. and cannot meet the EXEVAL criteria above, the evaluation commander must approve the evaluation plan. The intent of the squad EXEVALs is to provide subject matter expertise for a quality and objective evaluation to standard that creates an effective AAR to the firer and unit.

For example, for an Infantry squad where there are no available qualified external evaluators, the battalion commander (evaluation commander) must approve the evaluation plan.

If a unit cannot meet the EXEVAL requirements for the Squad within the U.S., they must coordinate with their higher headquarters for evaluation assistance.

For example, for a National Guard squad LFX where no external evaluators are available, the higher headquarters coordinates with First Army or another organization for the appropriate certified evaluators.

8-25. When Soldiers assigned are not present for the evaluation, the commanders apply the following rules:

- Key leader not present (defined in the training publication). The element may not participate in any live-fire event.
- Assigned Soldier not present. The evaluation commander must authorize their participation in future events.

SQUAD PROFICIENCY RATINGS

8-26. The squad training publication provides guidance on the appropriate proficiency rating metrics awarded to a squad (see table 8-11). The proficiency rating metrics that may be certified by the evaluation commander are identified within the respective training publication. Generally, commanders certify the following proficiency rating metrics based on the squad's performance during the LFPG.

Table 8-11. Squad LFPG ratings

Lowest Task Assessment	***Live-Fire Effective Engagements***	***Remarks***
T	≥90%	Squads must meet *both* the training and evaluation outline (T&EO) and live-fire engagement criteria to achieve the proficiency metric.
T-	≥80% and <90%	
P	≥70% and <80%	
P-	≥60% and <70%	
U	<60%	
Legend: > greater than < less than % percent		

SQUAD VALIDATION

8-27. Validation is a commander's option to execute the Army standard proficiency assessment to the minimum threshold requirements to achieve a passing result. Where validation events are authorized, the threshold requirements are defined in the squad's training publication.

8-28. The validation event is used in extreme circumstances where the commander requires confirmation of proficiency or certification. These circumstances may arise in garrison and operational environments.

GARRISON REQUIREMENT

8-29. The brigade commander may authorize the validation event when one of the following conditions exist:

- Unit assigned as quick reaction force within 90 days.
- Unit directed to deploy within 90 days without prior notice.
- Installation range restrictions prohibit standard qualification due to range closures, ammunition restriction, or unforeseen circumstances beyond the control of the unit.

Note. Failing to request or secure appropriate training facilities, ammunition, or other resources does not justify the use of any validation procedure at home station.

OPERATIONAL REQUIREMENT

8-30. The battalion commander may authorized subordinate units to exercise the validation event when deployed to austere environments when one of the following conditions exist:

- Available range facilities do not support the standard Army proficiency assessment requirements.
- Local range regulations prohibit firing the ammunition type, standard engagement techniques, or do not support the surface danger area.
- The training area available does not meet the most stringent range safety regulations of the Army or host nation where the composite surface danger zone cannot be sufficiently maintained and secured.

8-31. The validation event is described in the respective training publication in detail, with various options to enable the best training in less-than-ideal circumstances. Commanders ultimately assume additional risk by utilizing the validation event as part of their sustainment training program while deployed.

Note. Not all small teams and squads have an authorized validation event or process. Units must refer to the weapon's training publication for additional information.

8-32. The following rules apply to validation events—

- The brigade or equivalent commander authorizes the use of the validation event.
- May only be executed 90 days after mission start through 30 days before mission complete.
- Successful completion of the validation event extends the existing QD (proficiency assessment) by six months.
- Only one validation is authorized within a 24-month period for any type of squad.
- Failure to successfully complete a validation event after two attempts condemns the small unit's proficiency assessment immediately.
- Failure to validate requires the small unit to complete the full training strategy to regain their proficiency rating.
- EXEVAL criteria are stated within the respective training publication. These requirements prescribe procedures when standard external evaluator requirements cannot be achieved due to mission constraints.

SUSTAINING SQUAD PROFICIENCY

8-33. Once the element has successfully completed their squad CTP and LFPG, the unit must consider how the condemnation criteria impact their subordinate's proficiency. The following section describes how squads maintain their proficiency, how to identify when a proficiency rating has triggered one or more condemnation criteria, and any options the commander has to mitigate those impacts.

8-34. The element training publication describes in greater detail methods to sustain proficiency. The information in the following paragraph is in general terms and provides an example of when an element sustains their proficiency, as well as an example when the proficiency is condemned.

SQUAD PROFICIENCY CONDEMNATION CRITERIA

8-35. Each type of squad follows up to four of the six condemnation criteria (see chapter 1 of this publication). Once the element achieves squad proficiency, if one or more of the following triggers exist, the element loses its proficiency rating:

- Time – Twelve months have elapsed since the date the squad LFPG was achieved.
- Key leader turnover–minimum identified key leaders at echelon are no longer assigned to the positions within the small unit.
- Commander assessment – any commander within the chain of command determines the subordinate unit's proficiency is no longer at a trained (T or T-) level.
- Subordinate element proficiency – when the unit fails to maintain the minimum required proficient subordinate elements (one level down).

8-36. Units may not alter, change, or modify the condemnation criteria. Evaluation commanders have the option, based on their assessment of the element, to condemn any proficiency rating they are authorized to assign.

8-37. The condemnation criteria applies to both the CTP and the LFPG. Once any of the condemnation criteria are met, both the CTP and LFPG ratings for the squad are void, and the squad is considered unqualified.

Note. For squad proficiency, the commander two-levels higher is typically the company commander. The battalion or brigade commander can condemn any proficiency assessment or qualification for any small team or squad within their organization.

SQUAD TALENT MANAGEMENT

8-38. Commanders can mitigate the impacts to their unit's proficiency in a variety of methods. Talent management skills before, during, and after conducting the squad training strategy is required by leaders to ensure the maximum proficiency is maintained and sustained within the larger organization. Squad proficiency has a direct impact on the unit's overall readiness and contributes to the unit's level of proficiency.

8-39. To best manage squad turbulence, the commander should consider the following—

- Select key leaders together. This maximizes the key leader's longevity and future proficiency ratings more stable.
- Position by potential. Identify those young leaders that have solid promotion potential. Place those leaders in the next higher position (team leader as a squad leader, for example), and have them achieve proficiency in advance of their pending or expected promotion.
- Transfer trained key leaders together. Promotions may initiate inter-battalion transfers. Commanders should consider moving the newly promoted key leader and key leader combination together where the gaining unit within the battalion benefits from maintaining proficient key leaders. This may not be possible or feasible for all units, particularly for squad formations.
- Cross-train potential replacements. Units should invest first-round-hit ammunition savings, commonly referred to as "ammunition harvesting," to cross training young leaders in key leader positions. In doing so, commanders can mitigate key leader turnover with trained and proficient leaders in stride with key leader turbulence.
- Assess proficient new arrivals. Commanders that receive new leaders who achieved proficiency within the last qualification period have assessment options to maintain squad proficiency. Commanders can assess two previously qualified key leaders from different elements to determine their proficiency status if they are assigned together in an element. This is the least preferred method of talent management and requires the commander to make assessments using previous crew records, sustainment training in simulations, and other assessments to determine their proficiency status.

SQUAD TURBULENCE

8-40. The commander may consider a turbulent squad proficient when the squad leader and the minimum required subordinate leaders have:

- Previously achieved proficiency in their assigned position in a different organization during the previous qualification period.
- Demonstrated proficiency during a squad training exercise or similar training event outside the Squad training density.
- Successfully completed Table I, SOPs, for the unit within the previous qualification period.

Note. Commanders can provide Tables I and III, or other events outside of the training density to assess the key leaders in their current positions as necessary.

8-41. If commanders are not completely confident in the crew cohesion, capability, experience, and performance, they must rate them as unqualified/not proficient through the next training density.

SQUAD PROFICIENCY REQUIREMENTS

8-42. For squads, table 8-12 describes the training and proficiency process. It defines what a proficient squad is for Infantry, Cavalry, and engineer squads.

8-43. Units manage squads by squad leaders (key leader) and proficient subordinate team leaders (subordinate leader) to maintain and sustain the greatest amount of experience within their formation. The management of these two components provides the unit with a metric to help in determining the overall unit proficiency.

Table 8-12. Dismounted squad proficiency and reporting requirements

Element	***Proficiency Requirement***	
Squad	A proficient squad is a certified squad leader with the required minimum number of subordinate certified team leaders that successfully completes Squad, Table IV field training exercise (FTX) and VI live-fire exercise (LFX), and have not met any of the condemnation criteria of the qualification period.	
	Number of Subordinates Assigned or Attached to the Squad	Minimum Number of Proficient Subordinates Required
	4	3 of 4
	3	2 of 3
	2	2 of 2
	1	1 of 1

8-44. Talent management within the squad structure requires the commander to balance experience and demonstrated proficiencies of the team leaders as well as the squad leader to sustain proficiency throughout the fiscal year. Commanders utilize various proficiency assessment tools to manage risks during key leader and subordinate leader movements or assignment changes.

8-45. Within ABCT and Stryker brigade combat team formations, the commander must also use the squad and team leader assessments to identify potential vehicle commander and gunner assignments for their motorized or mechanized platforms.

8-46. Figure 8-1 on page 8-14 provides an example of a proficient squad. In this example, both small teams are proficient at their supporting tasks, and the squad has successfully completed their CTP and LFPG:

- The squad leader is no longer assigned to the squad. This triggers condemnation criteria rule number two, key leader turnover.
- Assigning the A team leader as the squad leader is a sound decision which keeps the cohesion of the unit in tact once the squad leader departs. Although the right decision to best maintain the

squad's proficiency, it triggers condemnation criteria rule number four, Subordinate Element Proficiency.

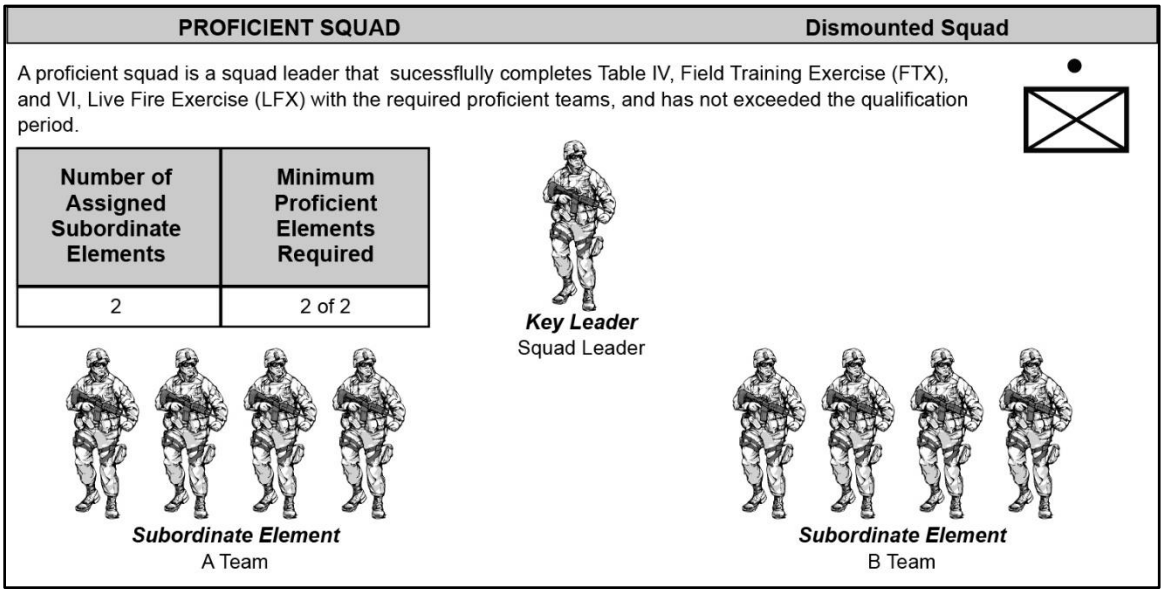


Figure 8-1. Proficient squad with key and subordinate leader, example

Note. For example, key leader promotions occur where the squad leader is promoted to sergeant first class and is reassigned to another platoon. A subordinate squad leader (a team leader) is promoted to staff sergeant and is assigned as the new squad leader. Although the squad leader was a team leader during squad training and completion of the CTP and LFPG, the squad meets two separate condemnation criteria. In doing so, the squad loses its proficiency rating (see figure 8-2).

UNCERTIFIED SQUAD

Proficiency Condemnation Criteria:

☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.

■ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.

☐ **3) Commander Assessment -** the ***evaluation commander*** two levels higher determines the subordinate unit's proficiency is no longer at a trained level.

■ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.

☐ **5) Specialty Unit Proficiency -** the minimum number of battalion / squadron specialty maneuver platoons, sections, and teams that are no longer proficient at a trained level.

Four months after the squad was certified proficient, the squad leader is promoted and moves to another platoon. The A team leader moves to the squad leader position. The squad fails to maintain both the key leader and subordinate element proficiency requirements.

Number of Assigned Subordinate Elements	Minimum Proficient Elements Required
2	2 of 2

Dismounted Squad

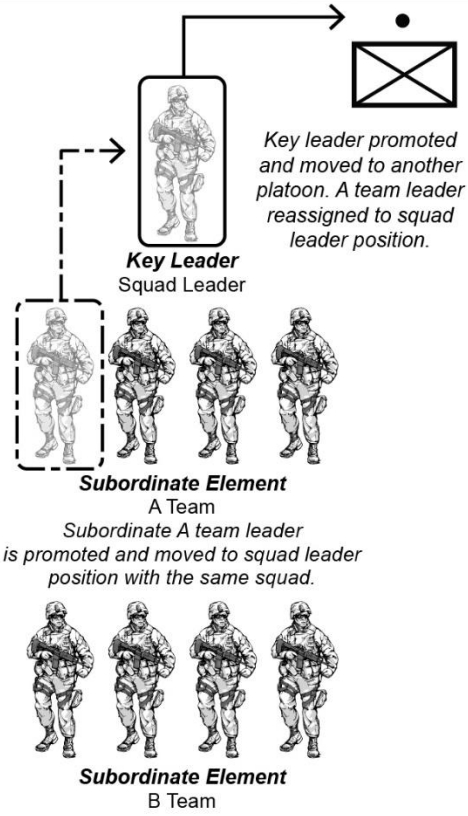


Figure 8-2. Uncertified squad, example

8-47. The commander does have options available to build the squad's proficiency rapidly. For example, the commander may—

- Retrain and certify A team with a new A team leader. Once complete, the commander can conduct off-cycle training through CTP and LFPG for the squad.
- Although promoted, retain the A team leader in their current position through the next training density. Assign a newly arrived staff sergeant as the squad leader (see figure 8-3 on page 8-16).

Note. Using the same example, if a newly arrived staff sergeant who achieved squad proficiency during the last assignment, within the gaining unit's qualification period, the commander may execute the talent management options.

In the continuation of the example in figure 8-3 on page 8-16, the commander assesses the staff sergeant's previous performance and evaluations, and assigns the staff sergeant to the squad leader position. The commander continues assessing with a diagnostic Table I, and a squad training exercise event, day and night. Once complete, the commander assumes limited risk and continues to carry the squad as proficient through the next training density.

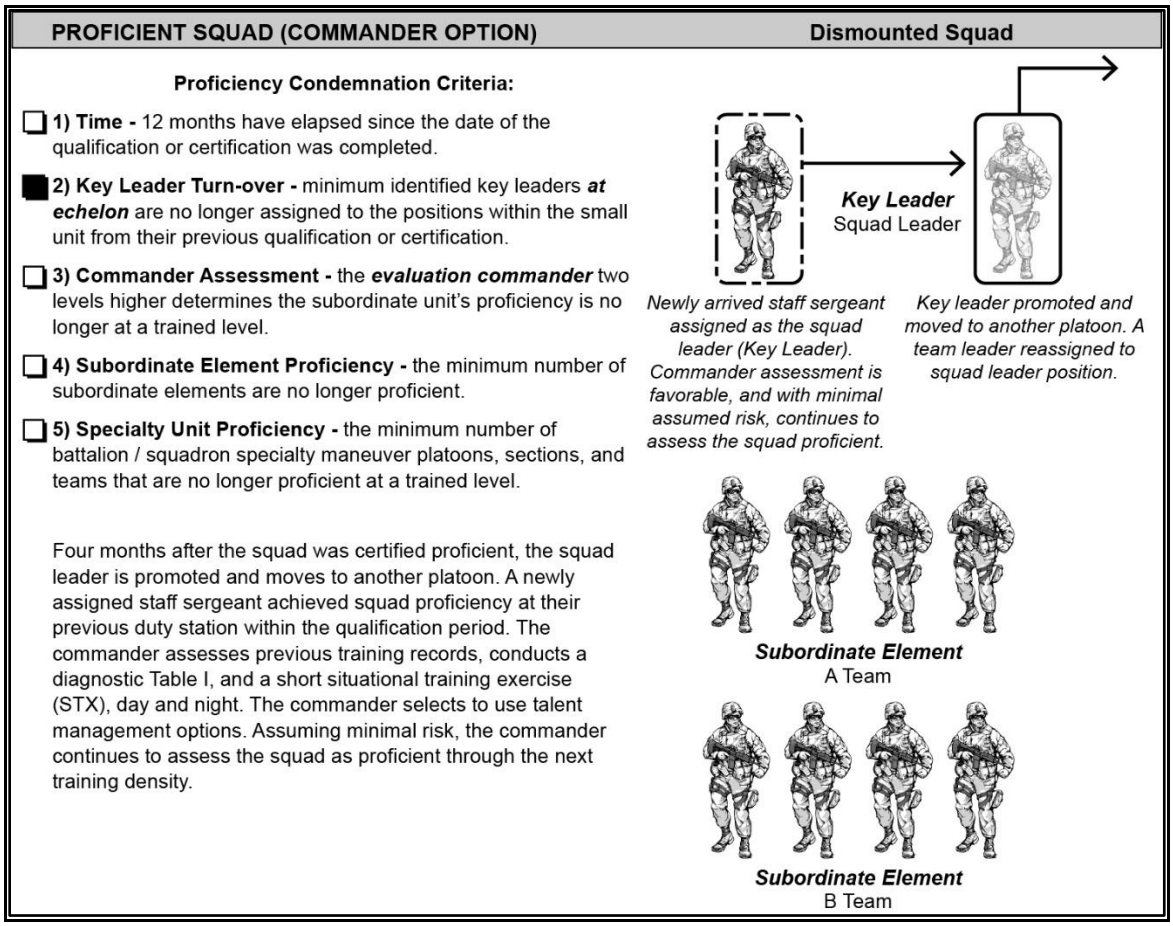


Figure 8-3. Commander accepting risk, option sustains proficiency assessment, example

Chapter 9
Maneuver Section Training

This chapter describes how a unit builds their unit training plan for maneuver sections following the progressive, gated structure of the Integrated Weapons Training Strategy. It provides basic information to understand the mechanics of the training strategy, but relies upon the unit referencing the appropriate training circular to apply the specific task events for the unit's sections and platoons. The focus of maneuver section training is to build and train proficient, cohesive sections and subsequently, platoons.

TRAINING TABLES

9-1. Each element has up to six training events within their strategy that culminate in their demonstration of proficiency. For sections and platoons, the training strategy culminates with two externally evaluated proficiency assessments: Table IV, FTX, and Table VI, LFX. Maneuver section training consists of all the training events along the critical path to proficiency for the following sections:

- Infantry.
- Armor.
- Stryker.
- Scout.
- Combined Arms.

9-2. Units should maximize their time and resources by designing their section training plans such that sections and platoons train through proficiency to support their company, whether as an organic small unit, an attachment, or a cross-attachment. This level of synchronization enables the unit to transition to advanced, higher echelon collective training seamlessly. Table 9-1 shows the structure for the maneuver section and platoon training strategy.

Table 9-1. Maneuver section and platoon training strategy structure, example

	Table I	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	PREREQ	***PREREQ***	***PREREQ***	***Collective Task Proficiency***	***COORD / Rehearsal / Practice***	***Live-Fire Proficiency Gate***
	CRAWL	***CRAWL***	***WALK***	***RUN***	***RUN***	***RUN***
Platoon	CLASS SOP *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	FCX *Live-Fire*	LFX *Live-Fire*
Section						

Legend:

COORD	coordination	SOP	standard operating procedure
FCX	fire coordination exercise	STX	situational training exercise
FTX	field training exercise	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	V	virtual training environment
PREREQ	prerequisite		

9-3. The section is a TO&E, MTOE, or commander determined formation that operates independently or as part of a larger formation to support the company formation. A section is—

- Larger than a squad.
- Smaller than a platoon.
- Typically has two crews or small teams.

9-4. Commanders may elect to include additional subordinate teams, crews, or squads to the section formation based on mission requirements. If small teams, crews, or squads are added to the section formation after the section has achieved proficiency, the commander may elect to incorporate proficient elements to the section after completing an assessment. The commander may also include proficient elements to the section formation for platoon or company training.

Note. For example, the commander determines a section must include one squad, an additional antitank team, and a Stryker mobile gun system, to meet the combatant commander's guidance. The commander can include the antitank team before section training begins, or choose to qualify the antitank team separately then integrate them into platoon training. The section key leaders have established proficiency providing mission command and tactically employing proficient subordinates. In this manner, the commander can add Table VI proficient subordinates to that formation and still maintain the section's proficiency rating.

9-5. The section's training strategy structure is in table 9-2. All small-unit sections follow the six table event structure.

Table 9-2. Maneuver section training strategy structure

Section	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	CLASS SOP	STX-V	STX	**FTX**	FCX	**LFX**
Days Required	**0.5**	**(1.0)** ***(Multi-echelon)***	**(1.0)** ***(Multi-echelon)***	**1.0**	**1.0**	**2.0**
Training Days Remaining on Critical Path	***6.0***	***5.0***	***4.0***	***3.0 Collective Task Proficiency (CTP)***	***2.0***	***Live-Fire Proficiency Gate (LFPG)***

Multi-echelon indicates the training days are provided as part of the platoon training strategy. STX-V and STX lanes must support the unit's sections and platoons with the total number of training days authorized for platoons.

Units that operate sections separately from a platoon formation are authorized one training day to support section STX-V and STX.

Legend:

FCX	fire coordination exercise	SOP	standard operating procedure
FTX	field training exercise	STX	situational training exercise
LFX	live-fire exercise	V	virtual training environment

SECTION, TABLE I, SOP

9-6. Section, Table I, SOP, is a pre-live-fire, hands-on performance and written evaluation of weaponry tasks, characteristics, capabilities, and function in the live environment (see table 9-3). It verifies the Soldier's ability to perform critical tasks, understand how the unit operates tactically as the mission requires, and

employ the weapons and systems safely during training and tactical operations as part of the collective element.

9-7. During Table I, Soldiers must demonstrate proficiency on individual and collective tasks, skills, and knowledge through testable (written) and performance (hands-on) evaluation. Table I is a prerequisite to any live-fire training with the section.

Table 9-3. Section, Table I, SOP, example

SECTION, TABLE I, CLASS (SOP)						
EVENT NAME:	CLASS (SOP)		ENVIRONMENT		LIVE	0.5
FORMATION:	SECTION		CONDITIONS		HANDS ON	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		CLASS	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		CLASS	
			COMPONENT:	AC	RC	6 SECTIONS
EVAL EXTERNAL TO:	SECTION		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	0.5		THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	REQUIRED					6.0
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: This event is not listed in the combined arms training strategy or the training event menu. Units conduct this training as part of the platoon strategy.						

Legend:

AC	active component	SOP	standard operating procedure
CMD	command	STX	situational training exercise
EVAL	evaluation	T+6	training week or month plus six
FCX	fire coordination exercise	T-X	training event exercise
FTX	field training exercise	TNG	training
LFX	live-fire exercise	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
QUAL	qualification	V	virtual training environment
RC	reserve component		

SECTION, TABLE II, STX-V

9-8. Section, Table II, STX-V, is a simulations based demonstration of performance of employing the element to its primary capabilities. It is the culminating evaluation of the maneuver section after completing the element's appropriate simulations training. Table II is a replication (simulation) of the element's supporting collective tasks. It provides a measured demonstration of performance before any live-fire event

for the element. The platoon leader and platoon sergeant are the primary trainers as the sections build proficiency complete their supporting collective tasks.

9-9. Table II's specific event is based upon the element's capabilities and mission. The general information for the section virtual squad training exercise is in table 9-4.

Table 9-4. Section, Table II, STX-V, example

<table>
<tr><th colspan="8">SECTION, TABLE II, STX-V</th></tr>
<tr><td>EVENT NAME:</td><td colspan="2">STX-V</td><td colspan="2">ENVIRONMENT</td><td>VIRTUAL</td><td rowspan="2">1.0</td></tr>
<tr><td>FORMATION:</td><td colspan="2">SECTION</td><td colspan="2">CONDITIONS</td><td>TADSS</td></tr>
<tr><td>TYPE TRAINING:</td><td colspan="2">COLLECTIVE</td><td colspan="2">PRIMARY FACILITY</td><td>CCTT</td><td rowspan="2">DAYS REQUIRED</td></tr>
<tr><td rowspan="2">REQUIRED:</td><td colspan="2" rowspan="2">YES</td><td colspan="2">ALTERNATE FACILITY</td><td>VBS</td></tr>
<tr><td>COMPONENT:</td><td>AC</td><td>RC</td><td rowspan="2">6 SECTIONS</td></tr>
<tr><td>EVAL EXTERNAL TO:</td><td colspan="2">SECTION</td><td>FREQUENCY</td><td>1</td><td rowspan="2">CMD DIRECTED</td></tr>
<tr><td>VALID FOR:</td><td colspan="2">T+6</td><td>ANNUAL DAYS TOTAL</td><td>1</td><td>THROUGHPUT</td></tr>
<tr><td rowspan="3"></td><td colspan="6">TABLE</td></tr>
<tr><td>I
SOP</td><td>II
STX-V</td><td>III
STX</td><td>IV
FTX</td><td>V
FCX</td><td>VI
LFX</td></tr>
<tr><td>PRQ</td><td>REQUIRED</td><td></td><td></td><td></td><td>5.0</td></tr>
<tr><td>WHEN EXECUTED:</td><td colspan="2">T-6 through T-X</td><td></td><td></td><td></td><td>TNG DAYS TO QUAL</td></tr>
<tr><td rowspan="2">CONDEMNATION CRITERIA (CC)</td><td>RULE 1</td><td>RULE 2</td><td>RULE 3</td><td>RULE 4</td><td>RULE 5</td><td>RULE 6</td></tr>
<tr><td>TIME</td><td>KEY LEADER TURNOVER</td><td>COMMANDER ASSESSMENT</td><td>SUBORDINATE ELEMENT PROFICIENCY</td><td>SPECIALTY PROFICIENCY</td><td>STAFF SECTION PROFICIENCY</td></tr>
<tr><td colspan="8">Remarks: This event is not listed in the combined arms training strategy or the training event menu. Units conduct this training as part of the platoon strategy.</td></tr>
<tr><td colspan="8">Legend:
AC active component
CCTT close combat tactical trainer
CMD command
EVAL evaluation
FCX fire coordination exercise
FTX field training exercise
LFX live-fire exercise
PRQ prerequisite
QUAL qualification
RC reserve component
SOP standard operating procedure
STX situational training exercise
T+6 training week or month plus six
T-X training event exercise
TADSS training aids, devices, simulators, and simulations
TNG training
TNG DAYS TO QUAL number of training days remaining on the critical path to weapon's qualification
VBS virtual battlespace
V virtual training environment</td></tr>
</table>

SECTION, TABLE III, STX

9-10. Section, Table III, STX, is a live environment, hands-on training event utilizing training aids and devices (laser-based devices), and includes the use of blank ammunition, pyrotechnics, and battle effects

simulators (see table 9-5). This event trains and evaluates the element's ability to execute critical tasks as a maneuver section, during day and limited visibility conditions, and while operating in a CBRN environment.

9-11. Each section must perform tasks and skills to a directed sequence or time standard as listed in the section's training publication. Training and evaluation of the element is the responsibility of their platoon sergeant and platoon leader.

Table 9-5. Section, Table III, STX, example

SECTION, TABLE III, STX						
EVENT NAME:	STX		ENVIRONMENT		LIVE	1.0
FORMATION:	SECTION		CONDITIONS		TADSS	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		TA	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	6 SECTIONS
EVAL EXTERNAL TO:	SECTION		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	1		THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	PRQ	PRQ	REQUIRED			4.0
WHEN EXECUTED:	T-6 through T-X or T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: This event is not listed in the combined arms training strategy or the training event menu. Units conduct this training as part of the platoon strategy.						

Legend:

AC	active component	SOP	standard operating procedure
CMD	command	STX	situational training exercise
EVAL	evaluation	T+6	training week or month plus six
FCX	fire coordination exercise	T-X	training event exercise
FTX	field training exercise	TA	training area
LFX	live-fire exercise	TADSS	training aids, devices, simulators, and simulations
PRQ	prerequisite	TNG	training
QUAL	qualification	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
RC	reserve component	V	virtual training environment

SECTION, TABLE IV, FTX

9-12. Section, Table IV, FTX, is a live environment training event where sections conduct an externally evaluated FTX. The EXEVAL utilizes the training and evaluation outlines for all the section's supporting collective tasks directly related to the higher headquarters maneuver mission essential tasks (see table 9-6).

9-13. Table IV is the section's CTP evaluation, which supports the company's overall CTP metric (see chapter 1 of this publication). This table includes execution of critical skills in a live environment. The training scenarios use blank ammunition, pyrotechnics, and battle effects simulators, as well as an appropriately trained and equipped opposing force.

Table 9-6. Section, Table IV, FTX (EXEVAL), example

<table>
<tr><td colspan="8">SECTION, TABLE IV, FTX (EXEVAL)
COLLECTIVE TASK PROFICIENCY (CTP)</td></tr>
<tr><td>EVENT NAME:</td><td colspan="2">FTX</td><td colspan="2">ENVIRONMENT</td><td>LIVE</td><td rowspan="2">1.0</td></tr>
<tr><td>FORMATION:</td><td colspan="2">SECTION</td><td colspan="2">CONDITIONS</td><td>LIVE-FIRE</td></tr>
<tr><td>TYPE TRAINING:</td><td colspan="2">COLLECTIVE</td><td colspan="2">PRIMARY FACILITY</td><td>TA</td><td rowspan="2">DAYS REQUIRED</td></tr>
<tr><td rowspan="2">REQUIRED:</td><td colspan="2" rowspan="2">EXEVAL - CTP</td><td colspan="2">ALTERNATE FACILITY</td><td>TA</td></tr>
<tr><td>COMPONENT:</td><td>AC</td><td>RC</td><td rowspan="3">6 SECTIONS</td></tr>
<tr><td>EVAL EXTERNAL TO:</td><td colspan="2">PLATOON</td><td>FREQUENCY</td><td>1</td><td rowspan="2">CMD DIRECTED</td></tr>
<tr><td>VALID FOR:</td><td colspan="2">T-X</td><td>ANNUAL DAYS TOTAL</td><td>1</td><td>THROUGHPUT</td></tr>
<tr><td rowspan="3"></td><td colspan="6">TABLE</td></tr>
<tr><td>I
SOP</td><td>II
STX-V</td><td>III
STX</td><td>IV
FTX</td><td>V
FCX</td><td>VI
LFX</td></tr>
<tr><td>PRQ</td><td>PRQ</td><td>PRQ</td><td>REQUIRED</td><td></td><td>3.0</td></tr>
<tr><td>WHEN EXECUTED:</td><td colspan="3"></td><td>T-X</td><td></td><td>TNG DAYS TO QUAL</td></tr>
<tr><td rowspan="2">CONDEMNATION CRITERIA (CC)</td><td>RULE 1</td><td>RULE 2</td><td>RULE 3</td><td>RULE 4</td><td>RULE 5</td><td>RULE 6</td></tr>
<tr><td>TIME</td><td>KEY LEADER TURNOVER</td><td>COMMANDER ASSESSMENT</td><td>SUBORDINATE ELEMENT PROFICIENCY</td><td>SPECIALTY PROFICIENCY</td><td>STAFF SECTION PROFICIENCY</td></tr>
<tr><td colspan="8">Remarks: This event is not listed in the combined arms training strategy or the training event menu. Units conduct this training as part of the platoon strategy. All sections must complete Table IV, FTX. This event may be conducted simultaneously with Platoon Table IV, provided sufficient external evaluators are available to support section and platoon training.</td></tr>
<tr><td colspan="8">Legend:
AC active component
CMD command
EXEVAL external evaluation
FCX fire coordination exercise
FTX field training exercise
LFX live-fire exercise
PRQ prerequisite
QUAL qualification
RC reserve component
SOP standard operating procedure
STX situational training exercise
T-X training event exercise
TA training area
TNG training
TNG DAYS TO QUAL number of training days remaining on the critical path to weapon's qualification
V virtual training environment</td></tr>
</table>

SECTION, TABLE V, FCX

9-14. Section, Table V, FCX, is a live-fire event that trains commanders and key leaders in the planning and integrating direct fires, indirect fires, attack aviation and close air support, and other warfighting functions to support maneuver (see table 9-7). It may be a reduced force exercise; units are represented with key leaders, key subordinate leaders, and fire support personnel with their organic platforms and systems. Full caliber munitions may be substituted with sub-caliber ammunition and devices, based on resources available or restrictions beyond the evaluation commander's control.

9-15. Commanders may require integration of enabling warfighting functions and synchronization of fire and maneuver at a reduced tempo. The FCX builds upon those skills trained and tested during previous training events and prepares the section for the LFX, trained at full-tempo.

Table 9-7. Section, Table V, FCX, example

SECTION, TABLE V, FCX						
EVENT NAME:	FCX		ENVIRONMENT		LIVE	1.0
FORMATION:	SECTION		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		MPRC	DAYS REQUIRED
REQUIRED:	COMMANDER OPTION		ALTERNATE FACILITY		MPTR	
			COMPONENT:	AC	RC	6 SECTIONS
EVAL EXTERNAL TO:	N/A		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	N/A		ANNUAL DAYS TOTAL	1		THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	PRQ	PRQ	PRQ	CTP		2.0
WHEN EXECUTED:					T-X	TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: This event is not listed in the combined arms training strategy or the training event menu. Units conduct this training as part of the platoon strategy.						

Legend:

AC	active component	PRQ	prerequisite
CMD	command	QUAL	qualification
CTP	collective task proficiency	RC	reserve component
EVAL	evaluation	SOP	standard operating procedure
FCX	fire coordination exercise	STX	situational training exercise
FTX	field training exercise	T-X	training event exercise
LFX	live-fire exercise	TA	training area
MPRC	multipurpose range complex	TNG	training
MPTR	multipurpose training range	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
METP	mission essential task proficiency	V	virtual training environment

SECTION, TABLE VI, LFX

9-16. Section, Table VI, LFX, is an externally evaluated maneuver live-fire event that measures a unit's proficiency in executing a series of supporting collective tasks based on their higher headquarters' mission essential task (see table 9-8). It evaluates the key and subordinate leader's ability to integrate organic weapons systems, subordinate units and multiple warfighting functions. Table VI uses full caliber training ammunition on an authorized live-fire facility or safety certified training area.

9-17. Table VI is the section's externally evaluated LFPG. The LFPG provides commanders a common standard to create an unbiased assessment of the element's overall proficiency. Successful completion of the LFPG is required to progress to any advanced collective live-fire event.

Table 9-8. Section, Table VI, LFX (EXEVAL), example

SECTION, TABLE VI, LFX (EXEVAL) ***LIVE-FIRE PROFICIENCY GATE (LFPG)***						
EVENT NAME:	LFX (EXEVAL)		ENVIRONMENT		LIVE	2.0
FORMATION:	SECTION		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		DMPRC	DAYS REQUIRED
REQUIRED:	EXEVAL LFPG		ALTERNATE FACILITY		IPBC / BAX	
			COMPONENT:	AC	RC	6 SECTIONS
EVAL EXTERNAL TO:	COMPANY		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	12 MONTHS		ANNUAL DAYS TOTAL	2		THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	PRQ	PRQ	PRQ	CTP		REQUIRED
WHEN EXECUTED:						T-X
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: All sections must complete Table VI, LFX. Table VI is the live-fire proficiency gate for the section in order to progress to Platoon or higher collective live-fire events. For units that do not employ sections within their formation, the resources for the Table VI are applied to Platoon Table VI.						

Legend:

AC	active component	IPBC	Infantry platoon battle course
BAX	battle area complex	LFX	live-fire exercise
CMD	command	PRQ	prerequisite
CTP	collective task proficiency	RC	reserve component
DMPRC	digital multipurpose range complex	SOP	standard operating procedure
EVAL	evaluation	STX	situational training exercise
EXEVAL	external evaluation	T-X	training event exercise
FCX	fire coordination exercise	TNG	training
FTX	field training exercise	V	virtual training environment

SECTION PROFICIENCY

9-18. Section proficiency is based on two separate training events that are the externally evaluated. These externally evaluated events provide the commander the primary assessment tool to evaluate the unit's proficiency against an established standard as defined within the respective training publication(s), task training and evaluation outlines, and the unit's SOPs. Section and platoon proficiency is derived from the externally evaluated events from Table IV, FTX and Table VI, LFX.

SECTION COLLECTIVE TASK PROFICIENCY

9-19. The CTP is a gate used to assess the overall proficiency of a section or platoon through EXEVAL of their execution of all their supporting collective tasks. This gate is not used to progress to higher echelon training, but indicates if the unit has the proficiency required to support the higher headquarters during tactical operations effectively.

9-20. Table IV, FTX, is used to determine the small unit's CTP. It is an assessment of their collective supporting tasks that support the company and battalion mission essential tasks (see table 9-9).

Table 9-9. Table IV, Section FTX, CTP

Section	*Table I*	*Table II*	*Table III*	*Table IV CTP*	*Table V*	*Table VI LFPG*
	CLASS SOP	STX-V	STX	**FTX**	FCX	LFX

Legend:

CTP	collective task proficiency	LFX	live-fire exercise
FCX	fire coordination exercise	SOP	standard operating procedure
FTX	field training exercise	STX	situational training exercise
LFPG	live-fire proficiency gate	V	virtual training environment

9-21. The CTP events are externally evaluated using training and evaluation outlines. The EXEVAL requirements are in table 9-10.

Table 9-10. CTP external evaluation requirements

Small Unit	*External Evaluation Events*	*Evaluated Externally To*	*Evaluation Commander*
Section	Table IV, Field Training Exercise	Platoon	Unit Commander

Note. Units are not authorized to self-evaluate Table IV unless they meet the parameters found within their training publication's validation event for certifying proficiency in austere environments.

SECTION LIVE-FIRE PROFICIENCY GATE

9-22. Table VI for all sections provides the EXEVAL that determines the LFPG, as appropriate (see table 9-11 on page 9-10). The LFPG for each type of section is described in detail within the appropriate training publication. It includes the standards that must be achieved to successfully complete the training event, and describes the level of proficiency achieved based on those standards.

Table 9-11. Table VI, Section and Platoon LFX, LFPG

Section	*Table I*	*Table II*	*Table III*	*Table IV CTP*	*Table V*	*Table VI LFPG*
	CLASS SOP	STX-V	STX	FTX	FCX	**LFX**

Legend:

CTP	collective task proficiency	LFX	live-fire exercise
FCX	fire coordination exercise	SOP	standard operating procedure
FTX	field training exercise	STX	situational training exercise
LFPG	live-fire proficiency gate	V	virtual training environment

9-23. All LFPGs are externally evaluated to create an unbiased assessment of demonstrated performance of the required tasks and skills. The evaluation commander determines the appropriate method of evaluation that meets their intent within the requirements stated in the training publication. EXEVAL requirements for Table VI are in table 9-12.

Note. Units are not authorized to self-evaluate Table VI unless they meet the parameters found within their training publication's validation event for certifying proficiency in austere environments.

Table 9-12. LFPG external evaluations

Small Unit	*External Evaluation Events*	*Evaluated Externally To*	*Evaluation Commander*
Section	Table VI, Live-Fire Exercise	Platoon	Unit Commander
Platoon	Table VI, Live-Fire Exercise	Company	Battalion Commander

Note. When a unit is training outside the continental U.S. and cannot meet the EXEVAL criteria above, the evaluation commander must approve the evaluation plan. The intent of the section LFX EXEVALs is to provide subject matter expertise for a quality and objective evaluation to standard that creates an effective AAR to the firer and unit.

For example, for an Infantry platoon where there are no available qualified external evaluators, the battalion commander (evaluation commander) must approve the evaluation plan.

If a unit cannot meet the EXEVAL requirements for the section proficiency gate within the U.S., they must coordinate with their higher headquarters for evaluation assistance.

SECTION PROFICIENCY RATINGS

9-24. The weapons training publications provide guidance on the appropriate proficiency ratings awarded to a section and platoon. The proficiency ratings awarded by the evaluation commander are identified within the respective training publication. Generally, commanders award the following proficiency ratings based on the element's performance overall during Table IV, FTX, the CTP gate, and Table VI, LFX, the LFPG:

- T (Fully trained): Unit has attained task proficiency to the Army standard, achieved a GO in 90 percent or more of both performance measures and leader performance measures, and has met 100 percent of all critical performance measures. The task is externally evaluated and meets the

remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.

- T- (Trained): Unit has attained advanced task proficiency free of significant shortcomings, achieved a GO in 80 percent or more of both performance measures and leader performance measures, and has met 100 percent of all critical performance measures. The unit's shortcomings require minimal training to meet the Army standard. The task is externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- P (Practiced): Unit has attained basic task proficiency with shortcomings, achieved a GO in 65 percent or more of all performance measures, achieved 80 percent or more of all leader performance measures, and has met 100 percent of all critical performance measures. The unit's shortcomings require significant training to meet the Army standard. The task is not externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- P- (Marginally practiced): Unit has attained limited task proficiency with major shortcomings, achieved a GO in 51 percent or more of all performance measures, achieved less than 80 percent of all leader performance measures, and has met less than 100 percent of all critical performance measures. The unit's shortcomings require complete retraining of the task to achieve the Army standard. The task is not externally evaluated and does not meet the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- U (Untrained): The unit cannot perform the task. It achieved a GO in less than 51 percent of all performance measures, less than 80 percent in all leader performance measures, and less than 100 percent in all critical performance measures. The unit requires complete training on the task to achieve the Army standard.

SECTION VALIDATION

9-25. Validation is a commander's option to execute the Army standard LFPG through the minimum requirements to achieve a satisfactory result. Where validation events are authorized, the requirements are defined in the section or platoon's training publication. Validation is only used in extreme circumstances where the commander requires confirmation of successful completion of a LFPG.

Note. There is no validation event for the CTP, Table IV, FTX.

9-26. Units actively participating in regionally aligned force missions, deployments, or other critical missions outside the continental U.S. are authorized to exercise the validation event option, based on the following guidelines:

- The brigade or equivalent commander authorizes the use of the validation event.
- May only be executed 90 days after mission start through 30 days before mission complete.
- Successful completion of the validation event extends the LFPG proficiency rating period by six months.
- EXEVAL criteria are stated within the respective training publication. These requirements prescribe procedures when standard external evaluator requirements cannot be achieved due to mission constraints.

SUSTAINING SECTION PROFICIENCY

9-27. Once the element has successfully completed its section LFPG, the unit must consider how the condemnation criteria affects the subordinate's proficiency. The following paragraphs describes how a unit maintains its section proficiency, how to identify when a proficiency rating has triggered one or more condemnation criteria, and any options the commander has to mitigate those impacts.

9-28. The section and platoon training publication describes in greater detail methods to sustain proficiency. The information in the following paragraph is in general terms and provides an example of when a small unit sustains their proficiency, as well as an example when the proficiency is condemned.

SECTION CONDEMNATION CRITERIA

9-29. Each type of maneuver section follows up to four of the six condemnation criteria (see chapter 1 of this publication). Once the element achieves section proficiency, if one or more of the following triggers exist the element loses its proficiency rating:

- Time – Twelve months have elapsed since the proficiency rating assessment.
- Key leader turnover – the certified proficient key leader is no longer assigned to the company level organization.
- Commander assessment – any commander within the chain of command determines the small unit no longer maintains collective task or live-fire proficiency for any reason.
- Subordinate element proficiency – when the required proficient subordinate elements (one level down) are no longer rated proficient or qualified, respectively.
- Specialty proficiency – Where assigned, subordinate specialty units fail to maintain their required level of proficiency or required specific additional skill identifiers for critical personnel are not maintained.

9-30. Units may not alter, change, or modify the condemnation criteria. Evaluation commanders have the option, based on their assessment of the element, to condemn any proficiency rating they are authorized to assign.

SECTION TALENT MANAGEMENT

9-31. Commanders can mitigate the impacts to their unit's proficiency in a variety of methods. Talent management skills before, during, and after the conduct of the maneuver section training strategy is required by leaders to ensure the maximum proficiency is maintained and sustained within the larger organization. Section proficiency has a direct impact on the unit's overall readiness.

9-32. To best manage crew turbulence, the commander should consider the following—

- Select key leaders together. This maximizes the key leader's longevity and future proficiency ratings more stable.
- Position by potential. Identify those young leaders that have solid promotion potential. Place those leaders in the next higher position (gunner to vehicle commander, or team leader as a squad leader, for example), and have them achieve proficiency in advance of their pending or expected promotion.
- Transfer trained key leaders together. Promotions may initiate inter-battalion transfers. Commanders should consider moving the newly promoted key leader and key leader combination together where the gaining unit within the battalion benefits from maintaining proficient key leaders.
- Cross-train potential replacements. Units should invest first-round-hit ammunition savings, commonly referred to as "ammunition harvesting," to cross training young leaders in key leader positions. In doing so, commanders can mitigate key leader turnover with trained and proficient leaders in stride with key leader turbulence.
- Advanced schooling. Units should send Soldiers with exceptional potential to advanced schooling at functional courses often. Various functional courses provide subject matter expertise within the formation, and provide Soldier assignment flexibility while maintaining proficiency ratings for the commander.

9-33. Commanders have limited flexibility to mitigate key leader turbulence within sections and platoons. Those small units take a significant investment to build their proficiency. Some options commanders can consider, and if appropriate, assume the associated risk.

SECTION KEY LEADER TURBULENCE

9-34. The commander may consider a turbulent section or platoon proficient when the key leader and the minimum required subordinate leaders have:

- Previously achieved proficiency in their assigned position in a different organization during the previous qualification period.
- Demonstrated proficiency during a squad training exercise or similar training event outside the section or platoon training density.
- Successfully completed Section, Table I, SOPs, for the unit within the previous qualification period (regardless if they are a new arrival to the organization or not).
- If a required subordinate element has lost their proficiency rating, the commander must address it before accepting any risk for the section or platoon.
- A certified proficient subordinate element can be assigned to the section or platoon in place of a similar element only. This is the least preferred method to manage section proficiency.

Note. Commanders can provide Tables I, II, and III, along with other events outside of the training density,, to assess the key leaders in their current positions as necessary.

SECTION MANAGEMENT

9-35. Units manage sections by the section leader and their subordinate leaders to maintain and sustain the greatest amount of experience within their formation.

9-36. A *section* is a tactical unit of the Army and Marine Corps smaller than a platoon and larger than a squad. A section may consist of the crews of two or more Army systems, such as a tank section or several fire teams (ADP 3-90).

9-37. The section is one of the most versatile formations a commander can create and employ. They can be tailored to any mission with the desired warfighting functions integrated or attached, as the commander requires (see table 9-13). With flexibility comes difficulty determining their true proficiency.

Table 9-13. Section proficiency and reporting requirements

Element	*Proficiency Requirement*
Section	A proficient section is a section leader (or section sergeant) with a minimum of two proficient subordinate elements that together have successfully completed the Section, Table IV, Field Training Exercise (FTX), and Table VI, Live-Fire Exercise (LFX) proficiency gates, and have not met any of the condemnation criteria.

ARMOR SECTIONS

9-38. A proficient armor section is a crew proficient platoon leader or platoon sergeant, with a minimum of one proficient subordinate element that together have successfully completed Section, Table IV, FTX and Table VI, LFX proficiency gates, and have not met any of the condemnation criteria of the qualification period, as shown in figure 9-1 on page 9-14.

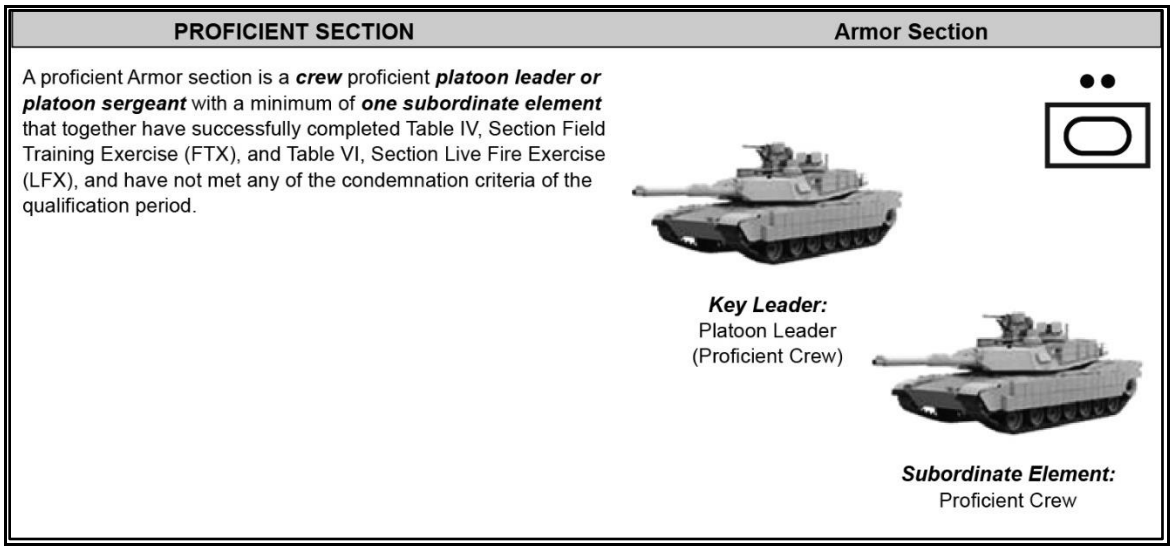


Figure 9-1. Proficient Armor section, example

9-39. Figure 9-2 provides an example of an uncertified armor section. In the example, a subordinate element (tank crew) leaves the section due to promotion of the vehicle commander, and becomes the platoon's platoon sergeant. Although still in the platoon, the required qualified proficient tank crew is not subordinate within the section.

9-40. Typically, movements within a company and sometimes battalion due to promotions include a move of the gunner with the vehicle commander. This allows the qualified crew to maintain their proficiency. Movement of both key leaders that build the proficiency together minimizes the impacts on readiness. Although the unit loses the proficiency rating of a section, they sustain a proficient crew.

UNCERTIFIED SECTION | **Armor Section**

Proficiency Condemnation Criteria:

- ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.
- ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.
- ☐ **3) Commander Assessment -** the ***evaluation commander*** two levels higher determines the subordinate unit's proficiency is no longer at a trained level.
- ■ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ☐ **5) Specialty Unit Proficiency -** the minimum number of battalion / squadron specialty maneuver platoons, sections, and teams that are no longer proficient at a trained level.



Key Leader:
Platoon Leader
(Proficient Crew)



Subordinate Element:
Unqualified Crew

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
2	2 of 2
1	1 of 1

In this example, the subordinate element lost its proficiency due to personnel movement. The tank commander is promoted to sergeant first class and assigned as platoon sergeant within the same platoon. Although still in the platoon, the subordinate leader is now assigned to Bravo section, and not the Alpha section. Typically, when internal movement of a qualified crew key leader occurs, the crew's gunner will also move, maintaining crew qualifications.

Figure 9-2. Uncertified Armor section, example

BRADLEY SECTIONS

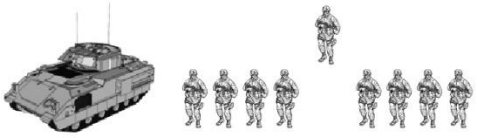
9-41. A proficient Bradley section is a crew proficient key leader (platoon leader or platoon sergeant), with a minimum of two proficient subordinate elements, typically a squad and another Bradley crew, that together have successfully completed Section, Table IV, FTX and Table VI, LFX proficiency gates, and have not met any of the condemnation criteria of the qualification period. The section leader, either the platoon leader or platoon sergeant, must maintain their crew proficiency rating as part of section proficiency (see figure 9-3).

PROFICIENT SECTION | **Bradley Section**

A proficient Armor section is a ***crew proficient section leader (or section sergeant)*** with a minimum of ***two proficient subordinate elements*** that together have successfully completed Table IV, Field Training Exercise and Table VI, Live Fire Exercise, and have not met any of the condemnation criteria of the qualification period.



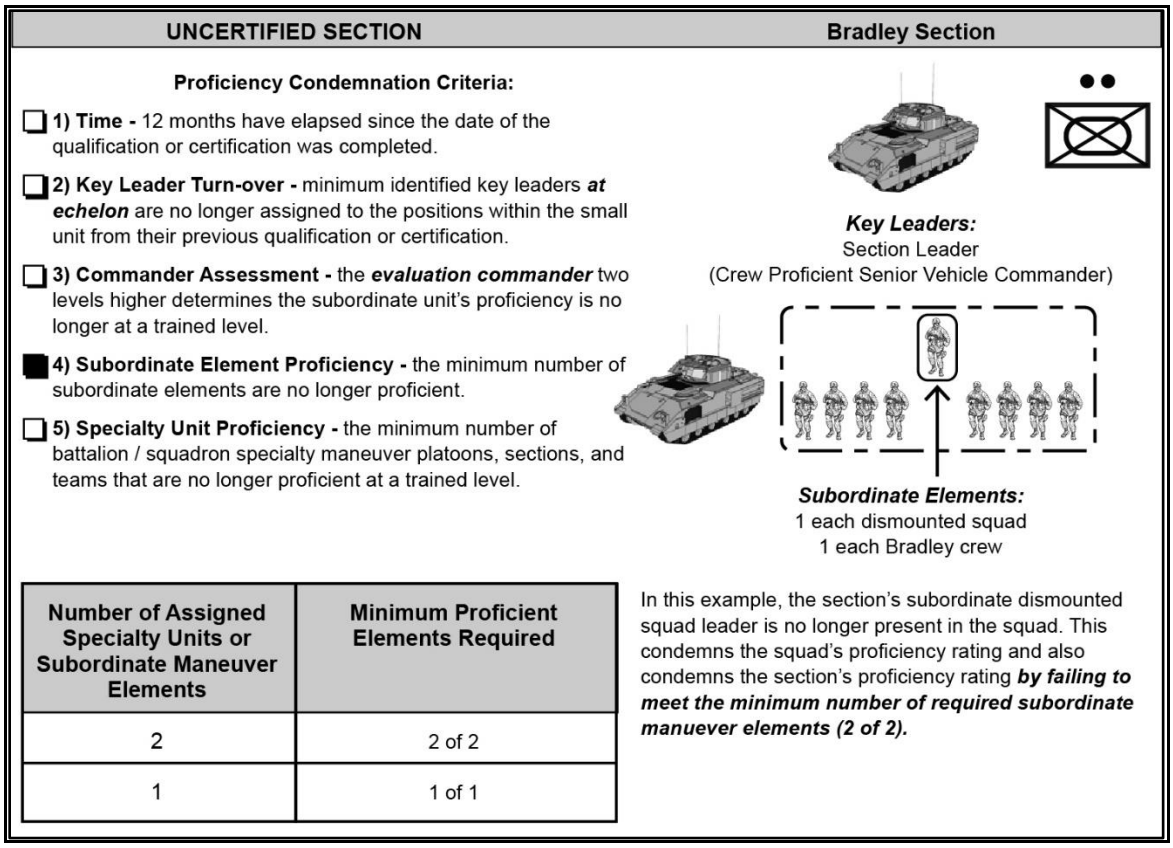
Key Leaders:
Section Leader
(Crew Proficient Senior Vehicle Commander)



Subordinate Elements:
1 each dismounted squad
1 each Bradley crew

Figure 9-3. Proficient Bradley section, example

9-42. Figure 9-4 shows an instance where the Bradley section loses its proficiency rating. In this example, the squad leader leaves the squad. Based on the rules for proficient squads (see chapter 4 of this publication), the squad loses its proficiency rating. When that occurs, the Bradley section also loses its proficiency rating. The loss of the proficient subordinate element (the squad), triggers the section's condemnation criteria by failing to maintain the minimum required proficient subordinate elements.



Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
2	2 of 2
1	1 of 1

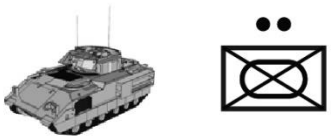
Figure 9-4. Uncertified Bradley section, example

9-43. The commander can mitigate the loss of the squad leader by following the squad management guide (see chapter 4 of this publication). In the following example, the commander assigns a newly arrived squad leader to the squad. In this example (see figure 9-5), the new squad leader is an inter-battalion transfer that has previously achieved proficiency within the last 12 months in a different squad. The commander exercises assessment options by reviewing the squad during the virtual squad training exercise and squad training exercise. The commander accepts limited risk by assessing the squad proficient. In doing so, the Bradley section regains its proficiency rating.

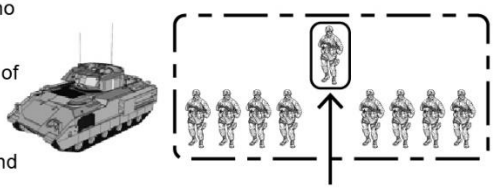
PROFICIENT SECTION — **Bradley Section**

Proficiency Condemnation Criteria:

- ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.
- ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.
- ☐ **3) Commander Assessment -** the ***evaluation commander*** two levels higher determines the subordinate unit's proficiency is no longer at a trained level.
- ☐ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ☐ **5) Specialty Unit Proficiency -** the minimum number of battalion / squadron specialty maneuver platoons, sections, and teams that are no longer proficient at a trained level.



Key Leaders:
Section Leader
(Crew Proficient Senior Vehicle Commander)



Subordinate Elements:
1 each dismounted squad
1 each Bradley crew

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
2	2 of 2
1	1 of 1

In this example, an inter-battalion transfer of a proficient staff sergeant is assigned to the squad. The commander assesses the squad during situational training exercises-virtual (STX-V) and situational training exercises (STX) lanes, and accepts minimal risk by carrying the squad as proficient. ***As the squad regains its proficiency rating, the Bradley section also regains its proficiency rating by clearing the condemnation trigger.***

Figure 9-5. Certified Bradley section, example

INFANTRY SECTION

9-44. A proficient Infantry section is comprised a proficient key leader (platoon leader or platoon sergeant), with a minimum of two proficient subordinate elements that together have successfully completed Section, Table IV, FTX and Table VI, LFX proficiency gates and have not met any of the condemnation criteria of the qualification period. The Infantry section is typically designed by the commander to create a mission-tailored formation. As part of section proficiency, the section leader, must maintain their proficiency rating within the subordinate element in which they are assigned (see figure 9-6 on page 9-18).

9-45. The commander may add or remove subordinate elements as necessary to build the desired small unit formation to meet their intent. Alterations of the section can be made at any time, provided the commander assesses the new formation structure against the condemnation criteria to develop the section's updated proficiency assessment.

PROFICIENT INFANTRY SECTION

A proficient Infantry section is a ***proficient key leader (platoon leader or platoon sergeant), with a minimum of two proficient subordinate elements,*** that together have successfully completed Table IV, Field Training Exercise and Table VI, Live Fire Exercise proficiency gates, and have not met any of the condemnation criteria of the qualification period.

Number of Assigned Subordinate Elements	Minimum Proficient Elements Required
3	2 of 3
2	2 of 2
1	1 of 1

The commander determines the mission requires employment of a diverse Infantry section that includes:

1 section leader (squad leader from proficient squad)
1 proficient squad
1 proficient heavy weapons team attachment
1 proficient sniper team

Each subordinate elements has trained through proficiency in squad training and are certified by the commander.

The Infantry section completes training meeting the proficiency requirements from the training publication.

Infantry Section

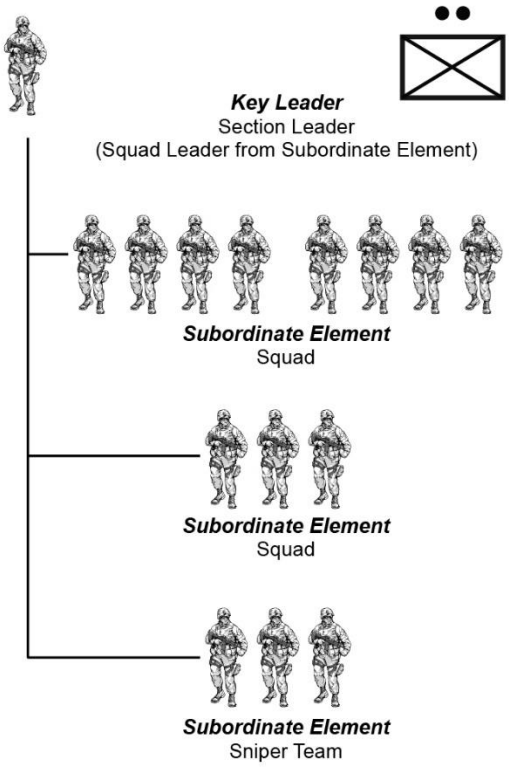


Figure 9-6. Proficient Infantry section, example

9-46. Figure 9-7 provides an example of when the commander designed Infantry section formation loses its proficiency rating. In the example shown, the sniper team leader and the A team squad leader depart the unit. When that occurs, both the squad and sniper team lose their proficiency ratings (see chapter 4 of this publication). The loss of those two subordinate proficiency ratings triggers condemnation criteria rule number four.

UNCERTIFIED INFANTRY SECTION

Proficiency Condemnation Criteria:

- ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.
- ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.
- ☐ **3) Commander Assessment -** a ***commander*** within the chain of command determines the small unit is no longer proficient for any reason.
- ■ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ☐ **5) Specialty Unit Proficiency -** subordinate specialty unit proficiency or required additional skill identifiers are not maintained.

The section designed by the commander loses its proficiency when the sniper team leader and the squad's A team leader permanent change of station (PCS). The section loses two subordinate element proficiency ratings, and trigger condemnation criteria Rule No. 4.

Number of Assigned Subordinate Elements	Minimum Proficient Elements Required
3	2 of 3

Infantry Section

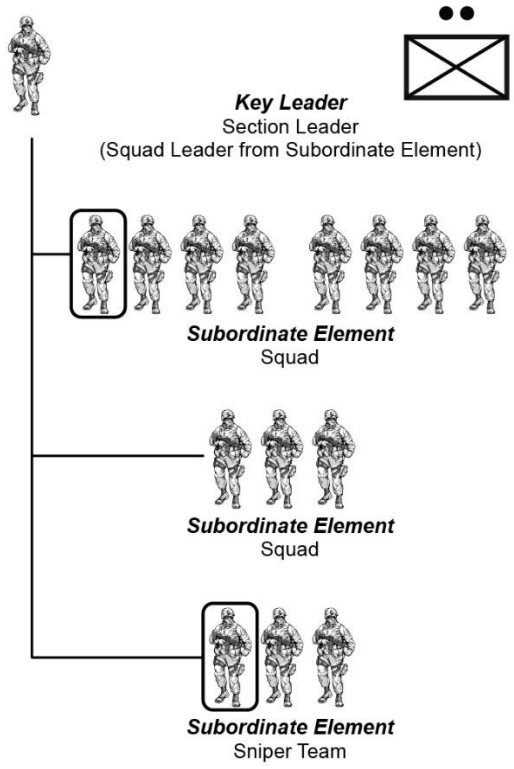


Figure 9-7. Uncertified Infantry section, example

9-47. The commander has several options available to mitigate the loss of the proficient section. The commander may opt to—

- Recertify the squad's team leader and assess their proficiency.
- Retrain and certify proficient the sniper team leader.
- Replace uncertified subordinate elements with proficient elements.
- Any combination of options that return the proficiency rating to the section.

9-48. In the example in figure 9-8 on page 9-20, the commander opts to execute a combination changes to the section to restore and sustain the proficiency rating of the squad. In the example, the commander replaces the uncertified sniper team with a proficient sniper team. This initially restores the section's proficiency.

9-49. The commander continues to strengthen the section's proficiency and create longevity by assigning a new A team leader to the squad, even though the squad is assessed as proficient. The commander assigns a previously proficient team leader to the A team leader position and assesses the squad's proficiency with the new team leader. Once complete, the commander is confident on the squad's ability to perform the mission tasks assigned, and restores the squad's proficiency. This also sustains the section's proficiency and builds longevity to the section formation with three proficient subordinate elements rather than just two.

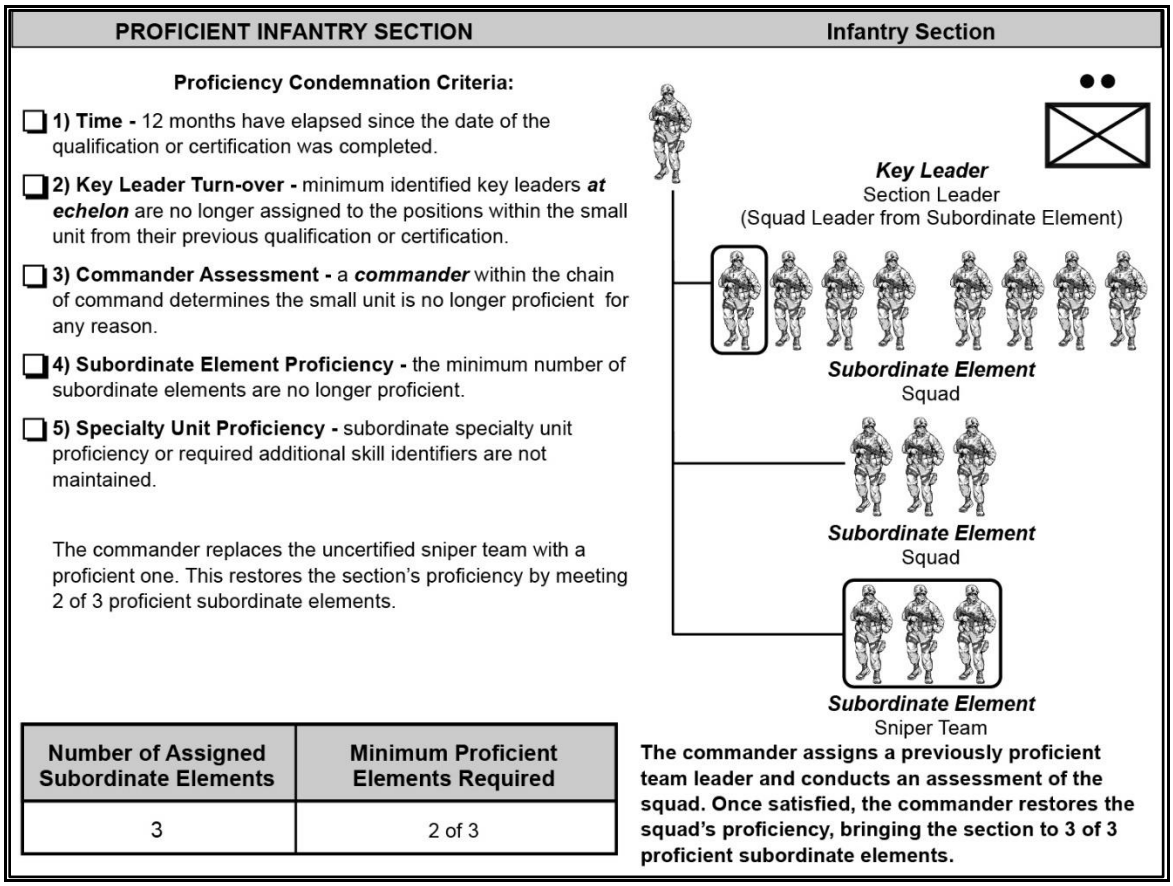


Figure 9-8. Commander's talent management options restore section proficiency, example

STRYKER SECTIONS

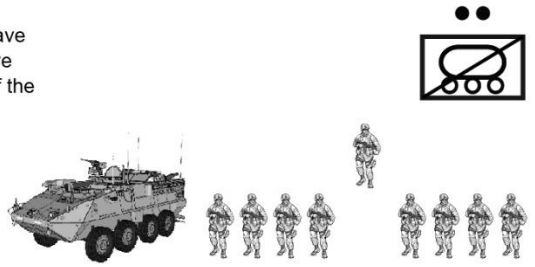
9-50. Stryker sections have one clear section leader (or section sergeant), typically the squad leader from the Infantry squad. The squad is a subordinate element, even though the section sergeant is the squad leader. Their Stryker Infantry carrying vehicle (or other variant) is considered the second subordinate element.

9-51. Sections are extremely dynamic small-unit organizations. They may or may not be described within the unit's table of organization and equipment as the commander wishes to employ them within the larger organization. This flexibility requires units to assess each mission-designed section's key leaders independently.

9-52. Within the section, subordinate squads must achieve squad proficiency and the crews must achieve crew platform qualification. These two subordinate elements build the "proficient subordinate element" requirement. Once they have successfully completed Section, LFPG, the section is considered proficient, as shown in figure 9-9.

PROFICIENT SECTION — **Stryker Section**

A proficient section is a ***section leader*** (or section sergeant) with a minimum of ***two proficient subordinate elements*** that together have successfully completed Table IV, Field Training Exercise and VI, Live Fire Exercise, and have not met any of the condemnation criteria of the qualification period.



Key Leaders:
Section Leader (Squad Leader)

Subordinate Leaders:
1 each Dismounted Squad
1 each Stryker Crew

Figure 9-9. Proficient Stryker section, example

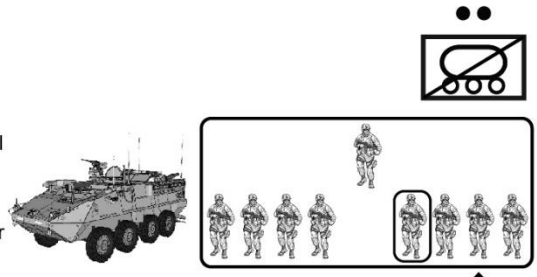
9-53. Figure 9-10 provides an example of a previously qualified proficient Stryker section. In the example, the section's key leader changes have triggered the conditions for the section to lose its proficiency rating based on the condemnation criteria.

UNCERTIFIED SECTION — **Stryker Section**

Proficiency Condemnation Criteria:

- ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.
- ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.
- ☐ **3) Commander Assessment -** a ***commander*** within the chain of command determines the small unit is no longer proficient for any reason.
- ■ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ☐ **5) Specialty Unit Proficiency -** subordinate specialty unit proficiency or required additional skill identifiers are not maintained.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
3	2 of 3
2	2 of 2
1	1 of 1



Key Leaders:
Section Leader (Squad Leader)

Subordinate Leaders:
1 each Uncertified Dismounted Squad
1 each Stryker Crew

In this example, the section's subordinate dismounted squad's B Team leader is no longer present in the squad. This condemns the squad's proficiency rating, and also condemns the section's proficiency rating.

Figure 9-10. Uncertified Stryker section, example

9-54. In the example in figure 9-10, the subordinate squad becomes uncertified, losing its proficiency rating (see chapter 4 of this publication for squad condemnation criteria). At the section level, when there are only two subordinate elements within the formation, the section is required to maintain and sustain both

subordinates as proficient. Without those subordinate proficiencies, the section itself loses its proficiency rating.

Note. If the section in the example above included a third subordinate element, such as a heavy weapons team, that was rated proficient, the section would retain its proficiency rating (two of three proficient subordinates).

9-55. The commander has several options available to mitigate the loss of this proficient section in the example above. The commander may opt to—

- Assign Soldiers from within the squad to serve in the key leader positions, then assess their proficiency. Reevaluate the section's proficiency, if satisfactory.
- Replace uncertified subordinate elements with proficient elements.
- Include an additional subordinate unit to the section.
- Use any combination of options that return the proficiency rating to the section.

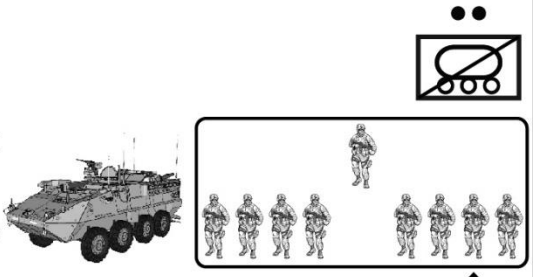
9-56. In the example in figure 9-11, the commander opts to execute a combination changes to the section to restore and sustain the proficiency rating of the squad. In the example, the commander replaces the uncertified B team with a Soldier from within the team. The commander reviews the B team and squad's performance during squad training exercise lanes and assesses both proficient.

9-57. The commander continues to strengthen the section's proficiency and create longevity by assigning a new B team leader to the squad, even though the squad is assessed as proficient. The commander assigns a previously proficient team leader to the B team leader position and assesses the squad's proficiency with the new team leader. Once complete, the commander is confident on the squad's ability to perform the mission tasks assigned, and restores the squad's proficiency. This also sustains the section's proficiency and builds longevity to the section formation with three proficient subordinate elements rather than just two.

PROFICIENT SECTION — **Stryker Section**

Proficiency Condemnation Criteria:

- ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.
- ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.
- ☐ **3) Commander Assessment -** a ***commander*** within the chain of command determines the small unit is no longer proficient for any reason.
- ☐ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ☐ **5) Specialty Unit Proficiency -** subordinate specialty unit proficiency or required additional skill identifiers are not maintained.



Key Leaders:
Section Leader (Squad Leader)

Subordinate Leaders:
1 each Proficient Dismounted Squad
1 each Stryker Crew

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
3	2 of 3
2	2 of 2
1	1 of 1

The commander replaces the uncertified B Team with a Soldier from within the team. The commander reviews the B Team and Squad's performance during situational training exercises (STX) lanes and assesses both proficient.

Figure 9-11. Commander's options restore Stryker section proficiency, example

Chapter 10

Maneuver Platoon Training

This chapter describes how a unit builds their unit training plan for their maneuver platoons following the progressive, gated structure of the Integrated Weapons Training Strategy. It provides basic information to understand the mechanics of the platoon training strategy, but relies upon the unit referencing the appropriate training circular to apply the specific task events for the unit's sections and platoons. The focus is to build and train proficient, cohesive maneuver platoons.

TRAINING TABLES

10-1. Each element has up to six training events within their strategy that culminate in their demonstration of proficiency. For sections and platoons, the training strategy culminates with two externally evaluated proficiency assessments: Table IV, FTX, and Table VI, LFX. The training strategy consists of all the training events along the critical path to proficiency for the following maneuver platoons:

- Infantry.
- Armor.
- Scout.
- Combined Arms.
- Anti-Armor.

10-2. Units should maximize their time and resources by designing their platoon training plans such that sections and platoons train through proficiency to support their company, whether as an organic small unit, an attachment, or a cross-attachment. This level of synchronization enables the unit to transition to advanced (company and above) collective training seamlessly. Table 10-1 shows the structure of the maneuver section and platoon training strategy.

Table 10-1. Section and platoon training strategy structure, example

Maneuver Element	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	PREREQ	***PREREQ***	***PREREQ***	***Collective Task Proficiency***	***COORD / Rehearsal / Practice***	***Live-Fire Proficiency Gate***
	CRAWL	***CRAWL***	***WALK***	***RUN***	***RUN***	***RUN***
Platoon	CLASS SOP *Live*	STX-V *Virtual*	STX *TADSS*	FTX *TADSS*	FCX *Live-Fire*	LFX *Live-Fire*
Section						

Legend:

COORD	coordination	SOP	standard operating procedure
FCX	fire coordination exercise	STX	situational training exercise
FTX	field training exercise	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	V	virtual training environment
PREREQ	prerequisite		

10-3. The platoon is a TO&E, MTOE, or commander determined formation that operates independently or as part of a larger formation to support the company formation. A platoon is—

- Larger than a section.
- Smaller than a company.
- Typically, has a minimum of three subordinate small teams, squads, and crews, and may contain at least two commander defined sections.

10-4. Commanders may elect to include additional subordinate teams, crews, or squads to the platoon formation based on mission requirements. If small teams, crews, or squads are added to the platoon formation after the platoon has achieved proficiency, the commander may elect to incorporate proficient elements to the platoon after completing an assessment. The commander may also include proficient elements to the formation for company training.

Note. For example, the commander determines a platoon must include three squads, an additional antitank team, and a Stryker mobile gun system, to meet the combatant commander's guidance. The commander can include the antitank team before platoon training begins, or choose to qualify the antitank team separately then integrate them into company training.

10-5. The platoon's training strategy structure is in table 10-2. All maneuver platoon formations follow the six-table event structure.

Table 10-2. Platoon training strategy structure

Platoon	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	CLASS SOP	STX-V	STX	**FTX**	FCX	**LFX**
Days Required	**0.5**	**(1.0)** ***(Multi-echelon)***	**(3.0)** ***(Multi-echelon)***	**2.0**	**1.0**	**2.0**
Training Days Remaining on Critical Path	***9.0***	***8.0***	***5.0***	***3.0 Collective Task Proficiency***	***2.0***	***Live-Fire Proficiency Gate***

Legend:

FCX	fire coordination exercise	SOP	standard operating procedure
FTX	field training exercise	STX	situational training exercise
LFX	live-fire exercise	V	virtual training environment

PLATOON, TABLE I, SOP

10-6. Platoon, Table I, SOP, is a pre-live-fire, hands-on performance and written evaluation of weaponry tasks, characteristics, capabilities, and function in the live environment (see table 10-3). It verifies the Soldier's ability to perform critical tasks, understand how the unit operates tactically as the mission requires, and employ the weapons and systems safely during training and tactical operations as part of the collective element.

10-7. During Table I, Soldiers must demonstrate proficiency on individual and collective tasks, skills, and knowledge through testable (written) and performance (hands-on) evaluation. Table I is a prerequisite to any live-fire training with the platoon.

Table 10-3. Platoon, Table I, SOP, example

PLATOON, TABLE I, CLASS (SOP)						
EVENT NAME:	CLASS (SOP)		ENVIRONMENT		LIVE	0.5
FORMATION:	PLATOON		CONDITIONS		HANDS ON	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		CLASS	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		CLASS	
			COMPONENT:	AC	RC	4 PLATOONS
EVAL EXTERNAL TO:	N/A		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	0.5		THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	REQUIRED					9.0
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Each Soldier assigned to the platoon must successfully complete Table I, between T-6 and T-X, before any live-fire event for the platoon.						

Legend:

AC	active component	SOP	standard operating procedure
CMD	command	STX	situational training exercise
EVAL	evaluation	T-X	training event exercise
FCX	fire coordination exercise	T+6	training week or month plus six
FTX	field training exercise	TNG	training
LFX	live-fire exercise	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
RC	reserve component	V	virtual training environment

PLATOON, TABLE II, STX-V

10-8. Platoon, Table II, STX-V, is a simulations based demonstration of performance of employing the element to its primary capabilities. It is the culminating evaluation of the maneuver platoon after completing the element's appropriate simulations training. Table II is a replication (simulation) of the platoon's supporting collective tasks. It provides a measured demonstration of performance before any live-fire event for the element. The platoon leader and platoon sergeant are the primary trainers as the platoon builds proficiency complete their supporting collective tasks.

10-9. Table II's specific event is based upon the platoon's capabilities and mission. The general information for the platoon virtual squad training exercise is in table 10-4 on page 10-4.

Table 10-4. Platoon, Table II, STX-V, example

<table>
<tr><th colspan="8">PLATOON, TABLE II, STX-V</th></tr>
<tr><td>EVENT NAME:</td><td colspan="2">STX-V</td><td colspan="2">ENVIRONMENT</td><td>VIRTUAL</td><td rowspan="2">1.0</td></tr>
<tr><td>FORMATION:</td><td colspan="2">PLATOON</td><td colspan="2">CONDITIONS</td><td>TADSS</td></tr>
<tr><td>TYPE TRAINING:</td><td colspan="2">COLLECTIVE</td><td colspan="2">PRIMARY FACILITY</td><td>CCTT</td><td rowspan="2">DAYS REQUIRED</td></tr>
<tr><td rowspan="2">REQUIRED:</td><td colspan="2" rowspan="2">YES</td><td colspan="2">ALTERNATE FACILITY</td><td>VBS</td></tr>
<tr><td>COMPONENT:</td><td>AC</td><td>RC</td><td rowspan="2">4 PLATOONS</td></tr>
<tr><td>EVAL EXTERNAL TO:</td><td colspan="2">PLATOON</td><td>FREQUENCY</td><td>5</td><td rowspan="2">CMD DIRECTED</td></tr>
<tr><td>VALID FOR:</td><td colspan="2">T+6</td><td>ANNUAL DAYS TOTAL</td><td>5</td><td>THROUGHPUT</td></tr>
<tr><td rowspan="3"></td><td colspan="6">TABLE</td></tr>
<tr><td>I
SOP</td><td>II
STX-V</td><td>III
STX</td><td>IV
FTX</td><td>V
FCX</td><td>VI
LFX</td></tr>
<tr><td>PRQ</td><td>REQUIRED</td><td></td><td></td><td></td><td>8.0</td></tr>
<tr><td>WHEN EXECUTED:</td><td colspan="2">T-6 through T-X</td><td></td><td></td><td></td><td>TNG DAYS TO QUAL</td></tr>
<tr><td rowspan="2">CONDEMNATION CRITERIA (CC)</td><td>RULE 1</td><td>RULE 2</td><td>RULE 3</td><td>RULE 4</td><td>RULE 5</td><td>RULE 6</td></tr>
<tr><td>TIME</td><td>KEY LEADER TURNOVER</td><td>COMMANDER ASSESSMENT</td><td>SUBORDINATE ELEMENT PROFICIENCY</td><td>SPECIALTY PROFICIENCY</td><td>STAFF SECTION PROFICIENCY</td></tr>
<tr><td colspan="8">Remarks: Each Soldier assigned to the platoon must successfully complete Table II, between T-6 and T-X, before any live-fire event for the platoon.</td></tr>
<tr><td colspan="8">Legend:
AC active component
CCTT close combat tactical trainer
CMD command
EVAL evaluation
FCX fire coordination exercise
FTX field training exercise
LFX live-fire exercise
PRQ prerequisite
RC reserve component
SOP standard operating procedure
STX situational training exercise
T-X training event exercise
T+6 training week or month plus six
TADSS training aids, devices, simulators, and simulations
TNG training
TNG DAYS TO QUAL number of training days remaining on the critical path to weapon’s qualification
V virtual training environment
VBS virtual battlespace</td></tr>
</table>

PLATOON, TABLE III, STX

10-10. Platoon, Table III, Platoon STX, is a live environment, hands-on training event utilizing training aids and devices (laser-based devices), and includes the use of blank ammunition, pyrotechnics, and battle effects simulators (see table 10-5). This event trains and evaluates the platoon’s ability to execute critical tasks as a maneuver platoon, during day and limited visibility conditions, and while operating in a CBRN environment.

10-11. Each platoon must perform tasks and skills to a directed sequence and time standard as listed in the platoon’s training publication. Training and evaluation of the element is the responsibility of their platoon sergeant and platoon leader.

Table 10-5. Platoon, Table III, STX, example

PLATOON, TABLE III, STX						
EVENT NAME:	STX		ENVIRONMENT		LIVE	3.0
FORMATION:	PLATOON		CONDITIONS		TADSS	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		TA	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	4 PLATOONS
EVAL EXTERNAL TO:	PLATOON		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	3		THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	PRQ	PRQ	REQUIRED			5.0
WHEN EXECUTED:	T-6 through T-X or T-X					TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Remarks: Each Soldier assigned to the platoon must successfully complete Table III, between T-6 and T-X, before any live-fire event for the platoon.

Legend:

AC	active component	STX	situational training exercise
CMD	command	T-X	training event exercise
EVAL	evaluation	T+6	training week or month plus six
FCX	fire coordination exercise	TA	training area
FTX	field training exercise	TADSS	training aids, devices, simulators, and simulations
LFX	live-fire exercise	TNG	training
PRQ	prerequisite	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
RC	reserve component	V	virtual training environment
SOP	standard operating procedure		

PLATOON, TABLE IV, FTX

10-12. Platoon, Table IV, FTX, is a live environment training event where platoons conduct an externally evaluated FTX. The EXEVAL utilizes the training and evaluation outlines for all the platoon's supporting collective tasks directly related to the higher headquarters maneuver mission essential tasks (see table 10-6 on page 10-6).

10-13. Table IV is the platoon's CTP evaluation, which supports the company's overall CTP metric (see chapter 1 of this publication). This table includes execution of critical skills in a live environment. The training scenarios use blank ammunition, pyrotechnics, and battle effects simulators, as well as an appropriately trained and equipped opposing force.

Table 10-6. Platoon, Table IV, FTX (EXEVAL), example

PLATOON, TABLE IV, FTX (EXEVAL) ***COLLECTIVE TASK PROFICIENCY (CTP)***						
EVENT NAME:	FTX (EXEVAL)		ENVIRONMENT		LIVE	2.0
FORMATION:	PLATOON		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		DMPRC	DAYS REQUIRED
REQUIRED:	EXEVAL - CTP		ALTERNATE FACILITY		MPRC	
			COMPONENT:	AC	RC	4 PLATOONS
EVAL EXTERNAL TO:	COMPANY		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	12 MONTHS		ANNUAL DAYS TOTAL	2		THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	PRQ	PRQ	PRQ	REQUIRED		3.0
WHEN EXECUTED:				T-X		TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: All platoons must complete Table IV, FTX. This event may be conducted simultaneously with Section Table IV, provided sufficient external evaluators are available to support section and platoon training. Units must use certified observer controller / trainers (OC/T) during this event. Typically, the evaluation is company internal, but may include certified OC/Ts from within the battalion as needed.						

Legend:

AC	active component	MPRC	multipurpose range complex
CMD	command	PRQ	prerequisite
CTP	collective task proficiency	RC	reserve component
DMPRC	digital multipurpose range complex	STX	situational training exercise
EVAL	evaluation	T-X	training event exercise
EXEVAL	external evaluation	TA	training area
FCX	fire coordination exercise	TNG	training
FTX	field training exercise	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
LFX	live-fire exercise	V	virtual training environment

PLATOON, TABLE V, FCX

10-14. Platoon, Table V, FCX, is a live-fire event that trains commanders and key leaders in the planning and integrating direct fires, indirect fires, attack aviation and close air support, and other warfighting functions to support maneuver (see table 10-7). It may be a reduced force exercise; units are represented with key leaders, key subordinate leaders, and fire support personnel with their organic platforms and systems. Full caliber munitions may be substituted with sub-caliber ammunition and devices, based on resources available or restrictions beyond the evaluation commander's control.

10-15. Commanders may require integration of enabling warfighting functions and synchronization of fire and maneuver at a reduced tempo. The FCX builds upon those skills trained and tested during previous training events and prepares the platoon for the LFX, trained at full tempo.

Table 10-7. Platoon, Table V, FCX, example

PLATOON, TABLE V, PLATOON FCX						
EVENT NAME:	FCX		ENVIRONMENT		LIVE	1.0
FORMATION:	PLATOON		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		DAGIR	DAYS REQUIRED
REQUIRED:	COMMANDER OPTION		ALTERNATE FACILITY		DMPRC	
			COMPONENT:	AC	RC	4 PLATOONS
EVAL EXTERNAL TO:	N/A		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	N/A		ANNUAL DAYS TOTAL	1		THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	PRQ	PRQ	PRQ	CTP		2.0
WHEN EXECUTED:					T-X	TNG DAYS TO QUAL
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: All platoons should complete Table V, FCX. This event may be conducted simultaneously with Section Table V, provided sufficient external evaluators and ammunition resources are available to support multi-echelon training.						

Legend:

AC	active component	PRQ	prerequisite
CMD	command	RC	reserve component
CTP	collective task proficiency	SOP	standard operating procedure
DAGIR	digital air ground integration range	STX	situational training exercise
DMPRC	digital multipurpose range complex	T-X	training event exercise
EVAL	evaluation	TA	training area
FCX	fire coordination exercise	TNG	training
FTX	field training exercise	TNG DAYS TO QUAL	number of training days remaining on the critical path to weapon's qualification
LFX	live-fire exercise	V	virtual training environment

PLATOON, TABLE VI, LFX

10-16. Platoon, Table VI, LFX, is an externally evaluated maneuver live-fire event that measures a unit's proficiency in executing a series of supporting collective tasks based on their higher headquarters' mission essential task (see table 10-8 on page 10-8). It evaluates the key and subordinate leader's ability to integrate organic weapons systems, subordinate units and multiple warfighting functions. Table VI uses full-caliber training ammunition on an authorized live-fire facility or safety certified training area.

10-17. Table VI is the platoon's externally evaluated LFPG. The LFPG provides commanders a common standard to create an unbiased assessment of the element's overall proficiency. Successful completion of the LFPG is required to progress to any higher-level live-fire event.

Table 10-8. Platoon, Table VI, LFX (EXEVAL), example

PLATOON, TABLE VI, LFX (EXEVAL) LIVE-FIRE PROFICIENCY GATE (LFPG)						
EVENT NAME:	LFX (EXEVAL)		ENVIRONMENT		LIVE	2.0
FORMATION:	PLATOON		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		DMPRC	DAYS REQUIRED
REQUIRED:	EXEVAL LFPG		ALTERNATE FACILITY		IPBC / BAX	
			COMPONENT:	AC	RC	4 PLATOONS
EVAL EXTERNAL TO:	COMPANY		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	12 MONTHS		ANNUAL DAYS TOTAL	2		THROUGHPUT
	TABLE					
	I SOP	II STX-V	III STX	IV FTX	V FCX	VI LFX
	PRQ	PRQ	PRQ	REQUIRED		REQUIRED
WHEN EXECUTED:						T-X
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: All platoons must complete Table VI, LFX. Table VI is the live-fire proficiency gate for the platoon in order to progress to higher-level collective live-fire events.						
Note: Units must use certified observer controller / trainers during this event.						

Legend:

AC	active component	IPBC	Infantry platoon battle course
BAX	battle area complex	LFX	live-fire exercise
CMD	command	PRQ	prerequisite
DMPRC	digital multipurpose range complex	RC	reserve component
EVAL	evaluation	STX	situational training exercise
EXEVAL	external evaluation	T-X	training event exercise
FCX	fire coordination exercise	TNG	training
FTX	field training exercise	V	virtual training environment

PLATOON PROFICIENCY

10-18. Platoon proficiency is determined by two separate proficiency events that are the externally evaluated. These externally evaluated events provide the commander the primary assessment tool to evaluate the unit's proficiency against an established standard as defined within the respective training publication(s), task training and evaluation outlines, and the unit's SOPs. Section and platoon proficiency is derived from the externally evaluated events from Table IV, FTX and Table VI, LFX.

PLATOON COLLECTIVE TASK PROFICIENCY

10-19. The CTP is a gate used to assess the overall proficiency of a section or platoon through EXEVAL of their execution of all their supporting collective tasks. This gate is not used to progress to higher echelon training, but indicates if the unit has the proficiency required to support the higher headquarters during tactical operations effectively.

10-20. Table IV, FTX, is used to determine the small unit's CTP. It is an assessment of their collective supporting tasks that support the company and battalion mission essential tasks (see table 10-9).

Table 10-9. Table IV, Platoon FTX, CTP

Platoon	*Table I*	*Table II*	*Table III*	*Table IV CTP*	*Table V*	*Table VI LFPG*
	CLASS SOP	STX-V	STX	**FTX**	FCX	LFX

Legend:

CTP	collective task proficiency	LFX	live-fire exercise
FCX	fire coordination exercise	SOP	standard operating procedure
FTX	field training exercise	STX	situational training exercise
LFPG	live-fire proficiency gate	V	virtual training environment

10-21. The CTP events are externally evaluated using training and evaluation outlines. The EXEVAL requirements are in table 10-10.

Table 10-10. CTP external evaluation requirements

Small Unit	*External Evaluation Events*	*Evaluated Externally To*	*Evaluation Commander*
Section	Table IV, Field Training Exercise	Platoon	Unit Commander
Platoon	Table IV, Field Training Exercise	Company	Battalion Commander

Note. Units are not authorized to self-evaluate Table IV unless they meet the parameters found within their training publication's validation event for certifying proficiency in austere environments.

PLATOON LIVE-FIRE PROFICIENCY GATES

10-22. Table VI for all maneuver platoons, provides the EXEVAL that determines the LFPG, as appropriate (see table 10-11 on page 10-10). The LFPG for each maneuver platoon is described in detail within the appropriate training publication. It includes the standards that must be achieved to successfully complete the training event, and describes the level of proficiency achieved based on those standards.

Table 10-11. Platoon, Table VI, LFX, LFPG

Platoon	*Table I*	*Table II*	*Table III*	*Table IV CTP*	*Table V*	*Table VI LFPG*
	CLASS SOP	STX-V	STX	FTX	FCX	**LFX**

Legend:

CTP	collective task proficiency	LFX	live-fire exercise
FCX	fire coordination exercise	SOP	standard operating procedure
FTX	field training exercise	STX	situational training exercise
LFPG	live-fire proficiency gate	V	virtual training environment

10-23. All LFPGs are externally evaluated to create an unbiased assessment of demonstrated performance of the required tasks and skills. The evaluation commander determines the appropriate method of evaluation that meets their intent within the requirements stated in the training publication. EXEVAL requirements for Table VI are provided in table 10-12.

Note. Units are not authorized to self-evaluate Table VI unless they meet the parameters found within their training publication's validation event for certifying proficiency in austere environments.

Table 10-12. LFPG external evaluations

Small Unit	*External Evaluation Events*	*Evaluated Externally To*	*Evaluation Commander*
Section	Table VI, Live-Fire Exercise	Platoon	Unit Commander
Platoon	Table VI, Live-Fire Exercise	Company	Battalion Commander

Note. When a unit is training outside the continental U.S. and cannot meet the EXEVAL criteria above, the evaluation commander must approve the evaluation plan. The intent of the maneuver platoon EXEVALs is to provide subject matter expertise for a quality and objective evaluation to standard that creates an effective AAR to the firer and unit.

For example, for an Infantry platoon where there are no available qualified external evaluators, the battalion commander (evaluation commander) must approve the evaluation plan.

If a unit cannot meet the EXEVAL requirements for the maneuver platoon gates within the U.S., they must coordinate with their higher headquarters for evaluation assistance.

PLATOON PROFICIENCY RATINGS

10-24. The weapons training publications provide guidance on the appropriate proficiency ratings awarded to a section and platoon. The proficiency ratings awarded by the evaluation commander are identified within the respective training publication. Generally, commanders award the following proficiency ratings based on the element's performance overall during Table IV, FTX, the CTP gate, and Table VI, LFX, the LFPG:

- T (Fully trained): Unit has attained task proficiency to the Army standard, achieved a GO in 90 percent or more of both performance measures and leader performance measures, and has met 100 percent of all critical performance measures. The task is externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.

- T- (Trained): Unit has attained advanced task proficiency free of significant shortcomings, achieved a GO in 80 percent or more of both performance measures and leader performance measures, and has met 100 percent of all critical performance measures. The unit's shortcomings require minimal training to meet the Army standard. The task is externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- P (Practiced): Unit has attained basic task proficiency with shortcomings, achieved a GO in 65 percent or more of all performance measures, achieved 80 percent or more of all leader performance measures, and has met 100 percent of all critical performance measures. The unit's shortcomings require significant training to meet the Army standard. The task is not externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- P- (Marginally practiced): Unit has attained limited task proficiency with major shortcomings, achieved a GO in 51 percent or more of all performance measures, achieved less than 80 percent of all leader performance measures, and has met less than 100 percent of all critical performance measures. The unit's shortcomings require complete retraining of the task to achieve the Army standard. The task is not externally evaluated and does not meet the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- U (Untrained): The unit cannot perform the task. It achieved a GO in less than 51 percent of all performance measures, less than 80 percent in all leader performance measures, and less than 100 percent in all critical performance measures. The unit requires complete training on the task to achieve the Army standard.

PLATOON VALIDATION

10-25. Validation is a commander's option to execute the Army standard LFPG through the minimum requirements to achieve a satisfactory result. Where validation events are authorized, the requirements are defined in the section or platoon's training publication. Validation is only used in extreme circumstances where the commander requires confirmation of successful completion of a LFPG.

Note. There is no validation event for the CTP, Table IV, FTX.

10-26. Units actively participating in regionally aligned force missions, deployments, or other critical missions outside the continental U.S. are authorized to exercise the validation event option, based on the following guidelines:

- The brigade or equivalent commander authorizes the use of the validation event.
- May only be executed 90 days after mission start through 30 days before mission complete.
- Successful completion of the validation event extends the LFPG proficiency rating period by six months.
- EXEVAL criteria are stated within the respective training publication. These requirements prescribe procedures when standard external evaluator requirements cannot be achieved due to mission constraints.

SUSTAINING PLATOON PROFICIENCY

10-27. Once the element has successfully completed its platoon LFPG, the unit must consider how the condemnation criteria affects its subordinate's proficiency. The following paragraphs describe how maneuver platoons maintain their proficiency, how to identify when a proficiency rating has triggered one or more condemnation criteria, and any options the commander has to mitigate those impacts.

10-28. The section and platoon training publication describes in greater detail methods to sustain proficiency. The information in the following paragraph is in general terms and provides an example of when a small unit sustains their proficiency, as well as an example when the proficiency is condemned.

PLATOON CONDEMNATION CRITERIA

10-29. Each type of maneuver platoon follow up to four of the six condemnation criteria (see chapter 1 of this publication). Once the element achieves its proficiency, if one or more of the following triggers exist the element loses its proficiency rating:

- Time – Twelve months have elapsed since the proficiency rating assessment.
- Key leader turnover – the certified proficient key leader is no longer assigned to the company level organization.
- Commander assessment – any commander within the chain of command determines the small unit no longer maintains collective task or live-fire proficiency for any reason.
- Subordinate element proficiency – when the required proficient subordinate elements (one level down) are no longer rated proficient or qualified, respectively.
- Specialty proficiency – Where assigned, subordinate specialty units fail to maintain their required level of proficiency or required specific additional skill identifiers for critical personnel are not maintained.

10-30. Units may not alter, change, or modify the condemnation criteria. Evaluation commanders have the option, based on their assessment of the element, to condemn any proficiency rating they are authorized to assign.

PLATOON TALENT MANAGEMENT

10-31. Commanders can mitigate the impacts to their unit's proficiency in a variety of methods. Talent management skills before, during, and after conducting maneuver platoon training is required by leaders to ensure the maximum proficiency is maintained and sustained within the larger organization. The proficiencies of the platoon and its respective subordinate elements have a direct impact on the unit's overall readiness.

10-32. To best manage crew turbulence, the commander should consider the following—

- Select key leaders together. This maximizes the key leader's longevity and future proficiency ratings more stable.
- Position by potential. Identify those young leaders that have solid promotion potential. Place those leaders in the next higher position (gunner to vehicle commander, or team leader as a squad leader, for example), and have them achieve proficiency in advance of their pending or expected promotion.
- Transfer trained key leaders together. Promotions may initiate inter-battalion transfers. Commanders should consider moving the newly promoted key leader and key leader combination together where the gaining unit within the battalion benefits from maintaining proficient key leaders.
- Cross-train potential replacements. Units should invest first-round-hit ammunition savings, commonly referred to as "ammunition harvesting," to cross training young leaders in key leader positions. In doing so, commanders can mitigate key leader turnover with trained and proficient leaders in stride with key leader turbulence.
- Advanced schooling. Units should send Soldiers with exceptional potential to advanced schooling at functional courses often. Various functional courses provide subject matter expertise within the formation, and provide Soldier assignment flexibility while maintaining proficiency ratings for the commander.

10-33. Commanders have limited flexibility to mitigate key leader turbulence within sections and platoons. Those small units take a significant investment to build their proficiency. Some options commanders can consider, and if appropriate, assume the associated risk.

PLATOON KEY LEADER TURBULENCE

10-34. The commander may consider a turbulent section or platoon proficient when the key leader and the minimum required subordinate leaders have—

- Previously achieved proficiency in their assigned position in a different organization during the previous qualification period.
- Demonstrated proficiency during a squad training exercise or similar training event outside the training density.
- Successfully completed Platoon, Table I, SOPs, for the unit within the previous qualification period (regardless if they are a new arrival to the organization or not).
- Lost their proficiency. If a Platoon's subordinate has lost their proficiency rating, the commander must address it before accepting any risk for the section or platoon.
- Assign a certified proficient subordinate element to the platoon in place of a similar element only. This is the least preferred method to manage section proficiency.

Note. Commanders can provide Tables I, II, and III, along with other events outside of the training density, to assess the key leaders in their current positions as necessary.

PLATOON MANAGEMENT

10-35. The organizational structure of a platoon is considered as part of defining "a proficient platoon is," where a platoon can still execute its mission tasks to standards based on the remaining key leaders in the platoon (see table 10-13). To maintain and sustain platoon proficiency, the required key leaders, qualified proficient subordinate elements, and specialty units must remain in the formation after meeting the platoon CTP and LFPG requirements.

Table 10-13. Platoon proficiency and reporting requirements

Element	Proficiency Requirement
Platoon	A proficient platoon is a qualified platoon leader *or* platoon sergeant with the minimum required proficient subordinate elements or specialty units that together have successfully completed the Platoon, Table IV, *Field Training Exercise (FTX)*, and Table VI, *Live-Fire Exercise (LFX)* proficiency gates, and have not met any of the condemnation criteria.

ARMOR PLATOON

10-36. Within the ABCT armor platoon, the platoon can maintain proficiency by sustaining one key leader (qualified vehicle commander/gunner combination) with a minimum of two subordinate elements (two qualified vehicle commander/gunner combinations). Figure 10-1 on page 10-14 provides an example of a proficient armor platoon.

PROFICIENT PLATOON

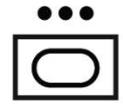
A proficient platoon is a ***crew qualified proficient platoon leader or platoon sergeant), with a minimum of proficient subordinate crews, elements, or speciality units*** that together have successfully completed Table IV, Field Training Exercise and Table VI, Live Fire Exercise, and have not met any of the condemnation criteria of the qualification period.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
4	3 of 4
3	2 of 3

Note: Three subordinate elements are shown in the table above where the commander elects to change the traditional formation four crew platform structure to three crews, based on mission requirements.

This may apply to Stryker Mobile Gun System platoons operating as independent three vehicle platoons as directed by the commander.

Armor Platoon (Pure)



Key Leaders:
Platoon Leader
(Proficient Crew)
or
Platoon Sergeant
(Proficient Crew)

Subordinate Elements:
3 each Proficient Tank Crews (minimum)



Key Leader:
Platoon Leader
as part of
subordinate element
Abrams Crew



Subordinate Element:
Unqualified Abrams Crew



Key Leader:
Platoon Sergeant
as part of
subordinate element
Abrams Crew



Subordinate Element:
Abrams Crew

Figure 10-1. Proficient Armor platoon (pure), example

10-37. In the example in figure 10-2, the platoon loses its proficiency when two subordinate crews fail to maintain their proficiency. In the example, the wing tank vehicle commander leaves the organization (permanent change of station). The platoon sergeant's gunner also leaves the platoon formation. Those personnel changes cause the vehicle commander/gunner combinations to fracture, triggering the condemnation criteria rule number four. With those subordinate changes in proficiency ratings, the platoon fails to maintain the minimum number of required proficient subordinates to maintain its proficiency.

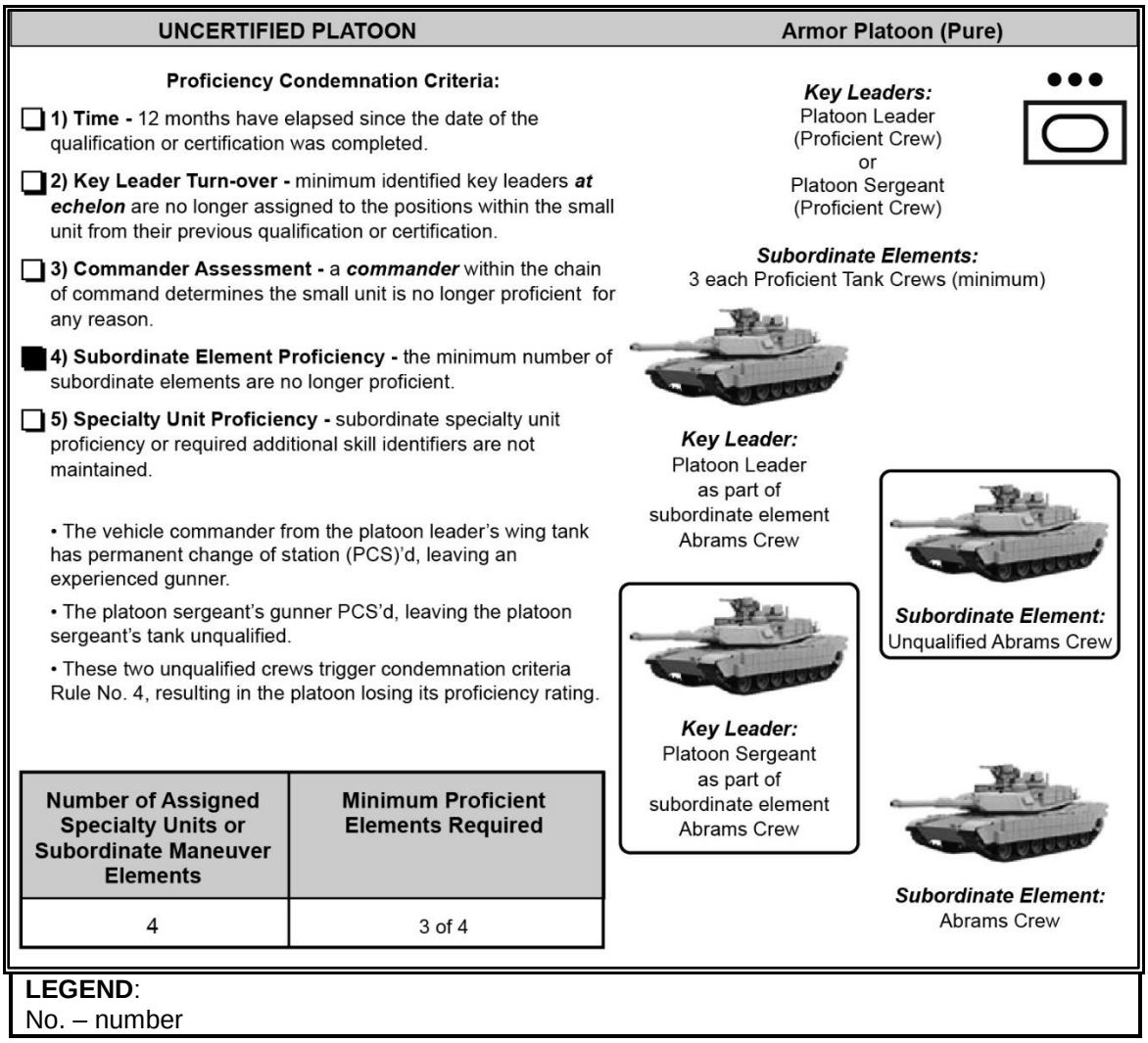


Figure 10-2. Proficient Armor platoon with one missing proficient element, example

10-38. In this situation, the commander has the ability to adjust the crew rosters to build one qualified crew from two unqualified crews (see chapter 4 of this publication). The commander opts to move the wing tank gunner to the platoon sergeant's crew and assess their performance. Once satisfied, the commander restores the platoon sergeant's crew proficiency. When that occurs, the platoon also restores its proficiency by sustaining the minimum number of proficient subordinate elements (see figure 10-3 on page 10-16).

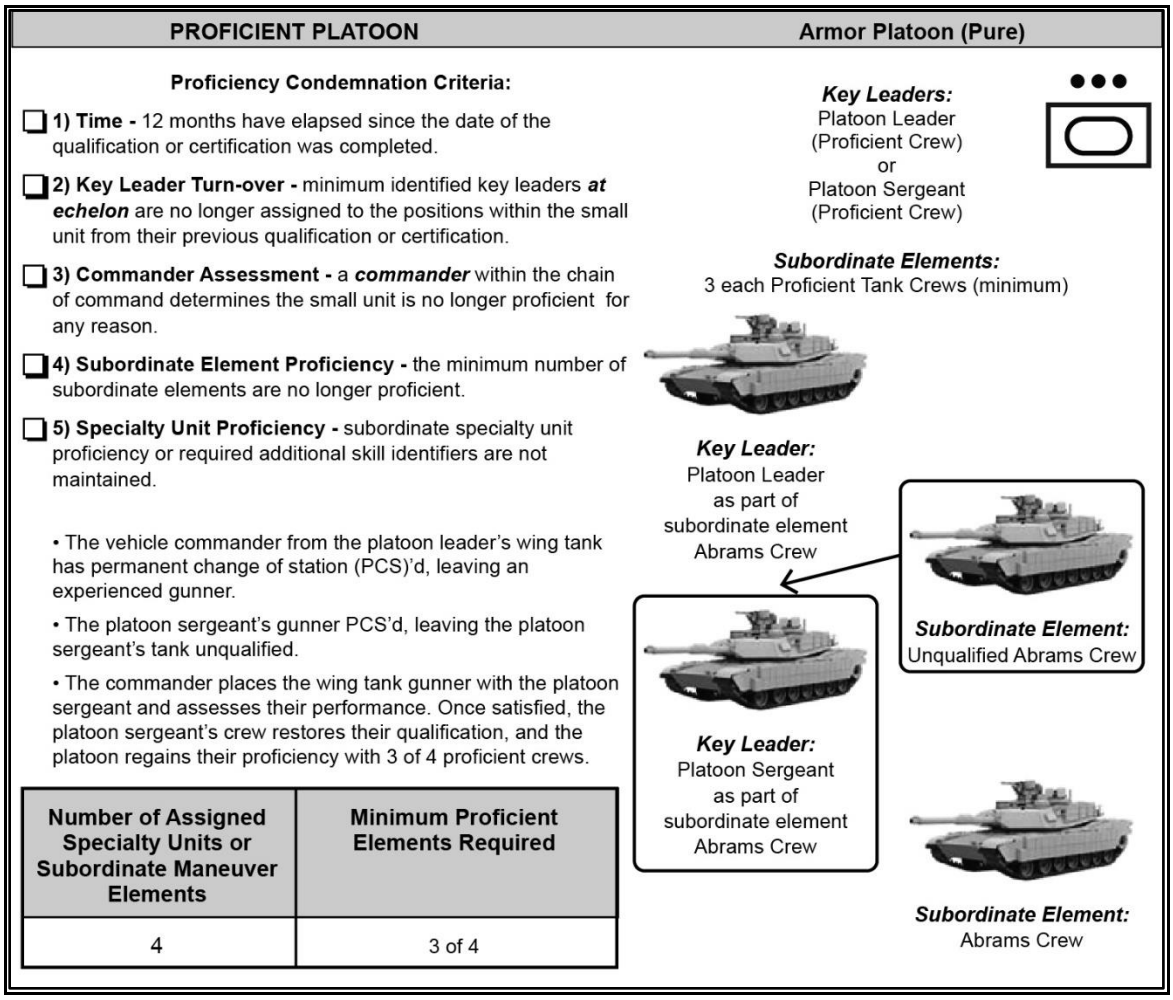


Figure 10-3. Commander options provide qualification and proficiency sustainment, example

IBCT Infantry Platoon

10-39. A proficient IBCT Infantry platoon is a platoon leader or platoon sergeant with the minimum number of proficient subordinate elements that have successfully completed Platoon, Table IV and Table VI, within the previous 12 months. The platoon demonstrated performance on all their supporting collective tasks to the Army standard, demonstrated a dynamic LFX, and have not met any of the proficiency condemnation criteria.

10-40. Like any collective formation, the commander can build the formation with additional enablers and elements to meet the rigorous demands of the unit's mission. The example shown in figure 10-4 portrays a standard table of equipment Infantry platoon, minus the radio telephone operator for clarity.

PROFICIENT INFANTRY PLATOON

A proficient Infantry platoon is a ***proficient platoon leader or platoon sergeant with the required minimum proficient subordinate elements,*** and has not met any of the condemnation criteria.

Number of Assigned Subordinate Elements	Minimum Proficient Elements Required
5	4 of 5
4	3 of 4
3	2 of 3
2	2 of 2
1	1 of 1

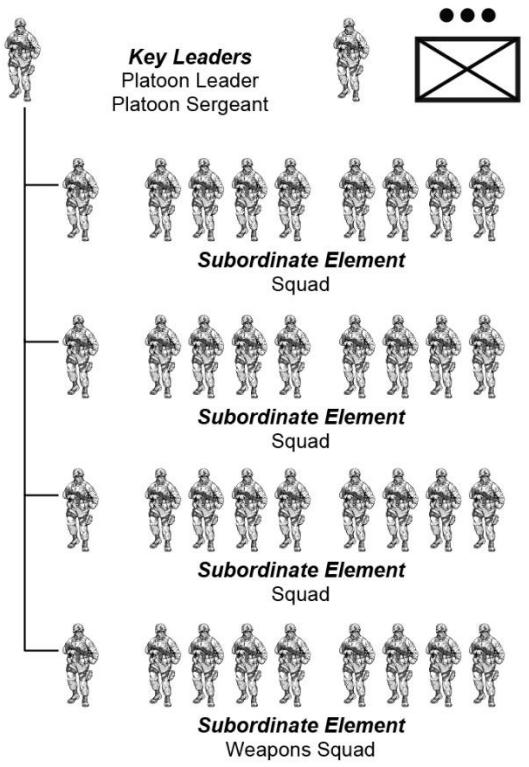


Figure 10-4. Proficient Infantry platoon, example

10-41. Figure 10-5 on page 10-18 shows an instance where multiple subordinate elements lose their proficiency rating, causing the Infantry platoon to lose its proficiency. In the example, the first squad leader is reassigned within the battalion. The second squad's A team leader is promoted within the company, but leaves the platoon. Within third squad, the B team leader leaves the unit through a normal permanent change of station move.

10-42. All three of these squads lose their proficiency rating. As they do, the platoon exceeds the threshold minimum required proficient subordinate elements. This triggers the platoon's condemnation criteria rule number four, resulting in the platoon losing its proficiency rating as well.

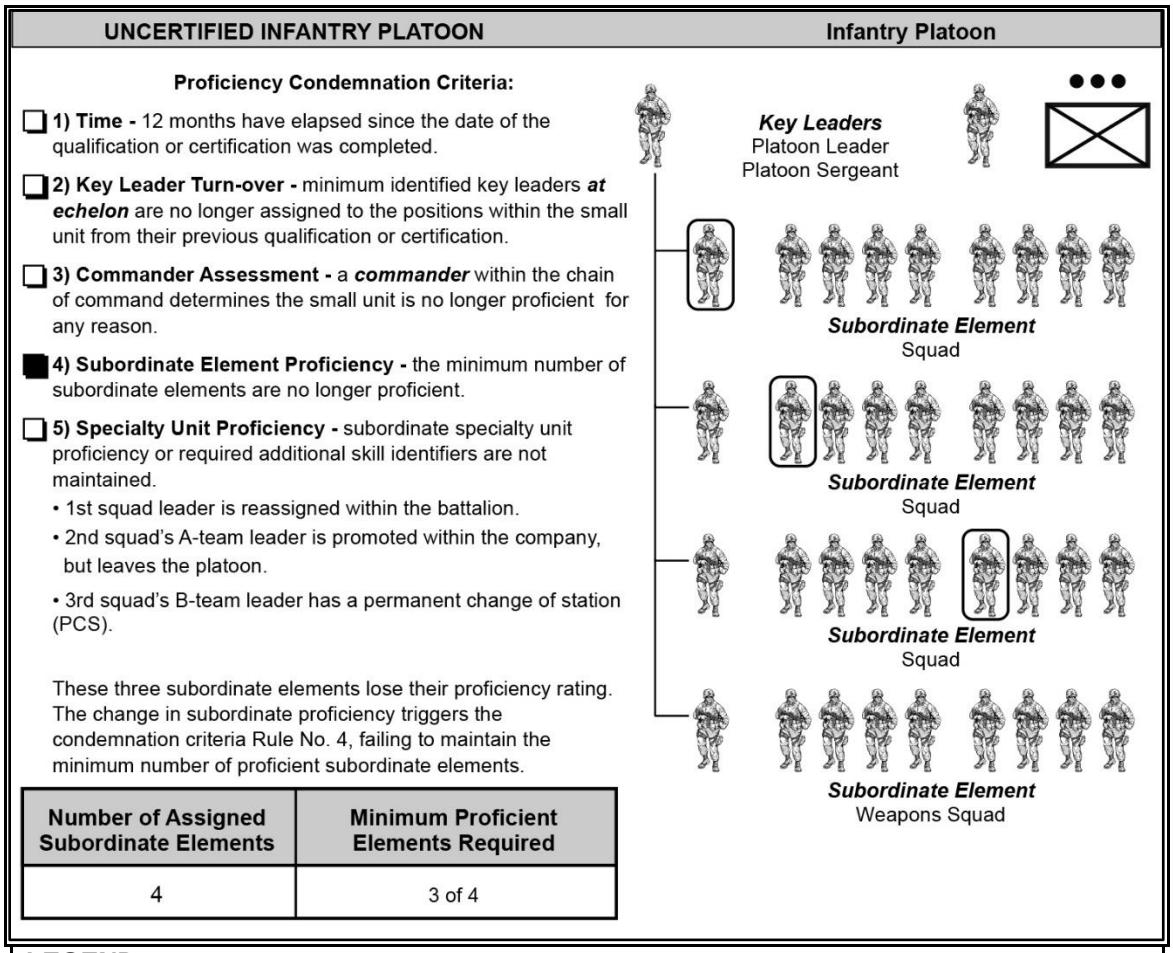


Figure 10-5. Uncertified Infantry platoon, example

10-43. The commander exercises talent management options to prevent the Infantry platoon from losing its proficiency rating through the normal turnover, assignment changes, and personnel turbulence routine within the unit. The talent management options the commander determines are in the best interest of the unit are to:

- Switch all uncertified teams with the proficient teams within the squad with a new squad leader.
- Focus training between training densities on first squad.
- Practice second, third, and weapons squad for sustainment of their proficiency.

10-44. The risk the commander accepts is minor. All team changes occur within the same platoon under the same platoon leadership. The new squad leader assigned with the two subordinate untrained teams allows the commander to focus on the squad training to build their readiness as rapidly as possible.

10-45. The end result of the commander's talent management options is sustainment of a proficient platoon, sustainment of three subordinate squads, and the ability to focus on one squad for retraining and assessment from the ground up, rather than three squads. (See figure 10-6).

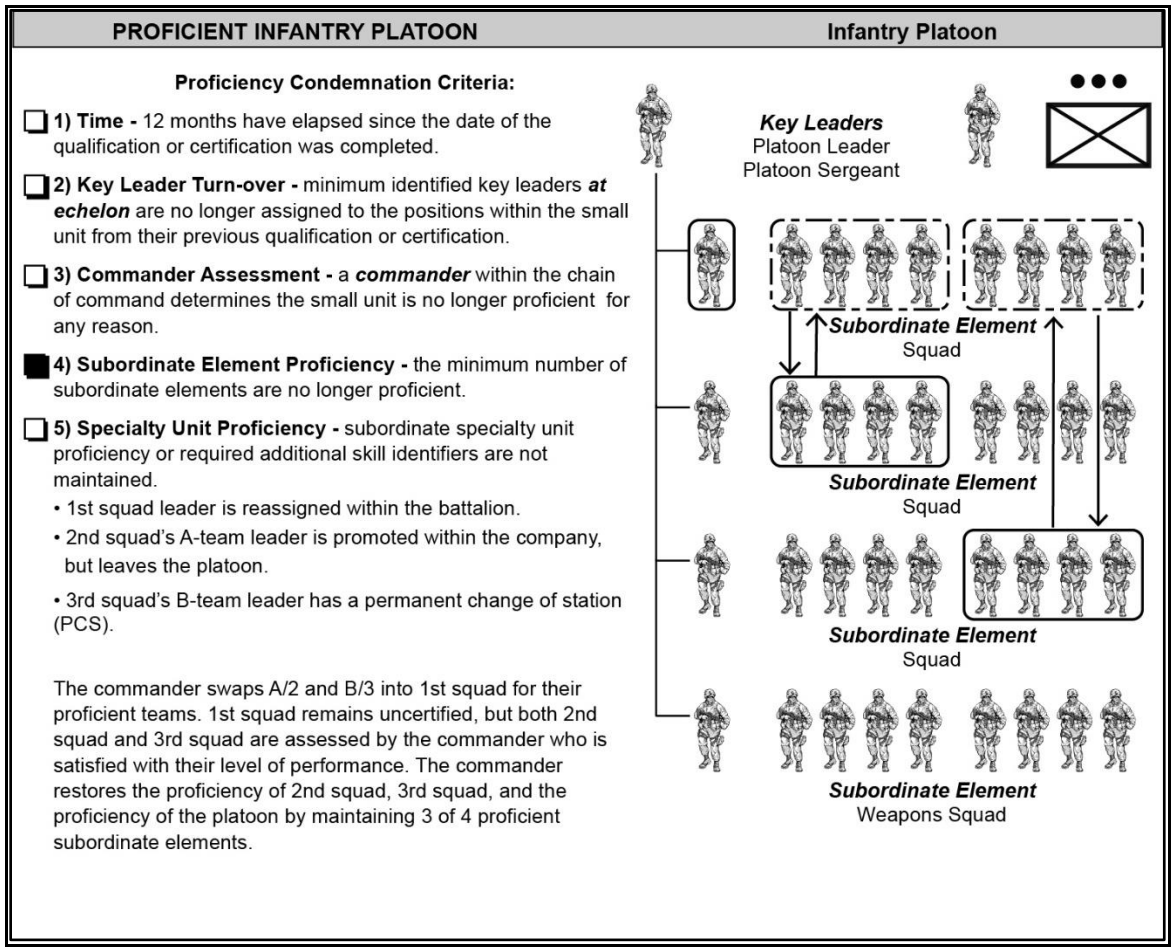


Figure 10-6. Commander options mitigate subordinate element turbulence, example

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Chapter 11

Maneuver Company and Troop Training

This chapter describes how a unit builds their unit training plan for maneuver companies or troops following the progressive, gated structure of the Integrated Weapons Training Strategy. It provides basic information to understand the mechanics of the company-level training strategy, but relies upon the unit referencing the appropriate training circular to apply the specific task events for the company and battalion maneuver formations.

The focus of the maneuver company training strategy is to train and qualify leaders and formations in their mission essential tasks, to support their higher organization's mission essential tasks and achieve combat readiness.

TRAINING TABLES

11-1. Each company and battalion has a minimum of six training events within their strategy that culminate in their demonstration of proficiency. Proficiency is determined during multiple events at echelon.

Note. Maneuver company/troop – the training strategy culminates with two externally evaluated proficiency assessments: Table IV, FTX and Table VI, the CALFEX.

11-2. The maneuver company/troop training strategy consists of all the training events along the critical path to proficiency for the unit. These are the minimum maneuver CTC training events; however, the IWTS only pertains to training conducted at home station.

11-3. Units should maximize their time and resources by designing their maneuver company training plans such that companies and battalions train through proficiency to support their commander, whether as an organic unit, an attachment, or a cross-attachment. This level of synchronization enables the brigade combat team or combatant commander the most flexibility during wartime to successfully conduct decisive action missions.

11-4. Table 11-1 on page 11-2 shows the structure of the maneuver company and battalion training strategy (for clarity). As it includes collective companies and battalions, not all table events (names or titles) are standardized. They are tailored to the unit's function and purpose as part of their larger formation.

Table 11-1. Company and battalion training strategy structure, example

	Table I	*Table II*	*Table III*	*Table IV CTP*	*Table V*	*Table VI LFPG*
Battalion	TEWT Live	STAFFEX Blended	CPX Live	FTX EXEVAL - FoF Live - TADSS	FCX Blended	CALFEX (MCTC)
Company	TEWT Live	STX-V Virtual	STX Live - TADSS	FTX EXEVAL - FoF Live - TADSS	FCX Live-Fire	CALFEX EXEVAL Live-Fire

Multi-echelon indicates the training days are provided as part of the training strategy. STX-V and STX lanes may be executed during similar events for the battalion provided that training, assessment, and re-training for the company is provided before the higher echelon task.

Note. The battalion CALFEX is executed at the MCTC and is not included in the battalion's training publication. Information concerning the MCTC events are provided by the respective live-fire team.

Legend:

CALFEX	combined arms live-fire exercise	LFPG	live-fire proficiency gate
CPX	command post exercise	MCTC	maneuver combat training center
CTP	collective task proficiency	STAFFEX	staff exercise
EXEVAL	external evaluation	STX	situational training exercise s
FCX	fire coordination exercise	TADSS	training aids, devices, simulators, and simulations
FoF	force on force	TEWT	tactical exercise without troops
FTX	field training exercise	V	virtual training environment

11-5. The company is a table of equipment, modified table of equipment, or commander determined formation that operates independently or as part of a larger formation to support the battalion or squadron formation:

- A company is defined as a unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support. (ADP 3-90).
- A troop is defined as a company-size unit in a cavalry organization. (ADP 3-90).

11-6. Commanders may elect to include additional subordinate platoons, sections, teams, crews, or squads to the formation based on mission requirements. If additional elements are added to the company formation after the company has achieved proficiency, the commander must elect to incorporate proficient elements to the company after completing an assessment. The commander may also include proficient elements to the company formation for battalion training.

Note. For example, the commander determines a company must include an additional proficient platoon consisting of three squads, an additional antitank team, and a Stryker mobile gun system, to meet the combatant commander's guidance. The commander can include the platoon before company training begins, or choose to qualify the platoon separately then integrate them after they achieve platoon proficiency into the company during battalion training.

11-7. The company's training strategy structure is in table 11-2. All maneuver companies and troops follow the six-table event structure.

Table 11-2. Company training strategy structure

Company	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	TEWT	STX-V	STX	**FTX**	FCX	**CALFEX**
Days Required	**1.0**	**1.0**	**4.0**	**5.0**	**1.0**	**2.0**
Training Days Remaining on Critical Path	***13.0***	***12.0***	***8.0***	***3.0 Collective Task Proficiency (CTP)***	***2.0***	***Live-Fire Proficiency Gate (LFPG)***
Multi-echelon indicates the training days are provided as part of the company training strategy. STX-V and STX lanes may be executed during similar events for the battalion provided that training, assessment, and re-training for the company is provided before the higher echelon task.						
Legend:						
CALFEX	combined arms live-fire exercise			STX	situational training exercise	
FCX	fire coordination exercise			TEWT	tactical exercise without troops	
FTX	field training exercise			V	virtual training environment	

11-8. All company and battalion training events within the IWTS can be conducted as multi-echelon events. The level of integration between echelon training events is described in the respective training publications.

COMPANY, TABLE I, TEWT

11-9. Company, Table I, TEWT, is a pre-live-fire, leader training event of the commander's design, focusing on the capabilities, function, SOPs, tactics, techniques, and procedures the unit employs (see table 11-3 on page 11-4). It verifies the subordinate leaders understand the commander's intent for how the unit operates tactically, and the art the commander wishes to employ during tactical operations.

11-10. During Table I, key leaders must demonstrate understanding of their critical tasks and supporting collective tasks, and the manner in which the commander wishes them tactical executed them to achieve proficiency on the unit's mission essential tasks. This event directly relate to the unit's SOPs. Table I is a prerequisite to any live-fire training with the element.

Table 11-3. Company, Table I, TEWT, example

COMPANY, TABLE I, TEWT						
EVENT NAME:	TEWT		ENVIRONMENT		LIVE	1.0
FORMATION:	COMPANY		CONDITIONS		HANDS ON	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		CLASS	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		CLASS	
			COMPONENT:	AC	RC	4 PLATOONS
EVAL EXTERNAL TO:	N/A		FREQUENCY	3	*CMD DIRECTED*	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	3		THROUGHPUT
	TABLE					
	I TEWT	II STX-V	III STX	IV FTX	V FCX	VI CALFEX
	REQUIRED					13.0
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO PROF
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: 90 percent subordinate leaders (sergeants and above), assigned or attached to the unit must successfully complete Table I, between T-6 and T-X.						

Legend:

AC	active component	STX	situational training exercise
CALFEX	combined arms live-fire exercise	T-X	training event exercise
CMD	command	T+6	training week or month plus six
EVAL	evaluation	TEWT	tactical exercise without troops
FCX	fire coordination exercise	TNG	training
FTX	field training exercise	TNG DAYS TO PROF	number of training days remaining on the critical path to echelon proficiency
RC	reserve component	V	virtual training environment
SOP	standard operating procedures		

COMPANY, TABLE II, STX-V

11-11. Company, Table II, STX-V, is a simulations-based demonstration of performance of employing the element to its primary capabilities and tasks. This table is a commander-designed scenario using the authorized simulations system(s) that specifically teach and train the supporting collective tasks and mission essential tasks for the unit. The commander's scenario focuses on the critical skills of mission command, integrating warfighting functions, maneuver, fire control and distribution, and synchronization for the unit to achieve proficiency. Table II uses the unit's tactical SOPs and the applicable training and evaluation outlines to guide and evaluate the subordinate units on their critical tasks (see table 11-4).

Table 11-4. Company, Table II, Company STX-V, example

COMPANY, TABLE II, STX-V						
EVENT NAME:	STX-V		ENVIRONMENT		VIRTUAL	1.0
FORMATION:	COMPANY		CONDITIONS		TADSS	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		CCTT	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		VBS	
			COMPONENT:	AC	RC	4 PLATOONS
EVAL EXTERNAL TO:	N/A		FREQUENCY	5	*CMD DIRECTED*	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	5		THROUGHPUT
	TABLE					
	I TEWT	II STX-V	III STX	IV FTX	V FCX	VI CALFEX
	PRQ	REQUIRED				12.0
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO PROF
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Unit completes the commander-designed scenarios of Table II, between T-6 and T-X.						

Legend:

AC	active component	STX	situational training exercise
CALFEX	combined arms live-fire exercise	T-X	training event exercise
CCTT	close combat tactical trainer	T+6	training week or month plus six
CMD	command	TADSS	training aids, devices, simulators and simulations
EVAL	evaluation	TEWT	tactical exercise without troops
FCX	fire coordination exercise	TNG	training
FTX	field training exercise	TNG DAYS TO PROF	number of training days remaining on the critical path to echelon proficiency
PRQ	prerequisite	V	virtual training environment
RC	reserve component	VBS	virtual battlespace

COMPANY TABLE III, STX

11-12. Company, Table III, STX, is a live environment, hands-on training event utilizing training aids and devices, and includes the use of blank ammunition, pyrotechnics, and battle effects simulators (see table 11-5 on page 11-6). This event trains and evaluates the unit's ability to execute critical tasks using their organic weapons, systems, and equipment, during day and limited visibility conditions, and while operating in a CBRN environment. This table prepares the unit and its subordinate elements for the FTX EXEVAL.

11-13. The unit must perform tasks and skills to a directed sequence and time standard as listed in the appropriate training and evaluation outline. Training and evaluation of the element is the responsibility of commander using observer controller trainers provided by the battalion.

Table 11-5. Company, Table III, STX, example

COMPANY, TABLE III, STX						
EVENT NAME:	STX		ENVIRONMENT		LIVE	4.0
FORMATION:	COMPANY		CONDITIONS		TADSS	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		TA	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	4 PLATOONS
EVAL EXTERNAL TO:	COMPANY		FREQUENCY	1	CMD DIRECTED	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	4		THROUGHPUT
	TABLE					
	I TEWT	II STX-V	III STX	IV FTX	V FCX	VI CALFEX
	PRQ	PRQ	REQUIRED			8.0
WHEN EXECUTED:	T-6 through T-X or T-X					TNG DAYS TO PROF
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Units must successfully complete Table III, between T-6 and T-X.						
Note: Units must use certified observer controller / trainers (OC/T) during this event. Typically, the evaluation is Battalion internal, but may include certified OC/Ts from within the brigade as needed.						

Legend:

AC	active component	STX	situational training exercise
CALFEX	combined arms live-fire exercise	T-X	training event exercise
CMD	command	T+6	training week or month plus six
EVAL	evaluation	TA	training area
FCX	fire coordination exercise	TADSS	training aids, devices, simulators and simulations
FTX	field training exercise	TNG	training
PRQ	prerequisite	TNG DAYS TO PROF	number of training days remaining on the critical path to echelon proficiency
RC	reserve component	V	virtual training environment

COMPANY, TABLE IV, FTX

11-14. Company, Table IV, FTX, is a live environment training event where companies conduct an externally evaluated exercise to determine the proficiency of the unit at executing their supporting collective tasks and mission essential tasks. The training scenarios use blank ammunition, pyrotechnics, and battle effects simulators, as well as an appropriately trained and equipped opposing force (see table 11-6). The EXEVAL utilizes the training and evaluation outlines for all the section's supporting collective tasks directly related to their and the higher headquarters maneuver mission essential tasks.

Table 11-6. Company, Table IV, FTX (EXVAL), example

<table>
<tr><td colspan="8">COMPANY, TABLE IV, FTX (EXEVAL)
COLLECTIVE TASK PROFICIENCY (CTP)</td></tr>
<tr><td>EVENT NAME:</td><td colspan="2">FTX (EXEVAL)</td><td colspan="2">ENVIRONMENT</td><td>LIVE</td><td rowspan="2">5.0</td></tr>
<tr><td>FORMATION:</td><td colspan="2">COMPANY</td><td colspan="2">CONDITIONS</td><td>TADSS</td></tr>
<tr><td>TYPE TRAINING:</td><td colspan="2">COLLECTIVE</td><td colspan="2">PRIMARY FACILITY</td><td>TA</td><td rowspan="2">DAYS REQUIRED</td></tr>
<tr><td rowspan="2">REQUIRED:</td><td colspan="2" rowspan="2">EXEVAL CTP</td><td colspan="2">ALTERNATE FACILITY</td><td>TA</td></tr>
<tr><td>COMPONENT:</td><td>AC</td><td>RC</td><td rowspan="2">4 PLATOONS</td></tr>
<tr><td>EVAL EXTERNAL TO:</td><td colspan="2">BATTALION</td><td>FREQUENCY</td><td>1</td><td rowspan="2">CMD DIRECTED</td></tr>
<tr><td>VALID FOR:</td><td colspan="2">12 MONTHS</td><td>ANNUAL DAYS TOTAL</td><td>5</td><td>THROUGHPUT</td></tr>
<tr><td rowspan="3"></td><td colspan="6">TABLE</td></tr>
<tr><td>I
TEWT</td><td>II
STX-V</td><td>III
STX</td><td>IV
FTX</td><td>V
FCX</td><td>VI
CALFEX</td></tr>
<tr><td>PRQ</td><td>PRQ</td><td>PRQ</td><td>CTP</td><td></td><td>3.0</td></tr>
<tr><td>WHEN EXECUTED:</td><td colspan="3"></td><td>T-X</td><td></td><td>TNG DAYS TO PROF</td></tr>
<tr><td rowspan="2">CONDEMNATION CRITERIA (CC)</td><td>RULE 1</td><td>RULE 2</td><td>RULE 3</td><td>RULE 4</td><td>RULE 5</td><td>RULE 6</td></tr>
<tr><td>TIME</td><td>KEY LEADER TURNOVER</td><td>COMMANDER ASSESSMENT</td><td>SUBORDINATE ELEMENT PROFICIENCY</td><td>SPECIALTY PROFICIENCY</td><td>STAFF SECTION PROFICIENCY</td></tr>
<tr><td colspan="8">Remarks: Companies must successfully complete Table IV as part of their mission essential task collective task proficiency assessment EXEVAL.</td></tr>
<tr><td colspan="8">Note: Units must use external, certified observer controller / trainers during this event.</td></tr>
<tr><td colspan="8">Legend:
AC active component
CALFEX combined arms live-fire exercise
CMD command
CTP collective task proficiency
EVAL evaluation
EXEVAL external evaluation
FCX fire coordination exercise
FTX field training exercise
METP mission essential task proficiency
PRQ prerequisite
RC reserve component
STX situational training exercise
T-X training event exercise
TA training area
TADSS training aids, devices, simulators and simulations
TNG training
TNG DAYS TO PROF number of training days remaining on the critical path to echelon proficiency
V virtual training environment</td></tr>
</table>

COMPANY, TABLE V, FCX

11-15. Company, Table V, FCX, is a live-fire event that trains commanders, staffs, and key leaders in planning and integrating direct fires, indirect fires, attack aviation and close air support to support maneuver (see table 11-7 on page 11-9). At a minimum, units execute Table V as a reduced force exercise; units are represented with key leaders, key subordinate leaders, and fire support personnel with their organic platforms and systems. Full caliber munitions may be substituted with sub-caliber ammunition and devices, based on resources available or restrictions beyond the evaluation commander's control.

11-16. Commanders may require integration of enabling warfighting functions and synchronization of fire and maneuver at a reduced tempo. The FCX builds upon those skills trained and tested during Tables I, II, III, and IV, and prepares the company for the CALFEX, trained at full-tempo.

11-17. To meet the intent of the FCX, the BCT's direct support field artillery (FA) battalion should participate in all company, battalion, and brigade level FCX and CALFEX events. The minimum level of required FA cannon support is one echelon below the unit conducting the live-fire event. For example, the FA platoon supports the company FCX and CALFEX.

Note. The associated fire support elements participate in the planning and execution of all fires that support the training event. This includes training during the company STX-V, STX, and FTX events. Commanders should review the FA capabilities and training strategy, including the resources available to maneuver training found in TC 3-09.8.

Table 11-7. Company, Table V, FCX, example

COMPANY, TABLE V, FCX						
EVENT NAME:	FCX		ENVIRONMENT		LIVE	1.0
FORMATION:	COMPANY		CONDITIONS		LIVE-FIRE	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		DMPRC	DAYS REQUIRED
REQUIRED:	COMMANDER OPTION		ALTERNATE FACILITY		MPRC	
			COMPONENT:	AC	RC	4 PLATOONS
EVAL EXTERNAL TO:	N/A		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	T-X		ANNUAL DAYS TOTAL	1		THROUGHPUT
	TABLE					
	I TEWT	II STX-V	III STX	IV FTX	V FCX	VI CALFEX
	PRQ	PRQ	PRQ	CTP		7.0
WHEN EXECUTED:					T-X	TNG DAYS TO PROF
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: All companies should successfully complete Table V, FCX, before conducting Table VI, CALFEX.						

Legend:

AC	active component	MPRC	multipurpose range complex
CALFEX	combined arms live-fire exercise	PRQ	prerequisite
CMD	command	RC	reserve component
DMPRC	digital multipurpose range complex	STX	situational training exercise
EVAL	evaluation	T-X	training event exercise
FCX	fire coordination exercise	TNG	training
FTX	field training exercise	TNG DAYS TO PROF	number of training days remaining on the critical path to echelon proficiency
LFX	live-fire exercise	V	virtual training environment

COMPANY, TABLE VI, CALFEX

11-18. Company, Table VI, CALFEX, is an externally evaluated maneuver live-fire event that measures a unit's proficiency in executing a series of supporting collective tasks and at least one mission essential task (see table 11-8 on page 11-11). It evaluates the key and subordinate leader's ability to integrate organic weapons systems, subordinate units and multiple warfighting functions in combat realistic conditions, both day and night. Table VI uses full caliber training ammunition on an authorized live-fire facility or safety certified training area.

11-19. Table VI is the company's externally evaluated LFPG. The LFPG provides commanders a common standard to create an unbiased assessment of the element's overall proficiency. Successful completion of the LFPG is required to progress to any higher echelon live-fire event.

11-20. To meet the intent of the FCX, the BCT's Direct Support FA Battalion should participate in all company, battalion, and brigade level FCX and CALFEX events. The minimum level of required FA cannon support is one echelon below the unit conducting the live-fire event. For example, the FA platoon supports the company FCX and CALFEX.

Note. The associated fire support elements participate in the planning and execution of all fires that support the training event. This includes training during the Company STX-V, STX, and FTX events. Commanders should review the field artillery capabilities and training strategy, including the resources available to maneuver training found in TC 3-09.8.

Table 11-8. Company, Table VI, LFX (EXEVAL), example

<table>
<tr><td colspan="8">COMPANY, TABLE VI, CALFEX (EXEVAL)
LIVE-FIRE PROFICIENCY GATE (LFPG)</td></tr>
<tr><td>EVENT NAME:</td><td colspan="2">CALFEX (EXEVAL)</td><td colspan="2">ENVIRONMENT</td><td>LIVE</td><td rowspan="2">3.0</td></tr>
<tr><td>FORMATION:</td><td colspan="2">COMPANY</td><td colspan="2">CONDITIONS</td><td>LIVE-FIRE</td></tr>
<tr><td>TYPE TRAINING:</td><td colspan="2">COLLECTIVE</td><td colspan="2">PRIMARY FACILITY</td><td>DMPRC</td><td rowspan="2">DAYS REQUIRED</td></tr>
<tr><td rowspan="2">REQUIRED:</td><td colspan="2" rowspan="2">EXEVAL LFPG</td><td colspan="2">ALTERNATE FACILITY</td><td>IPBC / BAX</td></tr>
<tr><td>COMPONENT:</td><td>AC</td><td>RC</td><td rowspan="2">4 PLATOONS</td></tr>
<tr><td>EVAL EXTERNAL TO:</td><td colspan="2">BATTALION</td><td>FREQUENCY</td><td>1</td><td rowspan="2">CMD DIRECTED</td></tr>
<tr><td>VALID FOR:</td><td colspan="2">12 MONTHS</td><td>ANNUAL DAYS TOTAL</td><td>3</td><td>THROUGHPUT</td></tr>
<tr><td rowspan="3"></td><td colspan="6">TABLE</td></tr>
<tr><td>I
TEWT</td><td>II
STX-V</td><td>III
STX</td><td>IV
FTX</td><td>V
FCX</td><td>VI
CALFEX</td></tr>
<tr><td>PRQ</td><td>PRQ</td><td>PRQ</td><td>CTP</td><td></td><td>REQUIRED</td></tr>
<tr><td>WHEN EXECUTED:</td><td colspan="3"></td><td></td><td></td><td>T-X</td></tr>
<tr><td rowspan="2">CONDEMNATION CRITERIA (CC)</td><td>RULE 1</td><td>RULE 2</td><td>RULE 3</td><td>RULE 4</td><td>RULE 5</td><td>RULE 6</td></tr>
<tr><td>TIME</td><td>KEY LEADER TURNOVER</td><td>COMMANDER ASSESSMENT</td><td>SUBORDINATE ELEMENT PROFICIENCY</td><td>SPECIALTY PROFICIENCY</td><td>STAFF SECTION PROFICIENCY</td></tr>
<tr><td colspan="8">Note: Units must use external certified observer controller / trainers during this event.</td></tr>
<tr><td colspan="8">Legend:
AC active component
BAX battle area complex
CMD command
DMPRC digital multipurpose range complex
EVAL evaluation
EXEVAL external evaluation
FCX fire coordination exercise
FTX field training exercise
IPBC Infantry platoon battle course
LFX live-fire exercise
PRQ prerequisite
RC reserve component
STX situational training exercise
T-X training event exercise
TNG training
V virtual training environment</td></tr>
</table>

COMPANY PROFICIENCY

11-21. Company proficiency is determined using two separate training events that are the externally evaluated: Table IV, FTX, and Table VI, CALFEX. These externally evaluated events provide the commander the primary assessment tool to evaluate the unit's proficiency against an established standard as defined within the respective training publication(s), task training and evaluation outlines, and the unit's SOPs.

COMPANY COLLECTIVE TASK PROFICIENCY

11-22. The CTP is a gate used to assess the overall proficiency of a company or troop through EXEVAL of their execution of all their supporting collective tasks and mission essential tasks. This gate is not used to progress to higher echelon training by itself, but indicates if the unit has the proficiency required to support the higher headquarters during tactical operations effectively.

11-23. Table IV, FTX, is used to determine the company's CTP. It is an assessment of their collective supporting tasks and mission essential tasks that support the battalion mission essential tasks (see table 11-9).

Table 11-9. Company, Table IV, FTX, CTP

Company	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	TEWT	STX-V	STX	**FTX**	FCX	CALFEX
Days Required	**1.0**	**1.0**	**4.0**	**5.0**	**1.0**	2.0
Training Days Remaining on Critical Path	***13.0***	***12.0***	***8.0***	***3.0 Collective Task Proficiency (CTP)***	***2.0***	*Live-Fire Proficiency Gate (LFPG)*
Multi-echelon indicates the training days are provided as part of the company training strategy. STX-V and STX lanes may be executed during similar events for the battalion provided that training, assessment, and re-training for the company is provided before the higher echelon task.						
Legend:						
CALFEX	combined arms live-fire exercise		STX	situational training exercise		
FCX	fire coordination exercise		TEWT	tactical exercise without troops		
FTX	field training exercise		V	virtual training environment		

11-24. The CTP events are externally evaluated using training and evaluation outlines and the unit's tactical SOPs. The EXEVAL requirements are in table 11-10.

Table 11-10. CTP external evaluation requirements

Small Unit	***External Evaluation Event***	***Evaluated Externally To***	***Evaluation Commander***
Company	Table IV, Field Training Exercise	Battalion	Brigade Commander

Note. Units are not authorized to self-evaluate Table IV unless they meet the parameters found within their training publication's validation events for certifying proficiency in austere environments.

COMPANY LIVE-FIRE PROFICIENCY GATES

11-25. Table VI for all maneuver companies and troops, provides the EXEVAL that determines the LFPG, as appropriate (see table 11-11). The LFPG for each maneuver company is described in detail within the appropriate training publication. It includes the standards that must be achieved to successfully complete the training event, and describes the level of proficiency achieved based on those standards.

Table 11-11. Table VI, Company LFX, LFPG

Company	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	TEWT	STX-V	STX	FTX	FCX	CALFEX
Days Required	**1.0**	**1.0**	**4.0**	**5.0**	**1.0**	2.0
Training Days Remaining on Critical Path	***13.0***	***12.0***	***8.0***	***3.0 Collective Task Proficiency (CTP)***	***2.0***	*Live-Fire Proficiency Gate*
Multi-echelon indicates the training days are provided as part of the company training strategy. STX-V and STX lanes may be executed during similar events for the battalion provided that training, assessment, and re-training for the company is provided before the higher echelon task.						
Legend:						
CALFEX	combined arms live-fire exercise		STX	situational training exercise		
FCX	fire coordination exercise		TEWT	tactical exercise without troops		
FTX	field training exercise		V	virtual training environment		

11-26. All LFPGs are externally evaluated to create an unbiased assessment of demonstrated performance of the required tasks and skills. The evaluation commander determines the appropriate method of evaluation that meets their intent within the requirements stated in the training publication. EXEVAL requirements for Table VI are in table 11-12.

Note. Units are not authorized to self-evaluate Table VI unless they meet the parameters found within their training publication's validation event for certifying proficiency in austere environments.

Table 11-12. LFPG external evaluations

Small Unit	***External Evaluation Event***	***Evaluated Externally To***	***Evaluation Commander***
Company	Table VI, Combined Arms Live-Fire Exercise	Battalion	Brigade Commander

Note. When a unit is training outside the continental U.S. and cannot meet the EXEVAL criteria above, the evaluation commander must approve the evaluation plan. The intent of the EXEVALs is to provide subject matter expertise for a quality and objective evaluation to standard that creates an effective AAR to the firer and unit.

COMPANY PROFICIENCY RATINGS

11-27. The weapons training publications provide guidance on the appropriate proficiency ratings awarded to a company. The proficiency ratings that may be awarded by the evaluation commander are identified within the respective training publication. Generally, commanders may award the following proficiency ratings for each of the unit's mission essential tasks based on their performance during the CTP event (Table IV, FTX) and the LFPG (Table VI, CALFEX):

- T (Fully trained): Unit has attained task proficiency to the Army standard, achieved a GO in 90 percent or more of both performance measures and leader performance measures, and has met 100 percent of all critical performance measures. The task is externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- T- (Trained): Unit has attained advanced task proficiency free of significant shortcomings, achieved a GO in 80 percent or more of both performance measures and leader performance measures, and has met 100 percent of all critical performance measures. The unit's shortcomings require minimal training to meet the Army standard. The task is externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- P (Practiced): Unit has attained basic task proficiency with shortcomings, achieved a GO in 65 percent or more of all performance measures, achieved 80 percent or more of all leader performance measures, and has met 100 percent of all critical performance measures. The unit's shortcomings require significant training to meet the Army standard. The task is not externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- P- (Marginally practiced): Unit has attained limited task proficiency with major shortcomings, achieved a GO in 51 percent or more of all performance measures, achieved less than 80 percent of all leader performance measures, and has met less than 100 percent of all critical performance measures. The unit's shortcomings require complete retraining of the task to achieve the Army standard. The task is not externally evaluated and does not meet the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- U (Untrained): The unit cannot perform the task. It achieved a GO in less than 51 percent of all performance measures, less than 80 percent in all leader performance measures, and less than 100 percent in all critical performance measures. The unit requires complete training on the task to achieve the Army standard.

COMPANY VALIDATION

11-28. Validation is a commander's option to execute the Army standard LFPG through the minimum requirements to achieve a passing result. Where validation events are authorized, the requirements are defined in the appropriate training publication. Validation is only used in extreme circumstances where the commander requires confirmation of successful completion of a LFPG.

11-29. Units actively participating in regionally aligned force missions, deployments, or other critical missions outside the continental U.S. are authorized to exercise the validation event option.

11-30. The following rules apply to validation events—

- The Army command or equivalent commander authorizes the use of the validation event.
- May only be executed 90 days after mission start through 30 days before mission complete.
- Successful completion of the validation event extends the LFPG proficiency rating period by six months.
- Only one validation is authorized within a 24-month period.

SUSTAINING COMPANY PROFICIENCY

11-31. Once the company or troop has successfully completed their LFPG, the unit must consider how the condemnation criteria affects their proficiency. The following paragraphs describe how maneuver companies and troops maintain their proficiency, how to identify when a proficiency rating has triggered one or more condemnation criteria, and any options the senior commander has to mitigate those impacts.

11-32. The company training publication describes in greater detail methods to sustain proficiency. The information in the following paragraph is in general terms and provides an example of when a unit sustains their proficiency, as well as an example when the proficiency rating is condemned.

COMPANY CONDEMNATION CRITERIA

11-33. Each maneuver company or troop follows up to five of the six condemnation criteria (see chapter 1 of this publication). Once the element achieves proficiency, if one or more of the following triggers exist, the element loses its proficiency rating:

- Time – Twelve months have elapsed since the proficiency rating assessment.
- Key leader turnover – a certified proficient key leader is no longer assigned to the company-level organization, negatively impacting the proficiency rating of the organization.
- Commander assessment – any commander within the chain of command determines the small unit no longer maintains collective task or live-fire proficiency for any reason.
- Subordinate element proficiency – when the required proficient subordinate elements (one level down) are no longer rated proficient or qualified, respectively.
- Specialty proficiency – Where assigned, subordinate specialty units fail to maintain their required level of proficiency or required specific additional skill identifiers for critical personnel are not maintained.

11-34. Units may not alter, change, or modify the condemnation criteria. Evaluation commanders have the option, based on their assessment of the element, to condemn any proficiency rating they are authorized to assign.

COMPANY TALENT MANAGEMENT

11-35. Commanders can mitigate the impacts to their unit's proficiency in a variety of methods. Talent management skills before, during, and after conducting company-level training is required by leaders to ensure the maximum proficiency is maintained and sustained within the larger organization. Subordinate element proficiency has a direct impact on the unit's overall readiness. To best manage company proficiency turbulence, the commander should consider the following—

- Select key leaders together. This maximizes the key leader's longevity and future proficiency ratings more stable.
- Position by potential. Identify those young leaders that have solid promotion potential. Place those leaders in the next higher position, and have them achieve proficiency in advance of their pending or expected promotion.
- Transfer trained key leaders together. Promotions may initiate inter-battalion transfers. Commanders should consider moving the newly promoted key leader and key leader combination together where the gaining unit within the battalion benefits from maintaining proficient key leaders.
- Cross-train potential replacements. Units should invest first-round-hit ammunition savings, commonly referred to as "ammunition harvesting," to cross training young leaders in key leader positions. In doing so, commanders can mitigate key leader turnover with trained and proficient leaders in stride with key leader turbulence.
- Advanced schooling. Units should send Soldiers with exceptional potential to advanced schooling at functional courses often. Various functional courses provide subject matter expertise within the formation, and provide Soldier assignment flexibility while maintaining proficiency ratings for the commander.

11-36. Commanders have limited flexibility to mitigate key leader turbulence within companies or troops. Those units take a significant investment to build their proficiency. Some options commanders can consider and, if appropriate, assume the associated risks that are listed in the following paragraph.

11-37. The senior commander may consider a turbulent company proficient when the commander and the minimum required subordinate leaders have—

- Previously achieved proficiency in their assigned position in a different organization during the previous qualification period.
- Demonstrated proficiency during a subordinate-level training exercise or similar training event outside the maneuver company training density.
- Successfully completed Company, Table I, SOPs, for the unit within the previous qualification period (regardless if they are a new arrival to the organization or not).
- If a subordinate has lost their proficiency rating, the commander must address it before accepting any risk for the company.
- A certified proficient subordinate element can be assigned to the company in place of a similar element only. This is the least preferred method to manage section proficiency.

Note. Commanders can provide Table I and other events outside of the training density to assess the key leaders in their current positions as necessary.

COMPANY MANAGEMENT

11-38. For company management, table 11-13 describes the verification process and defines a proficient company. Units manage companies by the unit's key leaders, their subordinate leaders, and their subordinate unit proficiency to maintain and sustain the greatest amount of experience within their formation.

11-39. As found in ADP 3-90, a company is "a unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support." A troop is described as "a company size unit in a reconnaissance organization." This definition provides the framework for managing unit proficiency using key leaders and proficient subordinate elements. These are incorporated with time (atrophy), commander assessment, and specialty certifications to create the condemnation criteria rules of proficiency ratings.

Table 11-13. Company proficiency and reporting requirements

Element	*Proficient Requirement*
Company	A proficient company is a certified commander or executive officer with the required minimum number of proficient subordinate maneuver elements and specialty units that together have successfully completed Company, Table IV, Field Training Exercise, and Table VI, Combined Arms Live-Fire Exercise, and have not met any of the condemnation criteria.

ARMOR COMPANY

11-40. A proficient armor company consists of is a crew proficient commander or executive officer with a minimum of two proficient subordinate elements that together have successfully completed Company, Table IV, FTX (collective task proficiency) and Table VI, CALFEX (LFPG) and have not met any of the condemnation criteria, as shown in figure 11-1.

PROFICIENT COMPANY

A proficient company is a ***certified*** **commander or executive officer** with the required minimum number of **proficient subordinate maneuver elements and specialty units,** that together have successfully completed Company, Table IV, Field Training Exercise and Table VI, Live Fire Exercise, and have not met any of the condemnation criteria of the qualification period.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
9	6 of 9
8	5 of 8
7	5 of 7
6	4 of 6
5	4 of 5
4	3 of 4
3	2 of 3
2	2 of 2
1	1 of 1

Note: For this example, an Armor company consists of three Armor platoons.

Armor Company (Pure)

Key Leaders:
Commander
First Sergeant
Executive Officer



Subordinate Element:
Proficient Platoon



Subordinate Element:
Proficient Platoon



Subordinate Element:
Proficient Platoon

Figure 11-1. Proficient Armor company, example

Note. Figure 11-2 on page 11-18 provides an example of an uncertified armor company. In the example, a new commander assumes command of the unit and two subordinate elements (tank platoons) lose their proficiency rating due to key leader changes. The unit's personnel changes trigger rule number four of the condemnation criteria where the unit fails to maintain the minimum number of proficient subordinate units.

UNCERTIFIED COMPANY

Proficiency Condemnation Criteria:

- ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.
- ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.
- ☐ **3) Commander Assessment -** a ***commander*** within the chain of command determines the small unit is no longer proficient for any reason.
- ■ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ☐ **5) Specialty Unit Proficiency -** subordinate specialty unit proficiency or required additional skill identifiers are not maintained.

In this example, an new commander has not led the company during external evaluation for Table IV or Table VI. The executive officer and first sergeant were certified during previous external evaluation. One of three (1/3) proficient platoons remain in the company.

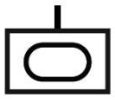
The company maintains its proficiency rating.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
3	2 of 3

Note: For this example, an Armor company consists of three Armor platoons.

Armor Company (Pure)

Key Leaders:
Commander
First Sergeant
Executive Officer



The company commander assumes command of Headquarters Headquarters Command (HHC). A new commander has assumed command.



Subordinate Element:
Proficient Platoon

- Platoon leader (with gunner) promoted and moves to another company, assigned as the executive officer.
- Gunner on wing tank promoted and reassigned as tank commander in another company.



Subordinate Element:
Proficient Platoon

- Two wing tank commanders permanent change of station (PCS) to another installation.
- Platoon fails to maintain the minimum number of proficient subordinate elements.



Subordinate Element:
Proficient Platoon

Figure 11-2. Unqualified Armor company, example

Note. In the continuation of the example, (see figure 11-3) the company's executive officer remains within the company, ensuring the unit does not trigger rule number two, key leader turnover. The battalion commander cross-attaches a proficient Bradley platoon to the unit and sends one of the unqualified platoons to a different company. This causes the company, now organized as a team, to regain its proficiency rating when the required key leaders and minimum number of proficient subordinate elements are available.

PROFICIENT COMPANY — **Armor Company Team (Combined Arms)**

Proficiency Condemnation Criteria:

- ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.
- ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.
- ☐ **3) Commander Assessment -** a ***commander*** within the chain of command determines the small unit is no longer proficient for any reason.
- ☐ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ☐ **5) Specialty Unit Proficiency -** subordinate specialty unit proficiency or required additional skill identifiers are not maintained.

In this example, the company receives a proficient mechanized Infantry platoon, and cross-attaches one of the unqualified armor platoons. The company now contains the minimum number of proficient subordinate elements.

The company restores its proficiency rating.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
3	2 of 3

Note: For this example, an Armor company consists of three Armor platoons.

Key Leaders:
Commander
First Sergeant
Executive Officer





Subordinate Element:
Proficient Platoon

A proficient mechanized Infantry platoon is attached to the company / team, tailored to the mission based on the commander's intent.



Subordinate Element:
Proficient Platoon

Third platoon loses its proficiency rating when it reaches the condemnation criteria threshold. Two turbulent crews lost their qualification status, directly impacting the overall platoon's collective proficiency.



Subordinate Element:
Proficient Platoon

Figure 11-3. Proficient company, example

INFANTRY COMPANY

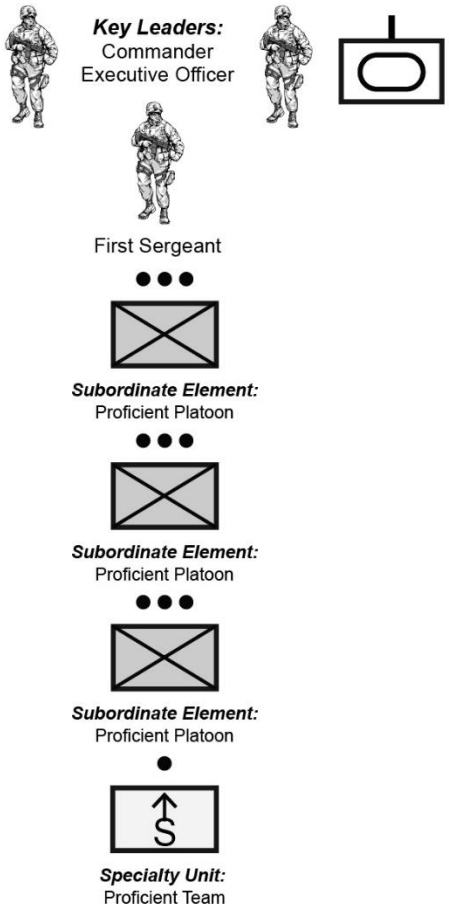
11-41. A proficient Infantry company is a proficient key leader (commander or executive officer), with the minimum required proficient subordinate elements and specialty units, that have successfully completed Company, Table V, FTX (collective task proficiency), and Table VI, CALFEX (LFPG), and have not met any of the condemnation criteria of the qualification period. The commander or executive officer, must maintain their crew proficiency rating, as appropriate (see figure 11-4 on page 11-20).

PROFICIENT COMPANY

A proficient company is a ***certified*** **commander or executive officer** with the required minimum number of **proficient subordinate maneuver elements and specialty units,** that together have successfully completed Company, Table IV, Field Training Exercise and Table VI, combined arms live-fire exercise (CALFEX), and have not met any of the condemnation criteria of the qualification period.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
3	2 of 3
1	1 of 1
Note: For this example, the Infantry company includes one sniper team (specialty unit).	

IBCT Infantry Company



LEGEND:
IBCT – Infantry Brigade Combat Team

Figure 11-4. Proficient Infantry company, example

Note. Figure 11-5 shows an instance where the attached sniper team, considered a specialty unit, loses its proficiency when the team's spotter is reassigned. This causes the company to lose its proficiency rating when the move triggers rule number five of the unit's proficiency condemnation criteria by failing to maintain the required minimum number of proficient specialties.

UNCERTIFIED COMPANY

Proficiency Condemnation Criteria:

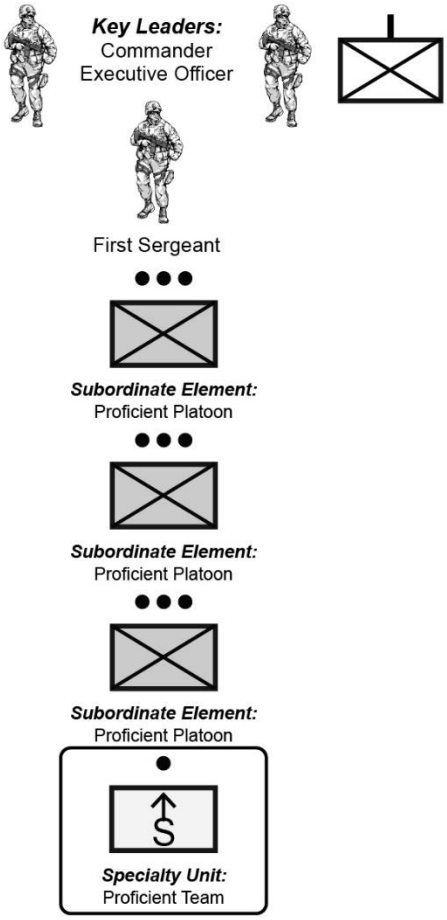
- ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.
- ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.
- ☐ **3) Commander Assessment -** a ***commander*** within the chain of command determines the small unit is no longer proficient for any reason.
- ☐ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ■ **5) Specialty Unit Proficiency -** subordinate specialty unit proficiency or required additional skill identifiers are not maintained.

In this example, the sniper team's spotter leaves the specialty unit rendering the team unqualified. The company fails to maintain its minimum number of proficient specialty units (1 of 1).

The company is UNQUALIFIED.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
3	2 of 3
1	1 of 1
Note: For this example, the Infantry company includes one sniper team (specialty unit).	

IBCT Infantry Company



LEGEND:
IBCT Infantry Brigade Combat Team

Figure 11-5. Unqualified Infantry company, example

Note. The commander can mitigate the loss of the sniper team's spotter by assigning another and conducting retraining through qualification of the sniper team. Once complete, the company restores its overall proficiency rating once the minimum required specialties are qualified (see figure 11-6 on page 11-22).

PROFICIENT COMPANY

Proficiency Condemnation Criteria:

- ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.
- ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.
- ☐ **3) Commander Assessment -** a ***commander*** within the chain of command determines the small unit is no longer proficient for any reason.
- ☐ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ☐ **5) Specialty Unit Proficiency -** subordinate specialty unit proficiency or required additional skill identifiers are not maintained.

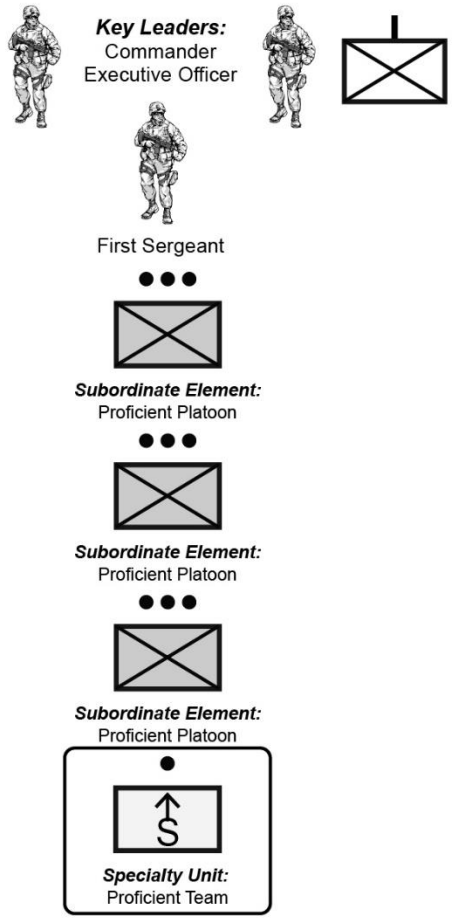
In this example, the sniper team's spotter has been replaced and completed the necessary retraining and qualifications. The company restores its minimum number of proficient specialty units (1 of 1) and restores the company's proficient rating.

The company restores its PROFICIENCY rating.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
3	2 of 3
1	1 of 1

Note: For this example, the Infantry company includes one sniper team (specialty unit).

IBCT Infantry Company



LEGEND:
IBCT Infantry Brigade Combat Team

Figure 11-6. Commander mitigation option, example

SBCT INFANTRY COMPANY

11-42. A proficient SBCT Infantry company is a certified commander or executive officer with the required minimum number of proficient subordinate maneuver elements and specialty units that together have successfully completed Company, Table V, FTX, and Table VI, CALFEX, and have not met any of the condemnation criteria of the qualification period. Each subordinate element and specialty unit must follow the rules for maintaining their proficiency as described in earlier chapters.

11-43. The commander may add or remove subordinate elements as necessary to build the desired small- unit formation to meet their intent. Alterations of the company can be made at any time, provided the commander assesses the new formation structure against the condemnation criteria to develop the unit's updated proficiency assessment (see figure 11-7).

PROFICIENT COMPANY

A proficient Stryker Brigade Combat Team (SBCT) Infantry company is a ***certified*** **commander or executive officer** with the required minimum number of **proficient subordinate maneuver elements and specialty units,** that together have successfully completed Company /Troop, Table IV, Field Training Exercise and Table VI, combined arms live-fire exercise (CALFEX), and have not met any of the condemnation criteria of the qualification period.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
9	6 of 9
8	5 of 8
7	5 of 7
6	4 of 6
5	4 of 5
4	3 of 4
3	2 of 3
2	2 of 2
1	1 of 1

Note: For this example, the SBCT Infantry company (A, B, and C) consists of three Infantry platoons and one mortar section (specialty unit). the heavy weapons company (D Co) does not include the mortar section.

SBCT Infantry Company

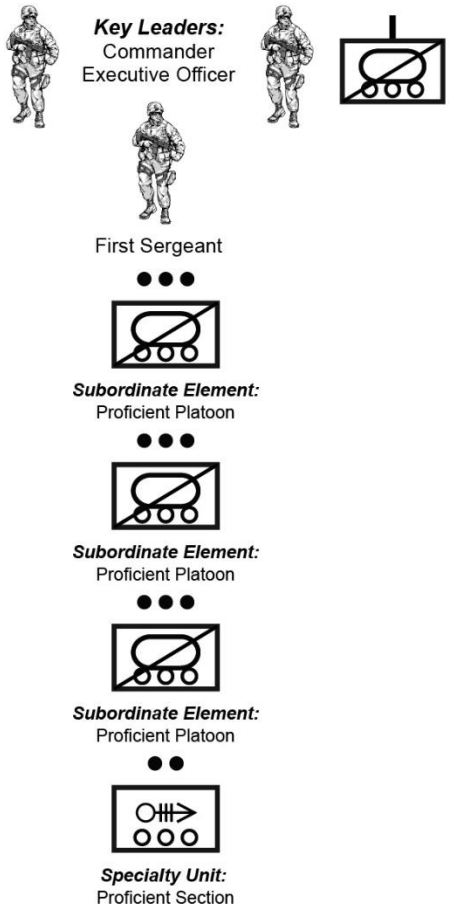


Figure 11-7. Proficient SBCT Infantry company, example

Note. Figure 11-8 on page 11-24 provides an example of when the SBCT Infantry company loses its proficiency rating. In the example show, the organic mortar section, a specialty unit, loses its proficiency rating when they fail to maintain the minimum certifications. When that occurs, both the mortar section and the SBCT Infantry company lose their proficiency ratings (see chapter 4 of this publication). The loss of the mortar section's certification requirements trigger rule number five, Specialty Proficiency.

UNCERTIFIED COMPANY

Proficiency Condemnation Criteria:

- ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.
- ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.
- ☐ **3) Commander Assessment -** a ***commander*** within the chain of command determines the small unit is no longer proficient for any reason.
- ☐ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ■ **5) Specialty Unit Proficiency -** subordinate specialty unit proficiency or required additional skill identifiers are not maintained.

In this example, the organic mortar section does not maintain its proficiency due to a lack of qualified B1 additional skill identifier (ASI) certified leaders. Losing the proficient mortar section causes the Stryker Brigade Combat Team (SBCT) Infantry company to lose its proficiency rating.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
3	2 of 3
1	1 of 1
Note: The SBCT Infantry company (A, B, and C) include one organic mortar section.	

SBCT Infantry Company

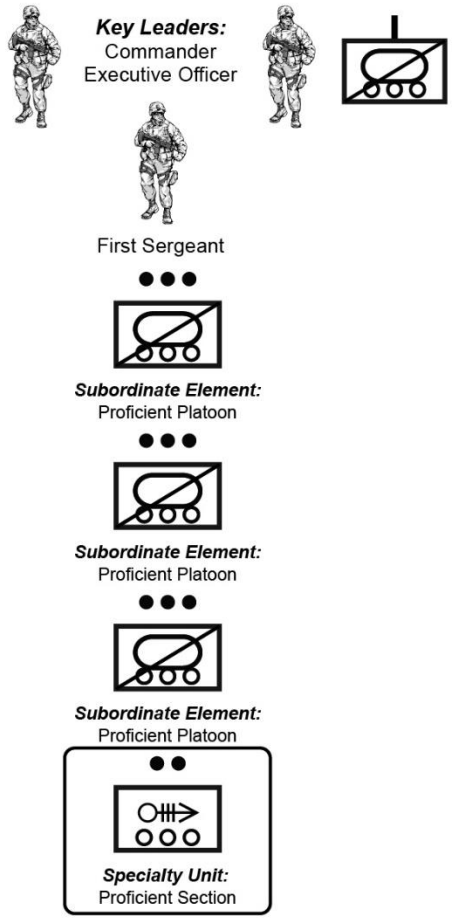


Figure 11-8. Unqualified SBCT Infantry company, example

11-44. The commander has several options available to mitigate the loss of the specialty unit proficiency. The commander may opt to—

- Send authorized personnel to the requisite courses.
- Assign a certified mortar leader to the appropriate position to meet the certification requirement.
- Request a certified mortar leader transfer from within the battalion or brigade to fulfill the certification requirements.
- Any combination of options that return the proficiency rating to the mortar section.

Note. In the example in figure 11-9, the commander opts to send an authorized mortar leader to the Infantry Mortar Leader's Course. Upon graduation and return to the unit, this restores the mortar section's proficiency, provided no other condemnation criteria have been triggered. Once complete, this also restores the SBCT Infantry company's proficiency rating.

PROFICIENT COMPANY

Proficiency Condemnation Criteria:

- ☐ **1) Time -** 12 months have elapsed since the date of the qualification or certification was completed.
- ☐ **2) Key Leader Turn-over -** minimum identified key leaders ***at echelon*** are no longer assigned to the positions within the small unit from their previous qualification or certification.
- ☐ **3) Commander Assessment -** a ***commander*** within the chain of command determines the small unit is no longer proficient for any reason.
- ☐ **4) Subordinate Element Proficiency -** the minimum number of subordinate elements are no longer proficient.
- ■ **5) Specialty Unit Proficiency -** subordinate specialty unit proficiency or required additional skill identifiers are not maintained.

In this example, the organic mortar section's section leader returns from the Infantry Mortar Leader Course and restores the mortar section's proficiency. This in turn restores the company's proficiency rating by achieving the required specialty proficiency requirements.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
3	2 of 3
1	1 of 1
Note: The Stryker Brigade Combat Team (SBCT) Infantry company (A, B, and C) include one organic mortar section.	

SBCT Infantry Company

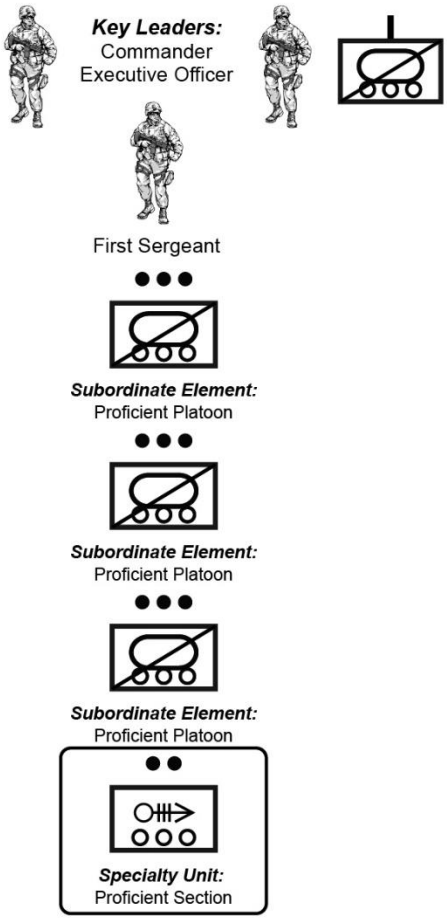


Figure 11-9. Commander's talent management options restore unit proficiency, example

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Chapter 12

Maneuver Battalion and Squadron Training

This chapter describes how a unit builds their unit training plan for maneuver battalions and Cavalry squadrons following the progressive, gated structure of the Integrated Weapons Training Strategy. It provides basic information to understand the mechanics of the training strategy, but relies upon the unit referencing the appropriate training circular to apply the specific task events for the company and battalion maneuver formations.

The focus of the maneuver battalion and squadron training strategy is to train and qualify leaders and formations in their mission essential tasks, to support their higher organization's mission essential tasks and achieve combat readiness.

TRAINING TABLES

12-1. Each company and battalion has a minimum of six training events within their strategy that culminate in their demonstration of proficiency. Proficiency is determined during multiple events at echelon.

Note. Maneuver battalion/squadron/task force - the training strategy is focused on home station training. EXEVALs are conducted during Table III, CPX for staff and key leaders, Table IV, FTX for the entire maneuver battalion, and Table V, FCX for key leaders and enablers under live-fire conditions.

12-2. Battalion training consists of all the training events along the critical path to proficiency for the unit. These are the minimum maneuver CTC training events; however, the IWTS only pertains to training conducted at home station.

12-3. Units should maximize their time and resources by designing their battalion training plans such that companies and battalions train through proficiency to support their commander, whether as an organic unit, an attachment, or a cross-attachment. This level of synchronization enables the brigade combat team or combatant commander the most flexibility during wartime to successfully conduct decisive action missions.

12-4. Table 12-1 on page 12-2 shows the structure of the battalion training strategy. As it includes collective companies and battalions, not all table events (names or titles) are standardized. They are tailored to the unit's function and purpose as part of their larger formation.

Table 12-1. Maneuver battalion and squadron training strategy structure, example

	Table I	*Table II*	*Table III*	*Table IV CTP*	*Table V*	*Table VI LFPG*
Battalion	TEWT Live	STAFFEX Blended	CPX Live	FTX EXEVAL - FoF Live - TADSS	FCX Blended	CALFEX (MCTC)
Company	TEWT Live	STX-V Virtual	STX Live - TADSS	FTX EXEVAL - FoF Live - TADSS	FCX Live-Fire	CALFEX EXEVAL Live-Fire

Multi-echelon indicates the training days are provided as part of the training strategy. STX-V and STX lanes may be executed during similar events for the battalion provided that training, assessment, and re-training for the company is provided before the higher echelon task.

Note. The battalion CALFEX is executed at the MCTC and is not included in the battalion's training publication. Information concerning the MCTC events is provided by the respective live-fire team.

Legend:

CALFEX	combined arms live-fire exercise	LFPG	live-fire proficiency gate
CPX	command post exercise	MCTC	maneuver combat training center
CTP	collective task proficiency	STX	situational training exercise
EXEVAL	external evaluation	TADSS	training aids, devices, simulators, and simulations
FCX	fire coordination exercise	TEWT	tactical exercise without troops
FoF	force on force	V	virtual training environment
FTX	field training exercise		

12-5. As described in ADP 3-90, a battalion (or a reconnaissance squadron) is a unit typically consisting of three to five company- or troop-size units and a headquarters. Most maneuver battalions are organized by branch, arm, or service and, in addition to their line companies, contain a headquarters company.

12-6. A BCT commander can task-organize subordinate maneuver battalions with other maneuver and functional and multifunctional support companies to form task forces for special missions. A battalion task force is a maneuver battalion-size unit consisting of a battalion headquarters, at least one assigned company size element, and at least one attached company-size element from another maneuver or support unit (functional or multifunctional).

12-7. Commanders may elect to task-organize subordinate companies, platoons, sections, teams, crews, or squads to the formation based on mission requirements. If additional elements are added to the battalion formation after the unit has achieved proficiency, the commander must incorporate proficient elements to the battalion. The commander may also include proficient elements to the formation for BCT collective training.

12-8. The battalion training strategy structure is in table 12-2. All maneuver battalions and squadrons follow the six-table event structure.

Table 12-2. Battalion training strategy structure

Battalion	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	TEWT	STAFFEX	CPX	FTX	FCX	CALFEX
Days Required	**1.0**	**1.0**	**5.0**	**10.0**	**4.0**	18.0
Training Days Remaining on Critical Path	***20.0***	***19.0***	***14.0***	***4.0 Collective Task Proficiency (CTP)***		*Live-Fire Proficiency Gate*
Multi-echelon indicates the training days are provided as part of the company training strategy. STX-V and STX lanes may be executed during similar events for the battalion provided that training, assessment, and re-training for the company is provided before the higher echelon task.						

Legend:

CALFEX	combined arms live-fire exercise	STX	situational training exercise
CPX	command post exercise	TEWT	tactical exercise without troops
FCX	fire coordination exercise	V	virtual training environment
FTX	field training exercise		

BATTALION, TABLE I, TEWT

12-9. Battalion, Table I, TEWT, is a pre-live-fire, leader training event of the commander's design, focusing on the capabilities, function, SOPs, tactics, techniques, and procedures the unit employs (see table 12-3 on page 12-4). It verifies the subordinate leaders understand the commander's intent for how the unit operates tactically, and the art the commander wishes to employ during tactical operations.

12-10. During Table I, key leaders must demonstrate understanding of their critical tasks and supporting collective tasks, and the manner in which the commander wishes them tactical executed them to achieve proficiency on the unit's mission essential tasks. This event directly relate to the unit's SOPs. Table I is a prerequisite to any live-fire training with the element.

Table 12-3. Battalion, Table I, TEWT, example

BATTALION, TABLE I, TEWT						
EVENT NAME:	TEWT		ENVIRONMENT		LIVE	1.0
FORMATION:	BATTALION		CONDITIONS		HANDS ON	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		TA	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	BN
EVAL EXTERNAL TO:	N/A		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	1		THROUGHPUT
	TABLE					
	I TEWT	II STAFFEX	III CPX	IV FTX	V FCX	VI CALFEX
	REQUIRED					20.0
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO PROF
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: 90 percent subordinate key leaders assigned or attached to the unit must successfully complete Table I, between T-6 and T-X.						

Legend:

AC	active component	STAFFEX	staff exercise
CALFEX	combined arms live-fire exercise	STX	situational training exercise
CMD	command	T-X	training event exercise
CPX	command post exercise	T+6	training week or month plus six
EVAL	evaluation	TA	training area
FCX	fire coordination exercise	TEWT	tactical exercise without troops
FTX	field training exercise	TNG	training
RC	reserve component	TNG DAYS TO PROF	number of training days remaining on the critical path to echelon proficiency
SOP	standard operating procedure	V	virtual training environment

BATTALION, TABLE II, STAFFEX

12-11. Battalion, Table II, Staff Exercise (also known as STAFFEX), is a live demonstration of performance of tactical staff functions and communications use by the organization, typically executed while subordinate units are conducting their respective virtual squad training exercise (see table 12-4). This table is a commander designed scenario that replicates tactical staff functions using subordinate unit virtual training to stimulate and initiate mission command actions. It allows commanders to assess their staff's processes, workflow, battle tracking, and other skills before subordinate unit live training.

12-12. Table II's specific event is based upon the element's capabilities and mission. The communications are exercised monthly; however, all digital and analog communications systems organic to the unit must be exercised during this event and trained to maintain proficiency before entering field training events.

Table 12-4. Battalion, Table II, STAFFEX, example

BATTALION, TABLE II, STAFFEX						
EVENT NAME:	STAFFEX		ENVIRONMENT		VIRTUAL	1.0
FORMATION:	BATTALION STAFF		CONDITIONS		TADSS	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		CCTT	DAYS REQUIRED
REQUIRED:	YES		ALTERNATE FACILITY		VBS	
			COMPONENT:	AC	RC	STAFF
EVAL EXTERNAL TO:	STAFF		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	T+6		ANNUAL DAYS TOTAL	1		THROUGHPUT
	TABLE					
	I TEWT	II STAFFEX	III CPX	IV FTX	V FCX	VI CALFEX
	PRQ	REQUIRED				19.0
WHEN EXECUTED:	T-6 through T-X					TNG DAYS TO PROF
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY

Legend:

AC	active component	STAFFEX	staff exercise
CALFEX	combined arms live-fire exercise	STX	situational training exercise
CCTT	close combat tactical trainer	T-X	training event exercise
CMD	command	T+6	training week or month plus six
CPX	command post exercise	TADSS	training aids, devices, simulators and simulations
EVAL	evaluation	TEWT	tactical exercise without troops
FCX	fire coordination exercise	TNG	training
FTX	field training exercise	TNG DAYS TO PROF	number of training days remaining on the critical path to echelon proficiency
PRQ	prerequisite	V	virtual training environment
RC	reserve component	VBS	virtual battlespace

BATTALION, TABLE III, CPX

12-13. Battalion, Table III, CPX is a live environment, hands-on training event utilizing training aids and devices, and includes the use of blank ammunition, pyrotechnics, and battle effects simulators (see table 12-5 on page 12-6). This event trains and evaluates the unit's ability to execute critical staff and logistics tasks while subordinate units are conducting field training. The CPX is conducted for multiple days during day, night, limited visibility, and CBRN conditions. This event is the staff's EXEVAL that directly supports the battalion's overall proficiency. It prepares the staff and subordinate units for the FTX EXEVAL of the unit's mission essential tasks (Table IV).

Table 12-5. Battalion, Table III, CPX, example

<table>
<tr><th colspan="8">BATTALION, TABLE III, CPX</th></tr>
<tr><td>EVENT NAME:</td><td colspan="2">CPX</td><td colspan="2">ENVIRONMENT</td><td>LIVE</td><td rowspan="2">5.0</td></tr>
<tr><td>FORMATION:</td><td colspan="2">STAFF</td><td colspan="2">CONDITIONS</td><td>TADSS</td></tr>
<tr><td>TYPE TRAINING:</td><td colspan="2">COLLECTIVE</td><td colspan="2">PRIMARY FACILITY</td><td>TA</td><td rowspan="2">DAYS REQUIRED</td></tr>
<tr><td rowspan="2">REQUIRED:</td><td colspan="2" rowspan="2">YES</td><td colspan="2">ALTERNATE FACILITY</td><td>TA</td></tr>
<tr><td>COMPONENT:</td><td>AC</td><td>RC</td><td rowspan="2">STAFF</td></tr>
<tr><td>EVAL EXTERNAL TO:</td><td colspan="2">STAFF</td><td>FREQUENCY</td><td>1</td><td rowspan="2">CMD DIRECTED</td></tr>
<tr><td>VALID FOR:</td><td colspan="2">T+6</td><td>ANNUAL DAYS TOTAL</td><td>5</td><td>THROUGHPUT</td></tr>
<tr><td rowspan="3"></td><td colspan="6">TABLE</td></tr>
<tr><td>I
TEWT</td><td>II
STAFFEX</td><td>III
CPX</td><td>IV
FTX</td><td>V
FCX</td><td>VI
CALFEX</td></tr>
<tr><td>PRQ</td><td>PRQ</td><td>REQUIRED</td><td></td><td></td><td>14.0</td></tr>
<tr><td>WHEN EXECUTED:</td><td colspan="3">T-6 through T-X or T-X</td><td></td><td></td><td>TNG DAYS TO PROF</td></tr>
<tr><td rowspan="2">CONDEMNATION CRITERIA (CC)</td><td>RULE 1</td><td>RULE 2</td><td>RULE 3</td><td>RULE 4</td><td>RULE 5</td><td>RULE 6</td></tr>
<tr><td>TIME</td><td>KEY LEADER TURNOVER</td><td>COMMANDER ASSESSMENT</td><td>SUBORDINATE ELEMENT PROFICIENCY</td><td>SPECIALTY PROFICIENCY</td><td>STAFF SECTION PROFICIENCY</td></tr>
<tr><td colspan="8">Remarks: All staff sections must successfully complete Table III, between T-6 and T-X.</td></tr>
<tr><td colspan="8">Legend:
AC active component
CALFEX combined arms live-fire exercise
CMD command
CPX command post exercise
EVAL evaluation
FCX fire coordination exercise
FTX field training exercise
PRQ prerequisite
RC reserve component
STAFFEX staff exercise
STX situational training exercise
T-X training event exercise
T+6 training week or month plus six
TA training area
TADSS training aids, devices, simulators and simulations
TEWT tactical exercise without troops
TNG training
TNG DAYS TO PROF number of training days remaining on the critical path to echelon proficiency
V virtual training environment</td></tr>
</table>

BATTALION, TABLE IV, FTX

12-14. Table IV, Battalion FTX is a live environment training event where the battalion with its subordinate companies conduct an externally evaluated exercise to determine the proficiency of the unit at executing their supporting collective tasks and mission essential tasks. The training scenarios use blank ammunition, pyrotechnics, and battle effects simulators, as well as an appropriately trained and equipped opposing force (see table 12-6). The EXEVAL utilizes the training and evaluation outlines for all the section's supporting collective tasks directly related to their and the higher headquarters maneuver mission essential tasks.

Table 12-6. Battalion, Table IV, FTX (EXEVAL), example

BATTALION, TABLE IV, FTX (EXEVAL) ***COLLECTIVE TASK PROFICIENCY (CTP)***						
EVENT NAME:	FTX (EXEVAL)		ENVIRONMENT		LIVE	10.0
FORMATION:	BATTALION		CONDITIONS		TADSS	
TYPE TRAINING:	COLLECTIVE		PRIMARY FACILITY		TA	DAYS REQUIRED
REQUIRED:	EXEVAL CTP		ALTERNATE FACILITY		TA	
			COMPONENT:	AC	RC	BN
EVAL EXTERNAL TO:	BATTALION		FREQUENCY	1	*CMD DIRECTED*	
VALID FOR:	12 MONTHS		ANNUAL DAYS TOTAL	10		THROUGHPUT
	TABLE					
	I TEWT	II STAFFEX	III CPX	IV FTX	V FCX	VI CALFEX
	PRQ	PRQ	PRQ	CTP		4.0
WHEN EXECUTED:				T-X		TNG DAYS TO PROF
CONDEMNATION CRITERIA (CC)	RULE 1	RULE 2	RULE 3	RULE 4	RULE 5	RULE 6
	TIME	KEY LEADER TURNOVER	COMMANDER ASSESSMENT	SUBORDINATE ELEMENT PROFICIENCY	SPECIALTY PROFICIENCY	STAFF SECTION PROFICIENCY
Remarks: Battalions must successfully complete Table IV as part of their MET collective task proficiency assessment EXEVAL. Units must use external, certified observer controller / trainers during this event.						

Legend:

AC	active component	STAFFEX	staff exercise
CALFEX	combined arms live-fire exercise	STX	situational training exercise
CMD	command	T-X	training event exercise
CPX	command post exercise	T+6	training week or month plus six
CTP	collective task proficiency	TA	training area
EXEVAL	external evaluation	TADSS	training aids, devices, simulators and simulations
EVAL	evaluation	TEWT	tactical exercise without troops
FCX	fire coordination exercise	TNG	training
FTX	field training exercise	TNG DAYS TO PROF	number of training days remaining on the critical path to echelon proficiency
PRQ	prerequisite	V	virtual training environment
RC	reserve component		

BATTALION, TABLE V, FCX

12-15. Battalion, Table V, FCX, is a live-fire event that trains commanders, staffs, and key leaders in planning and integrating direct fires, indirect fires, attack aviation and close air support to support maneuver. Table V assesses the unit's ability to perform all critical combat and mission command tasks over an extended period, during day and limited visibility, and during varying tactical conditions. Commanders must integrate enabling warfighting functions and synchronization of fire and maneuver during day and night, and demonstrate proficiency executing tasks in a CBRN environment.

12-16. At a minimum, subordinate units execute Table V as a reduced force exercise; staff sections are required to conduct Table V with all assigned personnel. Full caliber munitions may be substituted with sub caliber ammunition and devices, based on resources available or restrictions beyond the evaluation commander's control.

12-17. To meet the intent of the FCX, the BCT's Direct Support FA Battalion should participate in all battalion, and brigade level FCX and CALFEX events. The minimum level of required FA cannon support is one echelon below the unit conducting the live-fire event. For example, the FA battery supports the battalion FCX at home station and the battalion CALFEX during a CTC rotation (see table 12-7).

Note. The associated fire support elements participate in the planning and execution of all fires that support the training event. This includes training during the battalion staff exercise, CPX, and FTX events. Commanders should review the FA capabilities and training strategy, including the resources available to maneuver training found in TC 3-09.8.

Table 12-7. Battalion, Table V, FCX, example

<table>
<tr><td colspan="8">BATTALION, TABLE V, FCX</td></tr>
<tr><td>EVENT NAME:</td><td colspan="2">FCX</td><td colspan="2">ENVIRONMENT</td><td>LIVE</td><td rowspan="2">4.0</td></tr>
<tr><td>FORMATION:</td><td colspan="2">BATTALION</td><td colspan="2">CONDITIONS</td><td>LIVE-FIRE</td></tr>
<tr><td>TYPE TRAINING:</td><td colspan="2">COLLECTIVE</td><td colspan="2">PRIMARY FACILITY</td><td>DMPRC</td><td rowspan="2">DAYS REQUIRED</td></tr>
<tr><td rowspan="2">REQUIRED:</td><td colspan="2" rowspan="2">YES</td><td colspan="2">ALTERNATE FACILITY</td><td>MPRC</td></tr>
<tr><td>COMPONENT:</td><td>AC</td><td>RC</td><td rowspan="2">BN</td></tr>
<tr><td>EVAL EXTERNAL TO:</td><td colspan="2">BATTALION</td><td>FREQUENCY</td><td>1</td><td rowspan="2">CMD DIRECTED</td></tr>
<tr><td>VALID FOR:</td><td colspan="2">12 MONTHS</td><td>ANNUAL DAYS TOTAL</td><td>4</td><td>THROUGHPUT</td></tr>
<tr><td rowspan="2"></td><td colspan="6">TABLE</td></tr>
<tr><td>I
TEWT</td><td>II
STAFFEX</td><td>III
CPX</td><td>IV
FTX</td><td>V
FCX</td><td>VI
CALFEX</td></tr>
<tr><td></td><td>PRQ</td><td>PRQ</td><td>PRQ</td><td>CTP</td><td>REQUIRED</td><td>MCTC</td></tr>
<tr><td>WHEN EXECUTED:</td><td></td><td></td><td></td><td></td><td>T-X</td><td>TNG DAYS TO PROF</td></tr>
<tr><td rowspan="2">CONDEMNATION CRITERIA (CC)</td><td>RULE 1</td><td>RULE 2</td><td>RULE 3</td><td>RULE 4</td><td>RULE 5</td><td>RULE 6</td></tr>
<tr><td>TIME</td><td>KEY LEADER TURNOVER</td><td>COMMANDER ASSESSMENT</td><td>SUBORDINATE ELEMENT PROFICIENCY</td><td>SPECIALTY PROFICIENCY</td><td>STAFF SECTION PROFICIENCY</td></tr>
<tr><td colspan="8">Remarks: Battalions must successfully complete Table V, FCX to participate in a larger combined arms live-fire event at home station or MCTC.</td></tr>
<tr><td colspan="8">Legend:
AC active component
CALFEX combined arms live-fire exercise
CMD command
CPX command post exercise
CTP collective task proficiency
DMPRC digital multipurpose range complex
EXEVAL external evaluation
EVAL evaluation
FCX fire coordination exercise
FTX field training exercise
MCTC maneuver combat training center
MPRC multipurpose range complex
PRQ prerequisite
RC reserve component
STAFFEX staff exercise
STX situational training exercise
T-X training event exercise
T+6 training week or month plus six
TA training area
TADSS training aids, devices, simulators and simulations
TEWT tactical exercise without troops
TNG training
TNG DAYS TO PROF number of training days remaining on the critical path to echelon proficiency
V virtual training environment</td></tr>
</table>

BATTALION PROFICIENCY

12-18. Battalion proficiency is determined using multiple training events that are the EXEVAL:

- Table III, CPX, assesses staff proficiency.

- Table IV, FTX, assesses the battalion's proficiency executing their mission essential tasks.
- Table V, FCX, evaluates the unit's ability to coordinate complex battlespace operations with direct-, indirect-, and supporting-fires.

12-19. Although the FCX is not a formal EXEVAL, it is critical to the battalion's home station training before deployment during non-CTC years, and as a prerequisite to conduct live-fire operations during maneuver CTC rotations.

12-20. These externally evaluated events provide the commander the primary assessment tool to evaluate the unit's proficiency against an established standard as defined within the respective training publication(s), task training and evaluation outlines, and the unit's SOPs.

BATTALION COLLECTIVE TASK PROFICIENCY

12-21. The CTP is a gate used to assess the overall proficiency of a battalion or squadron through EXEVAL of their execution of all their mission essential tasks. This gate is not used to progress to higher echelon training by itself, but indicates if the unit has the proficiency required to support the higher headquarters during tactical operations effectively.

12-22. Table IV, FTX, is used to determine the battalion's CTP. It is an assessment of their collective supporting tasks and mission essential tasks that support the brigade combat team's mission essential tasks (see table 12-8).

Table 12-8. Battalion, Table IV, FTX, CTP

Battalion	***Table I***	***Table II***	***Table III***	***Table IV***	***Table V***	***Table VI***
	TEWT	STAFFEX	CPX	**FTX**	FCX	**CALFEX**
				Collective Task Proficiency (CTP)		

Legend:			
CALFEX	combined arms live-fire exercise	FTX	field training exercise
CPX	command post exercise	STAFFEX	staff exercise
FCX	fire coordination exercise	TEWT	tactical exercise without troops

12-23. The CTP events are externally evaluated using training and evaluation outlines and the unit's tactical SOPs. The EXEVAL requirements are in table 12-9.

Table 12-9. CTP external evaluation requirements

Unit	*External Evaluation Events*	*Evaluated Externally To*	*Evaluation Commander*
Battalion	Table IV, Field Training Exercise	Brigade Combat Team	Division Commander

Note. Units are not authorized to self-evaluate table IV unless they meet the parameters found within their training publication's validation events for certifying proficiency in austere environments.

BATTALION LIVE-FIRE PROFICIENCY GATES

12-24. Table VI for all maneuver battalions and squadrons provides the EXEVAL that determines the LFPG, as appropriate (see table 12-10). This is true for battalions during their assigned maneuver CT rotation year only. When the battalion is not scheduled to train at the maneuver CTC during the fiscal year, the battalion utilizes Table V, Battalion FCX, as the live-fire proficiency event.

12-25. The LFPG for each battalion is described in detail within the appropriate training publication. It includes the standards that must be achieved to successfully complete the training event, and describes the level of proficiency achieved based on those standards.

Table 12-10. Table V, Battalion FCX, and Table VI, Battalion CALFEX, LFPG based on MCTC rotation cycle

Battalion	*Table I*	*Table II*	*Table III*	*Table IV*	*Table V*	*Table VI*
	TEWT	STAFFEX	CPX	FTX	FCX	**CALFEX**
					Non-CTC Year ***Live-Fire Proficiency Gate***	***Live-Fire Proficiency Gate***

Legend:

CALFEX	combined arms live-fire exercise	FTX	field training exercise
CPX	command post exercise	STAFFEX	staff exercise
CTC	combat training center	TEWT	tactical exercise without troops
FCX	fire coordination exercise		

12-26. All LFPGs are externally evaluated to create an unbiased assessment of demonstrated performance of the required tasks and skills. The evaluation commander determines the appropriate method of evaluation that meets their intent within the requirements stated in the training publication. EXEVAL requirements for Tables V and VI are in table 12-11 on page 12-12.

Note. Units are not authorized to self-evaluate battalion Table V or Table VI unless they meet the parameters found within their training publication's validation event for certifying proficiency in austere environments.

Table 12-11. LFPG external evaluations

Unit	*External Evaluation Events*	*Evaluated Externally To*	*Evaluation Commander*
Battalion	Table V, Fire Coordination Exercise Table VI, Combined Arms Live-Fire Exercise	Brigade Combat Team	Division Commander

Note. When a unit is training outside the continental U.S. and cannot meet the EXEVAL criteria above, the evaluation commander must approve the evaluation plan. The intent of the EXEVALs is to provide subject matter expertise for a quality and objective evaluation to standard that creates an effective AAR to the firer and unit.

BATTALION PROFICIENCY RATINGS

12-27. The weapons training publications provide guidance on the appropriate proficiency ratings awarded to a battalion. The proficiency ratings that may be awarded by the evaluation commander are identified within the respective training publication. Generally, commanders may award the following proficiency ratings for each of the unit's mission essential tasks based on their performance during the CTP event (Table V, FTX) and the LFPG (Table VI, CALFEX):

- T (Fully Trained): Unit has attained task proficiency to the Army standard, achieved a GO in 90 percent or more of both performance measures and leader performance measures, and has met 100 percent of all critical performance measures. The task is externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- T- (Trained): Unit has attained advanced task proficiency free of significant shortcomings, achieved a GO in 80 percent or more of both performance measures and leader performance measures, and has met 100 percent of all critical performance measures. The unit's shortcomings require minimal training to meet the Army standard. The task is externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- P (Practiced): Unit has attained basic task proficiency with shortcomings, achieved a GO in 65 percent or more of all performance measures, achieved 80 percent or more of all leader performance measures, and has met 100 percent of all critical performance measures. The unit's shortcomings require significant training to meet the Army standard. The task is not externally evaluated and meets the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- P- (Marginally Practiced): Unit has attained limited task proficiency with major shortcomings, achieved a GO in 51 percent or more of all performance measures, achieved less than 80% of all leader performance measures, and has met less than 100 percent of all critical performance measures. The unit's shortcomings require complete retraining of the task to achieve the Army standard. The task is not externally evaluated and does not meet the remaining requirements as outlined in the training and evaluation outline in accordance with the objective task evaluation criteria matrix.
- U (Untrained): The unit cannot perform the task. It achieved a GO in less than 51 percent of all performance measures, less than 80 percent in all leader performance measures, and less than 100 percent in all critical performance measures. The unit requires complete training on the task to achieve the Army standard.

BATTALION VALIDATION

12-28. Validation is a commander's option to execute the Army standard LFPG through the minimum requirements to achieve a passing result. Where validation events are authorized, the requirements are defined in the appropriate training publication. Validation is only used in extreme circumstances where the commander requires confirmation of successful completion of a LFPG.

12-29. Units actively participating in regionally aligned force missions, deployments, or other critical missions outside the continental U.S. are authorized to exercise the validation event option.

12-30. The following rules apply to validation events—

- The Army command or equivalent commander authorizes the use of the validation event.
- May only be executed 90 days after mission start through 30 days before mission complete.
- Successful completion of the validation event extends the LFPG qualification period by six months.
- Only one validation is authorized within a 24-month period.

SUSTAINING BATTALION PROFICIENCY

12-31. Once the battalion or squadron has successfully completed their LFPG, the unit must consider how the condemnation criteria affects its proficiency. The following section describes how maneuver battalions and squadrons maintain their proficiency, how to identify when a proficiency rating has triggered one or more condemnation criteria, and any options the senior commander has to mitigate those impacts.

12-32. The battalion training publication describes in greater detail methods to sustain proficiency. The information in the following paragraph is in general terms and provides an example of when a unit sustains their proficiency, as well as an example when the proficiency rating is condemned.

BATTALION CONDEMNATION CRITERIA

12-33. Each maneuver battalion and squadron follows the six condemnation criteria (see chapter 1 of this publication). Once the element achieves proficiency, if one or more of the following triggers exist, the element loses its proficiency rating:

- Time – Twelve months has elapsed since the proficiency rating assessment.
- Key leader turnover – a certified proficient key leader is no longer assigned to the company level organization, negatively impacting the proficiency rating of the organization.
- Commander assessment – any commander within the chain of command determines the small unit no longer maintains collective task or live-fire proficiency for any reason.
- Subordinate element proficiency – when the required proficient subordinate elements (one level down) are no longer rated proficient or qualified, respectively.
- Specialty proficiency – Where assigned, subordinate specialty units fail to maintain their required level of proficiency or required specific additional skill identifiers for critical personnel are not maintained.
- Staff proficiency – The organization's staff sections fail to maintain the minimum number or proficient sections (Table III, CPX, Evaluation).

BATTALION MANAGEMENT

12-34. For battalion management, table 12-12 on page 12-14 describes the verification process and defines a proficient battalion. Units manage battalions by the unit's key leaders, their subordinate elements, staff sections, and their specialty unit proficiency to maintain and sustain the greatest amount of experience within their formation.

12-35. The proficiency of key leaders, subordinate elements, staffs, and specialty units provide the framework for managing unit proficiency. These are incorporated with time (atrophy) and the commander assessment to create the condemnation criteria rules of proficiency ratings.

Table 12-12. Battalion proficiency and reporting requirements

Element	*Proficiency Requirement*
Battalion	A proficient battalion is a certified commander or executive officer with the minimum required proficient— • Subordinate elements (companies) • Specialty units • Staff sections and together have successfully completed Battalion, Table IV, Field Training Exercise (FTX) and the appropriate live-fire proficiency gate and have not met any of the condemnation criteria.
Note. The battalion's live-fire proficiency gate is established by Headquarters Department of the Army's Maneuver Combat Training Center (MCTC) schedule. Battalions execute Table V, Fire Coordination Exercise (FCX) for non-combat training center (CTC) years, or Table VI, Combined Arms Live-Fire Exercise (CALFEX), during CTC years, respectively.	

12-36. A proficient battalion or squadron is a certified commander or executive officer, with the minimum required proficient subordinate elements, staff, and specialty units that together have successfully completed battalion, collective task proficiency, and the appropriate LFPG, and have not met any of the condemnation criteria, as shown in figure 12-1.

PROFICIENT BATTALION

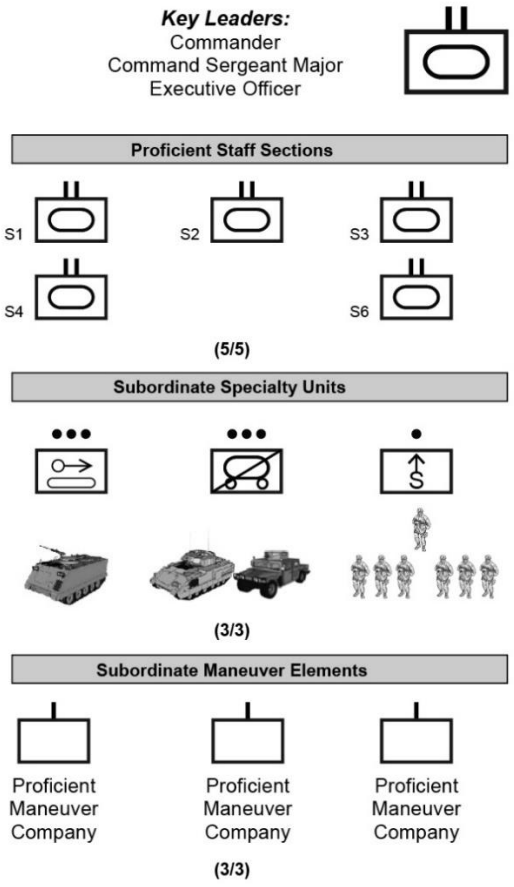
A proficient battalion is a ***certified*** **commander or executive officer** with the required minimum required proficient:
- **Staff sections**
- **Subordinate elements (companies / troops)**
- **Specialty units**

that together have successfully completed Battalion, collective task proficiency and live fire proficiency gates, and have not met any of the condemnation criteria.

Number of Assigned Specialty Units or Subordinate Maneuver Elements	Minimum Proficient Elements Required
9	6 of 9
8	5 of 8
7	5 of 7
6	4 of 6
5	4 of 5
4	3 of 4
3	2 of 3
2	2 of 2
1	1 of 1

Note: Each type proficiency requirement is evaluated independently of the others. The overall battalion rating is equal to the lowest proficient rating.

ABCT Armor or Infantry Battalion

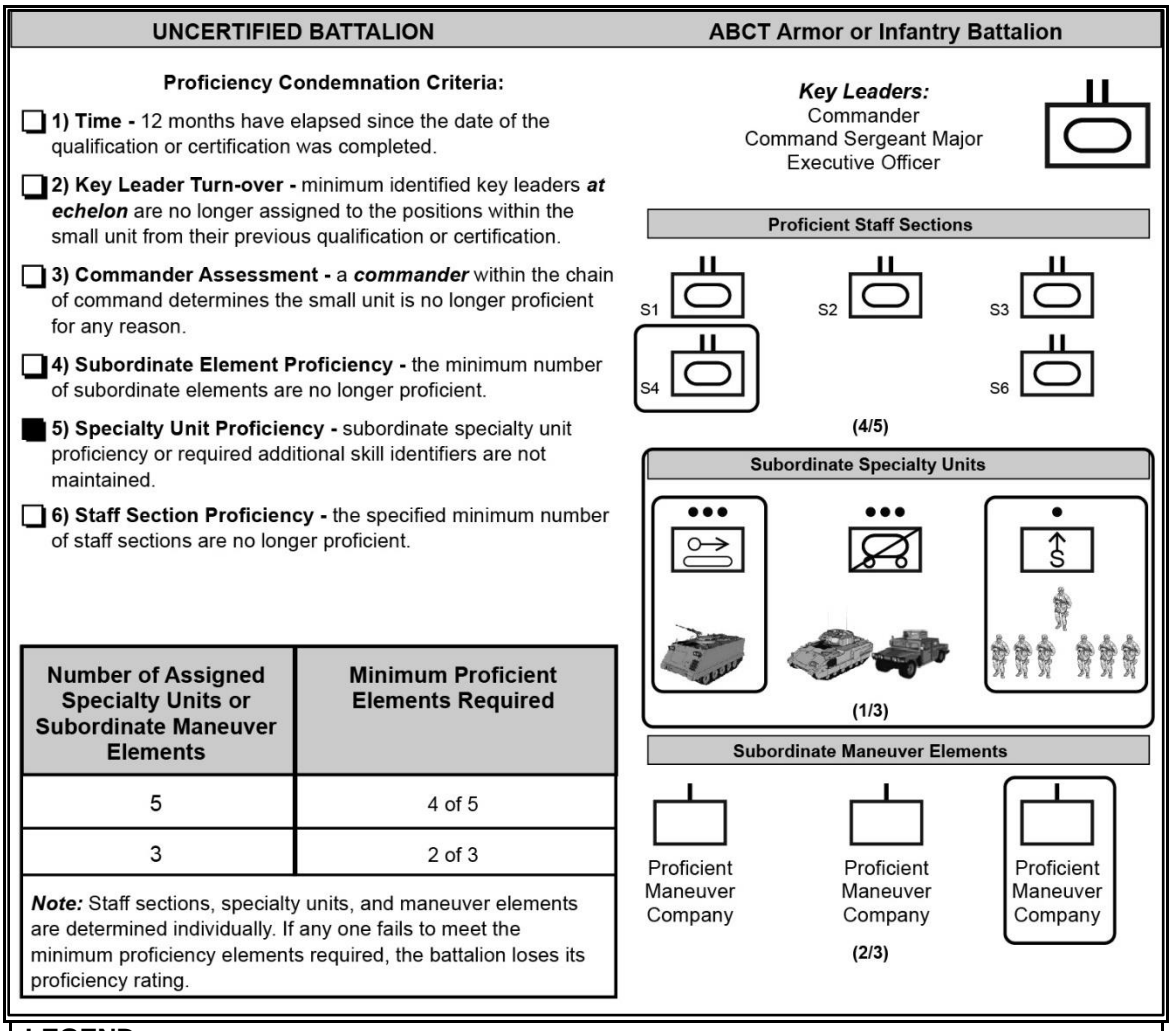


LEGEND:
ABCT Armored Brigade Combat Team

Figure 12-1. Proficient ABCT Armor or Infantry battalion, example

Note. Figure 12-2 provides an example of an uncertified ABCT armor battalion, where the minimum number of proficient subordinate specialty units is not maintained. In this example, three specialty units are available to the battalion commander; a mortar platoon, scout platoon, and a sniper section. The battalion loses its proficiency rating when it fails to maintain two of three proficient specialty units. This triggers rule number five of the battalion proficiency condemnation criteria.

Although one subordinate maneuver company is no longer proficient, this does not trigger rule number four of the battalion's proficiency condemnation criteria.



LEGEND:
ABCT Armored Brigade Combat Team

Figure 12-2. Unqualified ABCT Armor or Infantry battalion, example

Note. In the continuation of the example, (see figure 12-3) the battalion completes Mortar Qualification, restoring the proficiency rating to the specialty unit. During that time, the S-4 (key leader within the S-4 section) left the unit, resulting in the S-4 losing their proficiency rating.

The battalion, however, restores its proficiency rating by maintaining the required proficient subordinate elements, staff sections, and specialty units assigned to the unit.

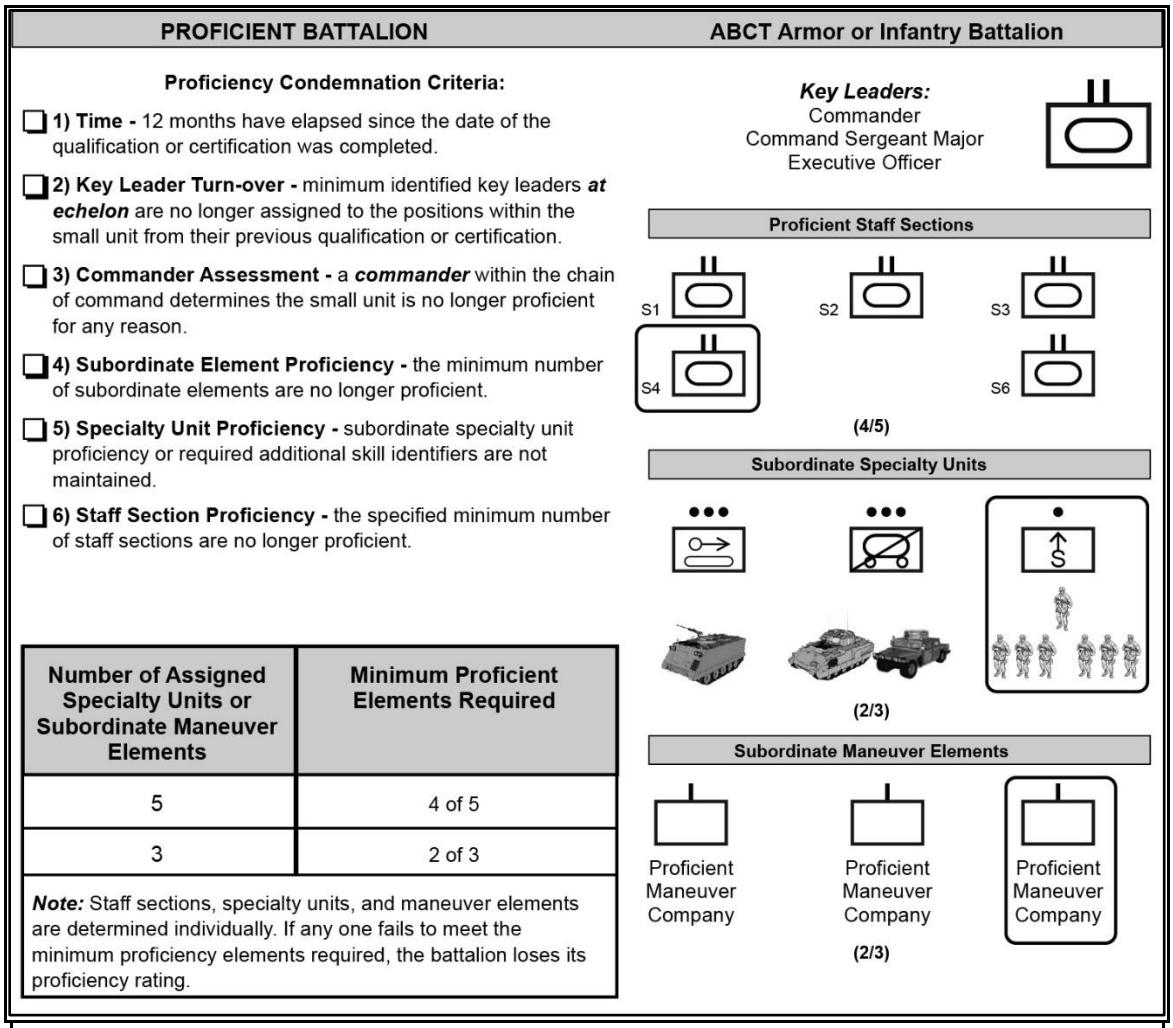


Figure 12-3. Proficient ABCT Armor or Infantry battalion, example

Glossary

The glossary lists acronyms and terms with Army or joint definitions. Where Army and joint definitions differ, (Army) precedes the definition. Terms for which TC 3-20.0 is the proponent are marked with an asterisk (*). The proponent publication for other terms is listed in parentheses after the definition.

SECTION I – ACRONYMS AND ABBREVIATIONS

Acronym	Definition
AAR	after action review
ABCT	Armored brigade combat team
ADP	Army Doctrine Publications
ADRP	Army Doctrine References Publications
AR	Army Regulation
ATP	Army Techniques Publications
BCT	brigade combat team
CBRN	chemical, biological, radiological, and nuclear
DA Pam	Department of the Army pamphlet
DD	Department of Defense
DTMS	Digital Training Management System
FA	field artillery
FM	field manual
FRAGORD	fragementary order
FTX	field training exercise
IBCT	Infantry brigade combat team
IPR	in-progress review
MTOE	modified table of organization and equipment
NCO	noncommissioned officer
NCOIC	noncommissioned officer in charge
OIC	officer in charge
OPORD	operation order
OPTEMPO	opertaing tempo
S-3	unit operations staff officer
S-4	unit logistics staff officer
SBCT	Stryker brigade combat team
SME	subject matter expert
SOP	standard operating procedure
STRAC	standards in weapons training
TC	training circular

TO&E	table of organization and equipment
U.S.	United States
WARNORD	warning order

SECTION II – TERMS

battalion

A unit consisting of two or more company-, battery-, or troop size units and a headquarters (ADP 3-90).

company

A unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support (ADP 3-90).

section

A tactical unit of the Army and Marine Corps smaller than a platoon and larger than a squad (ADP 3-90).

troop

A company-size unit in a cavalry organization (ADP 3-90).

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RELATED PUBLICATIONS

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Most joint publications are available online at: http://www.jcs.mil/doctrine/Joint-Doctrine-Pubs.

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DA Form 5964, *Gunner's Examination Scorecard – Mortars*.

DD Form 2977, *Deliberate Risk Assessment Worksheet*.

WEBSITES

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Army Knowledge Online, Master Gunner Tool Box at https://www.us.army.mil/suite/files/9773910

Army Knowledge Online, Vehicle Crew Evaluator Exportable Package at https://www.us.army.mil/suite/files/43197507

Army Publishing Directorate at https://armypubs.army.mil

Army Training Network at https://atn.army.mil

Central Army Registry at https://atiam.train.army.mil

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TC 3-20.0
18 June 2019

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