

### MACHINE GUN SCORECARD FOR M2

For use of this form, see FM 23-65, Change 1, or the back of this form. The proponent agency is TRADOC.

#### DATA REQUIRED BY THE PRIVACY ACT OF 1974

**AUTHORITY:** 10 USC 3012(g)/Executive order 9397.  
**PRINCIPAL PURPOSE:** To aid individual training on targets at various ranges.  
**ROUTINE USE:** To evaluate individual proficiency. SSN is used for positive identification purposes only.  
**DISCLOSURE:** Voluntary. However, mass rating and scoring require some tracking method. Therefore, only those soldiers who provide their SSNs can receive scores or qualify on weapons or equipment.

1a. LAST NAME	1b. FIRST NAME	1c. MI	2. DATE (YYYYMMDD)
3. SSN		4. UNIT	
			5. LANE

TSK	6a. FIRING TABLE I			7a. FIRING TABLE II					8a. FIRING TABLE III					9a. FIRING TABLE IV				
	RANGE (M)	HIT	PTS	RANGE (M)	TIME	HIT	PTS	BON	RANGE (M)	TIME	HIT	PTS	BON	RANGE (M)	TIME	HIT	PTS	BON
1	10	NA	NA	550	None	NA	NA	NA	550	None	NA	NA	NA	550	None	NA	NA	NA
2	10	NA	NA	800	20 Sec				800	20 Sec				800	20 Sec			
3	10	NA	NA	400	20 Sec				400	20 Sec				400	20 Sec			
4	10	NA	NA	700	25 Sec				700	25 Sec				700	25 Sec			
5	10			1,000	25 Sec				1,000	25 Sec				1,000	25 Sec			
6	10			400	35 Sec				400	35 Sec				400	35 Sec			
				700					700					700				
7	10			550	35 Sec				550	35 Sec				550	35 Sec			
				800					800					800				
8	NA	NA	NA	400	45 Sec				400	45 Sec				400	45 Sec			
				550					550					550				
				1,000					1,000					1,000				
6b. SUBTOTAL FIRING TABLE I				7b. SUBTOTAL FIRING TABLE II					8b. SUBTOTAL FIRING TABLE III					9b. SUBTOTAL FIRING TABLE IV				

10. TOTAL SCORE	11. RATING
12a. OIC's PRINTED OR TYPED NAME	13a. GRADER'S PRINTED OR TYPED NAME
12b. OIC'S SIGNATURE	13b. GRADER'S SIGNATURE

**COMPLETE THE BLOCKS ON THIS SCORECARD AS FOLLOWS:**

- 1. NAME. Enter last name, first name, middle initial.
- 2. DATE. Enter today's date in YYYYMMDD format.
- 3. SSN. Enter gunner's social security number.
- 4. UNIT. Enter gunner's unit.
- 5. LANE. Enter gunner's firing lane.

6a - 9a. FIRING TABLE I thru IV

HIT column. As applicable, mark block with an "X" if gunner hit target.

POINTS column. As applicable, enter points earned for each target hit.

BON (*Bonus*) column (*Firing Tables I thru III only*). As applicable, enter bonus points earned for each target hit.

6b-9b. SUBTOTALS. Subtotal all of the points earned for each firing table.

10. TOTAL SCORE. Add firing table subtotals (*Blocks 6b - 9b*) to obtain this score.

11. RATING. Compare total score (*Block 10*) to rating chart to determine the soldier's rating.

12a. OIC's PRINTED OR TYPED NAME. Print or type OIC's name.

12b. OIC's SIGNATURE. (*OIC must sign the actual form*).

13a. GRADER's PRINTED OR TYPED NAME. Print or type grader's name.

13b. GRADER's SIGNATURE. (*Grader must sign the actual form*).

**COMPUTE RATING:**

Maximum.....	218 points
Expert.....	196 to 217 points
Gunner first class.....	174 to 195 points
Gunner second class.....	153 to 173 points
Unqualified.....	152 points or less

## M2 CALIBER .50 HEAVY BARREL MACHINE GUN FIRING TABLE I DAY PRACTICE SCORECARD

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1a. LAST NAME	1b. FIRST NAME	1c. MI	2. DATE (YYYYMMDD)
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3. SSN	4. UNIT	5. RANGE	6. LANE
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7a. ENGAGEMENT	7b. STANDARDS	7c. AMMO	7d. TIME (Minutes)	7e. RANGE (Meters)	7f. GO	7g. NO GO
ZERO	1 BURST HIT	14	NA	400	NA	NA
2	1 BURST HIT	14	1.5	1,100 (±200)		
3	1 BURST HIT	14	1.5	1,500 (±200)		
4	1 BURST HIT	14	1.5	600 (±100)		
5	1 BURST HIT	14	1.5	800 (±100)		
6	1 BURST HIT	14	1.5	400		

### 8. MULTIPLE TARGETS

7	1 BURST HIT	28	2.5	1,100 (±200)		
	1 BURST HIT			600 (±100)		
8	1 BURST HIT	28	2.5	800 (±100)		
	1 BURST HIT			1,500 (±200)		

### 9. SCORING (Check one)

EXPERT - 9

SHARPSHOOTER - 8

MARKSMAN - 6

UNQUALIFIED - 5 OR BELOW

10. GUNNER'S SIGNATURE

11a. GRADER'S PRINTED OR TYPED NAME	11b. GRADER'S SIGNATURE
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**M2 CALIBER .50 HEAVY BARREL MACHINE GUN FIRING TABLE II  
DAY QUALIFICATION SCORECARD**

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1a. LAST NAME	1b. FIRST NAME	1c. MI	2. DATE (YYYYMMDD)
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3. SSN	4. UNIT	5. RANGE	6. LANE
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7a. ENGAGEMENT	7b. STANDARDS	7c. AMMO	7d. TIME (Minutes)	7e. RANGE (Meters)	7f. GO	7g. NO GO
ZERO	1 BURST HIT	14	NA	400	NA	NA
2	1 BURST HIT	14	1	1,100 (±200)		
3	1 BURST HIT	14	1	1,500 (±200)		
4	1 BURST HIT	14	1	600 (±100)		
5	1 BURST HIT	14	1	800 (±100)		
6	1 BURST HIT	14	1	400		

**8. MULTIPLE TARGETS**

7	1 BURST HIT	28	2	1,100 (±200)		
	1 BURST HIT			600 (±100)		
8	1 BURST HIT	28	2	800 (±100)		
	1 BURST HIT			1,500 (±200)		

**9. SCORING (Check one)**

EXPERT - 9

SHARPSHOOTER - 8

MARKSMAN - 6

UNQUALIFIED - 5 OR BELOW

10. GUNNER'S SIGNATURE

11a. GRADER'S PRINTED OR TYPED NAME

11b. GRADER'S SIGNATURE

# M2 CALIBER .50 HEAVY BARREL MACHINE GUN FIRING TABLES III (A) AND III (B) NIGHT PRACTICE SCORECARDS

For use of this form, see FM 23-65, Change 2; the proponent agency is TRADOC.

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1a. LAST NAME	1b. FIRST NAME	1c. MI	1d. RANK	2. SSN
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### TABLE III (A). NIGHT PRACTICE SCORECARD

NOTE: Use this table if the M2 has the TWS, or if it has an AN/TVS-5 that has been upgraded with the third-generation tube.

a. RANGE		b. UNIT		c. LANE	d. DATE (YYYYMMDD)	
e. ENGAGEMENT	f. STANDARDS	g. AMMO	h. TIME (Minutes)	i. RANGE (Meters)	j. GO	k. NO GO
ZERO	1 BURST HIT	14	NA	400	NA	NA
2	1 BURST HIT	14	1.5	1,100 (±200)		
3	1 BURST HIT	14	1.5	1,500 (±200)		
4	1 BURST HIT	14	1.5	600 (±100)		
5	1 BURST HIT	14	1.5	800 (±100)		
6	1 BURST HIT	14	1.5	400		

#### I. MULTIPLE TARGETS

7	1 BURST HIT	28	2.5	1,100 (±200)		
	1 BURST HIT			600 (±100)		
8	1 BURST HIT	28	2.5	800 (±100)		
	1 BURST HIT			1,500 (±200)		

#### 4. SCORING (Check one)

EXPERT - 9   
 SHARPSHOOTER - 8   
 MARKSMAN - 6   
 UNQUALIFIED - 5 OR BELOW

#### 5. GUNNER'S SIGNATURE

6a. GRADER'S PRINTED OR TYPED NAME

6b. GRADER'S SIGNATURE

### 7. TABLE III (B). NIGHT PRACTICE SCORECARD

NOTE: Use this table if the M2 has an AN/TVS-5 that has not been upgraded.

a. RANGE		b. UNIT		c. LANE	d. DATE (YYYYMMDD)	
e. ENGAGEMENT	f. STANDARDS	g. AMMO	h. TIME (Minutes)	i. RANGE (Meters)	j. GO	k. NO GO
ZERO	1 BURST HIT	14	NA	400	NA	NA
2	1 BURST HIT	14	1.5	1,100 (±200)		
3	1 BURST HIT	14	1.5	800 (±100)		
4	1 BURST HIT	14	1.5	600 (±100)		
5	1 BURST HIT	14	1.5	800 (±100)		
6	1 BURST HIT	14	1.5	400		

#### I. MULTIPLE TARGETS

7	1 BURST HIT	28	2.5	1,100 (±200)		
	1 BURST HIT			600 (±100)		
8	1 BURST HIT	28	2.5	800 (±100)		
	1 BURST HIT			600 (±100)		

#### 8. SCORING (Check one)

EXPERT - 9   
 SHARPSHOOTER - 8   
 MARKSMAN - 6   
 UNQUALIFIED - 5 OR BELOW

#### 9. GUNNER'S SIGNATURE

10a. GRADER'S PRINTED OR TYPED NAME

10b. GRADER'S SIGNATURE

# M2 CALIBER .50 HEAVY BARREL MACHINE GUN FIRING TABLES IV (A) AND IV (B) NIGHT QUALIFICATION SCORECARDS

For use of this form, see FM 23-65, Change 2; the proponent agency is TRADOC.

## DATA REQUIRED BY THE PRIVACY ACT OF 1974

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1a. LAST NAME	1b. FIRST NAME	1c. MI	1d. RANK	2. SSN
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### 3. TABLE IV (A). NIGHT QUALIFICATION SCORECARD

NOTE: Use this table if the M2 has the TWS, or if it has an AN/TVS-5 that has been upgraded with the third-generation tube.

a. RANGE		b. UNIT		c. LANE	d. DATE (YYYYMMDD)	
e. ENGAGEMENT	f. STANDARDS	g. AMMO	h. TIME (Minutes)	i. RANGE (Meters)	j. GO	k. NO GO
ZERO	1 BURST HIT	14	NA	400	NA	NA
2	1 BURST HIT	14	1	1,100 (±200)		
3	1 BURST HIT	14	1	1,500 (±200)		
4	1 BURST HIT	14	1	600 (±100)		
5	1 BURST HIT	14	1	800 (±100)		
6	1 BURST HIT	14	1	400		

#### I. MULTIPLE TARGETS

7	1 BURST HIT	28	2	1,100 (±200)		
	1 BURST HIT			600 (±100)		
8	1 BURST HIT	28	2	800 (±100)		
	1 BURST HIT			1,500 (±200)		

#### 4. SCORING (Check one)

EXPERT - 9   
 SHARPSHOOTER - 8   
 MARKSMAN - 6   
 UNQUALIFIED - 5 OR BELOW

#### 5. GUNNER'S SIGNATURE

6a. GRADER'S PRINTED OR TYPED NAME

6b. GRADER'S SIGNATURE

### 7. TABLE IV (B). NIGHT QUALIFICATION SCORECARD

NOTE: Use this table if the M2 has an AN/TVS-5 that has not been upgraded.

a. RANGE		b. UNIT		c. LANE	d. DATE (YYYYMMDD)	
e. ENGAGEMENT	f. STANDARDS	g. AMMO	h. TIME (Minutes)	i. RANGE (Meters)	j. GO	k. NO GO
ZERO	1 BURST HIT	14	NA	400	NA	NA
2	1 BURST HIT	14	1	1,100 (±200)		
3	1 BURST HIT	14	1	800 (±100)		
4	1 BURST HIT	14	1	600 (±100)		
5	1 BURST HIT	14	1	800 (±100)		
6	1 BURST HIT	14	1	400		

#### I. MULTIPLE TARGETS

7	1 BURST HIT	28	2	1,100 (±200)		
	1 BURST HIT			600 (±100)		
8	1 BURST HIT	28	2	800 (±100)		
	1 BURST HIT			600 (±100)		

#### 8. SCORING (Check one)

EXPERT - 9   
 SHARPSHOOTER - 8   
 MARKSMAN - 6   
 UNQUALIFIED - 5 OR BELOW

#### 9. GUNNER'S SIGNATURE

10a. GRADER'S PRINTED OR TYPED NAME

10b. GRADER'S SIGNATURE