

OBSERVED FIRE REFERENCE CARD	
<p>GRID COORDINATE</p> <p>(1) "___ DE ___ AF/FFE, k"</p> <p>(2) "GRID _____, k"</p> <p>(3) (TGT DESC) "_____ IN EFFECT, k"</p> <p style="text-align: center;">(DIR SENT AFTER M. T. O.)</p> <p>I. GRID:</p> <p>A. DETERMINE A TWO CHARACTER, SIX DIGIT GRID FOR THE TARGET.</p> <p>B. DETERMINE A GRID DIRECTION TO THE TARGET AND SEND AFTER THE CALL FOR FIRE AND BEFORE ANY SUBSEQUENT CORRECTIONS.</p>	<p>GTA 07-01-032</p> <p><small>JUNE 1987</small></p>
<p>POLAR PLOT</p> <p>(1) "___ DE ___ AF/FFE, POLAR k"</p> <p>(2) "DIR ___ DIST ___ UP/DOWN ___, k"</p> <p>(3) (TGT DESC) "_____ IN EFFECT, k"</p> <p>II. POLAR:</p> <p>A. DETERMINE THE GRID DIRECTION TO THE TARGET.</p> <p>B. DETERMINE THE DISTANCE FROM THE OBSERVER TO THE TARGET.</p> <p>C. DETERMINE IF ANY SIGNIFICANT VERTICLE INTERVAL EXISTS.</p>	
<p>SHIFT FROM A KNOWN POINT</p> <p>(1) "___ DE ___ AF/FFE, "SHIFT (TGT#/REG PT#), k"</p> <p>(2) "DIR ___ R/L, ___ DD /DROP ___ UP/ DOWN ___, k"</p> <p>(3) (TGT DESC) "_____ IN EFFECT, k"</p> <p>III. SHIFT:</p> <p>A. DETERMINE THE GRID DIRECTION TO THE TARGET.</p> <p>B. DETERMINE THE LATERAL SHIFT TO THE TARGET FROM THE KNOWN POINT.</p> <p style="margin-left: 20px;">W = R sin θ (MIL RELATION FORMULA)</p> <p style="margin-left: 20px;">W = WIDTH OF LATERAL SHIFT (THE UNKNOWN)</p> <p style="margin-left: 20px;">R = DISTANCE TO THE KNOWN POINT DIVIDED BY 1000 AND ROUNDED TO ONE DECIMAL PLACE</p> <p style="margin-left: 20px;">θ = MEASURED ANGLE IN MILS FROM THE KNOWN POINT TO THE TARGET</p> <p>C. DETERMINE THE RANGE SHIFT FROM THE KNOWN POINT TO THE TARGET</p>	

OBSERVED FIRE REFERENCE CARD

INCHES 1 2 3

<p>FIST REPORT</p> <p>OBS I.D. DATE TIME GROUP LOCATION ALT ° VISIBILITY ENEMY ACTIVITY FPF (GRIDS) °</p> <p>INTELLIGENCE SPOT REPORT</p> <p>IDENTIFICATION S SIZE A ACTIVITY L LOCATION ° U UNIT ° T TIME E EQUIPMENT ° ENCODE FLASH-TO-BANG TIME ELAPSED TIME BETWEEN IMPACT AND SOUND x 350 M (DISTANCE IN METERS)</p>	<p>TGT LOCATION - SHIFT FROM KNOWN POINT</p> <p>Complete Target Location Direction 3570, Right 290, Add 500</p> <p style="text-align: right;">BMP</p> <p>DIR 3500 mil DIS 4200 meters</p> <p>70 mil</p> <p>DIR 3570 mil</p> <p>RG FACTOR: 4.2 $4.2 \times 70 = 294$ 294 expressed as 290</p>	<p>OT FACTOR Distance to the target expressed in thousands Example: 1800 QT Factor 2 2600 QT Factor 3 800 QT Factor 0.8 2500 QT Factor 2</p> <p>ADJUSTMENT PROCEDURES Deviation Correction L R from the round to the target W R x mil. R is the OT Factor. mil is mils from round to tgt Range Adjustment (Add Drop from the round to the target) Successive Bracket Technique</p> <p>400 200 100 50</p> <p>FIRE FOR EFFECT when you are within 50 meters</p>																						
<p>MEASUREMENT OF ANGLES WITH THE HAND</p> <p>1000 900 800 700 600 500 400 300 200 100</p> <p>30 70 100</p> <p>125 180 300</p>	<p>NAVAL GUNFIRE REQUEST DATA</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>SEGMENT</th> <th>TRANSMITTED</th> </tr> </thead> <tbody> <tr> <td>Firing</td> <td>Spotter Identification</td> </tr> <tr> <td>Alert</td> <td>Warning Order</td> </tr> <tr> <td></td> <td>Target Number</td> </tr> <tr> <td></td> <td>break and read back</td> </tr> <tr> <td>Target</td> <td>Grid, Polar, or Shift</td> </tr> <tr> <td></td> <td>Location from a Known Point</td> </tr> <tr> <td></td> <td>break and read back</td> </tr> <tr> <td>Attack</td> <td>Target Description</td> </tr> <tr> <td>Data</td> <td>Method of Engagement</td> </tr> <tr> <td></td> <td>Method of Fire and Control</td> </tr> </tbody> </table>	SEGMENT	TRANSMITTED	Firing	Spotter Identification	Alert	Warning Order		Target Number		break and read back	Target	Grid, Polar, or Shift		Location from a Known Point		break and read back	Attack	Target Description	Data	Method of Engagement		Method of Fire and Control	<p>CAS REQUEST</p> <p>OBS I.D. WARNING ORDER (REQUEST CAS) TGT LOCATION (GRID COORDINATES) TGT DESC - FRIENDLY LOCATION - ADA THREAT</p> <p>RESULTS DESIRED DESIRED TIME ON TARGET (TOT)</p> <p>ATTACK INFORMATION DIRECTION IP TO TGT (DEGREES) DISTANCE IP TO TGT (NAUT MILES) TYPE MARKING ROUND REIDENTIFY TGT (DESC) REIDENTIFY ADA THREAT/ RESTRICTIONS</p>
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