

ART 6.7.1.2.2 Construct Crew-Served Weapon Fighting Positions

Construct fighting positions and or bunkers for crew-served weapons remaining in defensive positions for extended times. Fighting positions provide cover and concealment from direct and indirect fires while allowing coverage of primary and secondary sectors of fire.(FM 5-103) (USAES)

NO.	Scale	Measure
01	Yes/No	Unit can accomplish its mission using crew-served weapon fighting positions.
02	Time	To conduct area reconnaissance including environmental considerations.
03	Time	To design primary, alternate, and supplementary crew-served weapon fighting positions, and decide the correct placement to maximize terrain effectiveness.
04	Time	To establish the degree of local security necessary for the construction effort.
05	Time	To obtain the necessary equipment and supplies to construct fighting positions.
06	Time	To construct primary, alternate, and supplementary crew-served weapon fighting positions with engineer support.
07	Time	To construct primary, alternate, and supplementary crew-served weapon fighting positions without engineer support.
08	Percent	Of on-hand equipment and supplies needed to construct crew-served weapon fighting positions.
09	Percent	Of personnel trained to properly construct crew-served weapon fighting positions.
10	Percent	Of planned crew-served weapon fighting positions completed.
11	Percent	Of completed crew-served weapon fighting positions constructed to standard.
12	Percent	Of friendly casualties due to improperly constructed or sited crew-served weapon fighting positions.
13	Number	And types of planned crew-served weapon fighting positions completed.
14	Number	Of friendly casualties due to improperly constructed or

	sited crew-served weapon fighting positions.
--	--

Supporting Collective Tasks:

Task No.	Title	Proponent	Echelon
05-5-3009	Prepare Crew-Served Weapons Fighting Positions	05 - Engineers (Collective)	Crew
34-2-0011	Maintain Operations Security	34 - Combat Electronic Warfare and Intelligence (Collective)	Company