For			2; the proponent		OC.		
1. BUMPER NUMBER			2. UNIT				
3. SERIAL NUMBER			4. MODEL		5. DATE (YYYYMMDD)		
6. DISTANCE TO TARGET 7. AIR TEMP)	8. BARO PRESS		9. AMMO TEMP		
10. CANT	11. CROSSW	VIND	12. TUBE WEA	R (M1)	13. TUE	3. TUBE SERIAL NUMBER	
14. LOT NUMBER (Sabot)			15. LOT NUMBER (Heat)				
		16. ROUN	ID IMPACTS		HEAT		
	AZ			AZ	HEAT	EL	
ROUND 1		SABOT		AZ	HEAT	EL	
ROUND 1 ROUND 2		SABOT		AZ	HEAT	EL	
		SABOT		AZ	HEAT	EL	
ROUND 2		SABOT		AZ	HEAT	EL	
ROUND 2		SABOT		AZ		EL	
ROUND 2 ROUND 3 TOTAL		SABOT		AZ		EL	
ROUND 2 ROUND 3 TOTAL		SABOT		AZ		EL	
ROUND 2 ROUND 3 TOTAL		SABOT		AZ		EL	
ROUND 2 ROUND 3 TOTAL ÷ ROUNDS FIRED ÷ 1/10 RANGE × 1.02		SABOT		ΑΖ		EL	
ROUND 2 ROUND 3 TOTAL ÷ ROUNDS FIRED ÷ 1/10 RANGE × 1.02 ± OLD CCF		SABOT		AZ		EL	
ROUND 2 ROUND 3 TOTAL ÷ ROUNDS FIRED ÷ 1/10 RANGE × 1.02 ± OLD CCF = NEW CCF	AZ	SABOT		AZ		EL	