RECRUIT STRIKE RECORD (Write recruit names in alphabetical order in pencil)

NAME	STRIKE	STRIKE	STRIKE	STRIKE	STRIKE	EVENT/INIT	START	END
1						FES/		
2						MAG/		
3						I&R/		
4						SOL/		
5						WEPS/		
6						SOP/		
7						MC/		
8						POOL/		
9						ES/		
10						FFTU/		
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21								
22								
23								
24								
Team Leader Strikes								

INDIVIDUAL STRIKES = .02

For Facilitator Use Only

EVENT	STRIKE CRITERIA	STRIKE
General Quarters (GQ)	1. Failure to be manned and ready in 5min.	
Emergency Sortie (ES)	2. Failure to get underway in 20min.	
Mass Casualty (MC)	3. Failure to complete course in 30min.	
Stores on Load (SOL)	4. 30min with 34 recruits / 35min with 33 or less.	
FFTU/POOL	5. Team(s) got pulled from FFTU or Pool deck	

TEAM STRIKE = .20

Facilitator notes:

EVENTS — STRIKE CRITERIA

Emergency Sortie (ES)
1. Stepping over anchor chain.
2. Stepping in bight of line.
3. Knee on deck.

Stores On Load (SOL)
1. Violating two person lift guidance.
2. Double timing in the event.

Survival at Sea (POOL)
1. Head first entering or exiting raft.
2. Safety violation or swimming deficiency resulting in being pulled out of pool.

Forrestal Escape Scuttle (FES)
1. Leaning against bulkheads > 3 seconds.
2. First recruit through scuttle head first.
3. Attempting to pass through scuttle face-up. **(should be stopped by facilitator)**
3. Failure to establish coms w/ DC Central.
4. Team Leader Strike For failing to Close WTD.

Magazine Flooding (MAG)
1. Careless handling of rounds resulting in dropped round or injury
2. Failure to establish coms w/DC Central.
3. Team Leader Strike for failing to complete DC Task (Jumper Hose and/or Eductor).

Shipboard Operations (SOP)
1. Failure to report smoke/damage/casualities to DC Central.
2. Freelancing. Should report/investigate in 2's.
3. Improper gas mask seal.
4. Team Leader Strike for failing to secure WTD.

Mass Casualty (MC)
1. Completing with wrong team.
2. Opening of a hinged or closed door.

Repel Borders (WEPS)
1. Unsafe handling of weapon.
2. Improper gas mask seal.

Investigate & Rescue (I&R)
1. Separation from group (freelancing).
2. OBA worn improperly
   A. Bail not raised.
   B. Improper seal.
   C. Timer not set properly.
3. Failure to don OBA in 7min.
4. Team Leader Strike will be awarded for failing to locate victim.

Fire Fighting (FFTU)
1. OBA worn improperly
   A. Bail not raised.
   B. Improper seal.
   C. Timer not set properly.

Battle Transit (BT)
1. Recruit walks.
2. Double-timing through tunnel.
3. Recruit to Recruit contact during battle transit.

FFI (FFI)	Failure to Follow instructions.
Safety Violation (FFS)	Raising arm for false TTO.
Stretcher (STR)	Violation of four person lift guidance on stretcher.
Team Leader Strike (TLS)	TL fails to successfully lead his team.