

## **ARTILLERY COUNTERFIRE SHELREP - MORTREP - BOMBREP**

<b>A</b>	<b>Call sign</b>
<b>B</b>	<b>Coordinates of observer</b>
<b>C</b>	<b>AZ to flash or sound</b>
<b>D</b>	<b>Time shelling started</b>
<b>E</b>	<b>Time shelling ended</b>
<b>F</b>	<b>Coordinates of shelled areas</b>
<b>G</b>	<b>Number of guns</b>
<b>H</b>	<b>Nature of fire</b>
<b>I</b>	<b>Number, type &amp; caliber of rounds</b>
<b>J</b>	<b>Flash-to-Bang-Time</b>
<b>K</b>	<b>Damage</b>