Date:

Memorandum for: Training Support TSC DPTMS

Subject: Short Range Training Ammunition (SRTA), M862, Using Unit Commanders Safety of Use Statement

- The 5.56mm SRTA provides a realistic restricted range training alternative to M193/M855 service rounds. The 5.56mm SRTA has a maximum range of 250 meters; an effective range of 25 meters (trajectory match and round to round dispersion comparable to the service ammunition) and provides a functional capability when used in the M16A2 Rifle with the M2 Training Bolt.
- Although SRTA closely replicates the trajectory and characteristics of service ammunition out to 25 meters, it should not be used to set battle sight zero of weapons to fire service ammunition. The settings that are placed on the sights for SRTA could be different for service ammunition
- 3. If adequate range facilities are not available for sustainment training, SRTA can be used for any firing exercise of 25 meters or less. This includes the 25-meter scaled silhouette, 25-meter alternate qualification course, and quick-fire training. SRTA can also be used for Urban Operations training.
- 4. At no time will the SRTA ammunition be used for force-on-force training. The SRTA round is LETHAL. Death or serious injury will result from firing this round at individuals or animals.
- 5. Standard CCMCK/UTM protective gear WILL NOT WORK for SRTA ammunition. There is no current protective equipment designed for use with SRTA ammunition.
- 6. When firing SRTA inside of buildings, a "bullet trap" must be employed behind the target to mitigate ricochets. These are available through Range Control.
- 7. As the commander of ______, I acknowledge that I understand the training risk associated with SRTA. I assume all responsibilities for the soldiers and equipment assigned, or attached to my unit, while we are training with SRTA associated equipment. The SRTA safety of use will be included in the unit training risk assessment.
- 8. I acknowledge that requests for SRTA bolts must be submitted at least 5 days prior to issue and turn in.

Commanding