

GM

The Jumpstart on an Elite Career

High tech, complex cutting edge systems and computers.



GM
GUNNER'S MATE

Gunner's Mates (GM) are responsible for the operation and maintenance of guided missile launching systems, gun mounts and other ordnance equipment, as well as small arms and magazines. They work with electrical and electronic circuitry; mechanical, hydraulic and pneumatic systems.

What They Do

The duties performed by GMs include:

- Operating and maintaining guided missile launching systems, rocket launchers, gun mounts and other ordnance systems and equipment
- Training and supervising crews in the use of all types of ordnance equipment, from large caliber guns and missile systems to small arms
- Stowing, securing, requisitioning and reclassifying explosives
- Operating and maintaining magazine flooding and sprinkling systems
- Making mechanical, electrical and electronic casualty analysis using technical publications, circuit diagrams and blueprints
- Repairing, maintaining, testing and calibrating ordnance equipment
- Servicing hydraulic and pneumatic systems
- Repairing, maintaining, testing and calibrating microprocessing equipment
- Repairing damaged hydraulic sealing surfaces, mating areas and threads
- Performing mechanical wire connections including soldering
- Operating and maintaining night optical devices
- Operating optical scanning and marking devices to label, identify and report explosives' utilization/expenditure

Related Civilian Jobs—Dept. Of Labor Dictionary of Occupational Titles

Stock Control Clerk (ammunition)
Magazine Supervisor (ammunition; explosives)
Magazine Keeper (clerical)
Marksmanship Instructor
Rocket Engine Component Mechanic
Artillery Maintenance Supervisor (firearms)
Ordnance Artificer
Gunsmith
Gun Synchronizer
Ordnance Inspector
Electronics Mechanic
Missile Facilities Repairer

Since Navy programs and courses are revised at times, the information contained on this rating card is subject to change.



Credit Recommendations

The American Council on Education (ACE) recommends that eight semester hours in principles of technology, two in hydraulics and pneumatics, and one in industrial safety be awarded in the vocational certificate category and four semester hours in basic AC/DC circuits and three in solid state electronics be awarded in the lower-division baccalaureate/associate degree category.

Qualifications and Interests

Gunner's mates should be capable of learning how to use test equipment and applicable hand tools to perform casualty analysis and arrive at solutions for problems in solid state, digital electronics, microprocessor logic, electrical, hydraulic and mechanical equipment. They should be able to do detailed work, perform repetitive tasks and keep accurate records. Due to the sensitive nature of some of the technical duties, the GM rating has special eligibility standards for reliability, integrity and trustworthiness. GMs must be U.S. citizens eligible for a security clearance. Normal hearing and normal color perception are required.

Working Environment

Gunner's mates work in almost every kind of Navy environment: ship, shore, in the United States or overseas. Their work and specialties may involve indoor or outdoor situations, clean or dirty work, deck or shop, and any kind of climate or temperature. They work alone or with others, independently or closely supervised. Their work can be both mental and physical.

Opportunities

Opportunities are excellent for qualified applicants. About 4,000 men and women work in the GM specialties.

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Career Path After Recruit Training

Enlistees are taught the fundamentals of this rating through on-the-job training or formal Navy schooling. Advanced technical and operational training is available in this rating during later stages of career development.

School	Present Location	Approximate Training Time	Subjects	Training Methods
Class "A" Technical School	Great Lakes, Ill.	24 weeks	Basic rating indoctrination. Basic technical knowledge and skills of electricity and electronics.	Group instruction, lab.

After completion of their Navy school training, GMs are assigned to combat ships, weapons installations, ordnance depots or other shore stations. During a 20-year period in the Navy, GMs spend about 60 percent of their time assigned to fleet units and 40 percent to shore stations.

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All personnel now receive sea pay at sea (E-1 to E-9)



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