



KESTREL FIELD TEST

Team	Date:
Team Member	

Demerit: 2 demerits for each omission

For Failure to:	Demerit
1 Examine cover for damage	
2 Remove Kestrel from cover and check unit for damage	
3 Turn device "on" and ensure backlight stays on for appro 10 sec	
4 Turn Kestrel "off"	
5 Slide cover back on unit	
6 Report to Captain	

Total Demerits:

Signature of Judge: