

4th LAR Repair Parts Requisition

First word in each step is individual responsible for that step.
MLP: Most Likely Problem at that step.
Sol: Solution to resolve MLP.
Shaded steps are only executed when deployed.

Process for major repair assemblies (secreps – secondary repairables) will skip Supply. Secreps are usually surveyed (one for one exchange) with the repairable issue point (RIP).

1

Commodity determines a repair part is needed.

Commodity
MLP - Delay in determining necessary repairs.
Sol - Unit Commander ensures timely PM is conducted.

2

Commodity fills out ERO and 4-card.

Commodity
MLP - Commodity doesn't have NSN and Unit Price (U/P).
Sol - Customer uses FedLogs for research.

3

Commodity turns in ERO and 4-card to MMO.

Commodity
MLP - Delay > 1 working day
Sol - Unit Commander supervises.

4

MMO/C opens ERO for CO's visibility and 4-card passed to 4th LAR Supply.

MMC - Sgt Vientos
MLP - Delay > 1 working day.
Sol - MMO supervises.

5

4th LAR Supply assigns a Document #, records in logbook for fiscal purposes and keypunches into Atlass.

DASF Clerk - Cpl Otero
MLP - No funds available.
Sol - 4th LAR SupO advises CO and comptroller.

6

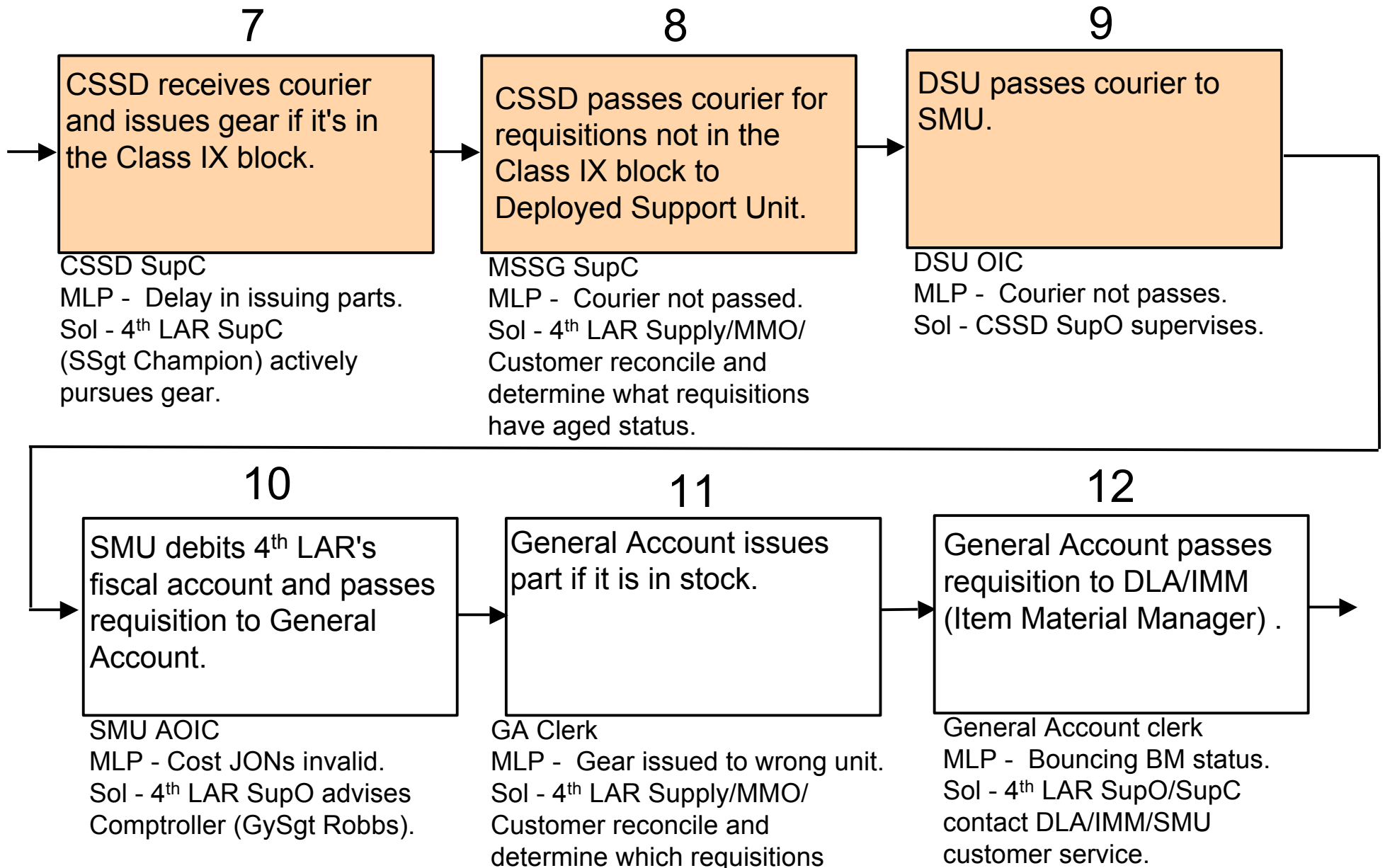
4th LAR Supply processes Daily Cycle and passes courier.

DASF Clerk - Cpl Otero
MLP - Delay > 1 working way.
Sol - 4th LAR SupO/SupC supervise.

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