



## EVENT LOGISTICS & PROTOCOLS

### TEAM COMMUNICATION LOGISTICS

For Land Ops Exercises

#### Statement of Purpose

Land Ops exercises are considered a recreational activity, however they are conducted according to a set of standards that emphasize teamwork and professional conduct. The following logistics and protocols have been develop to;

A.) maintain situational awareness among all members during the ops.

B.) overcome chaos and complexities inherent within the games and the remote environments they are conducted in.

**Team Structures - Overview;** In order to execute a smooth geotactical game the following leadership positions will be identified and listed prior to each game. This list is part of the **Field Op Sheet** (FOS) for each exercise. The FOS is to be distributed to all the leadership positions and participants prior to the game. The number of over-watch positions and team leaders may change depending on game size and complexity.

#### A. Team Structures - Leadership

Tactical Call Sign	Function
Base Camp	Base Camp Radio Post
Net Control	Director of Field Operations (D.F.O)
Over-Watch 1	Assistant Director of Field Operations (A.D.F.O.)
Over-Watch 2	Assistant Director of Field Operations (A.D.F.O.)
Over-Watch 3	Assistant Director of Field Operations (A.D.F.O.)
Over-Watch 4	Assistant Director of Field Operations (A.D.F.O.)
Alpha One (may change)	Alpha Team Leader
Bravo One (may change)	Bravo Team Leader
Charlie One (may change)	Charlie Team Leader
Delta One (may change)	Delta Team Leader

Use of tactical call signs will be in use according to the field op sheet provided for each exercise. You must also fulfill all FCC requirements for station identification by using your FCC call sign every 10 minutes and at the end of your message exchange.



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### Position Responsibilities

#### Base Camp

This station will monitor the geotactical operation (a.k.a. "ops") from beginning to end. During the ops this station will have several primary responsibilities as listed below;

1. Open the net by reading the script written for each tactical operation.
2. Conduct a net roll call starting with NCS and Overwatch vehicles then proceeding to the check-ins for each team.
3. Turn the net over to the designated Net Control Station (NCS) to start the op.
4. Monitor the net and record the following information for the NCS using the **Land Ops Tactical Record Sheet** or TRS.
  - a. record the vehicle count & member head count reported by each team
  - b. record the official deployment time of the field operation when all the vehicles depart base camp.
  - c. record the progress of the operation by checking off each of the alpha numeric way points as they are called in and time stamp each report.
  - d. offer approved or not approved authentications that are requested from field units and provide any special instructions to field units.
  - e. record the details of any special circumstances or incidents that arise during the op. i.e. stuck vehicles, accidents, first aid, etc...
5. When the NCS turns the net back to your control complete the following tasks;
  - a. read the final instructions over the net to all units.
  - b. When teams return to base camp they will be required to return to the staging area and report their vehicle count and head count. Match the vehicle and head counts for each team. Notify the NCS if there are any discrepancies.
  - c. After all teams have returned to base camp and the all have been accounted for close the net with the closing statement provided.
6. Be prepared to place any emergency call that is called into Base Camp.



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### Net Control or Net Control Station (NCS)

The designated field ops director will serve as the *Net Control Station* (NCS) and insure that all radio traffic is being sent per the Land Ops radio protocols as well as FCC guidelines. The NCS is responsible for the over all game flow and directing resources as needed. The NCS has the final call on all game related decisions, whether to abort, continue, or modify the game.

**Overwatch Positions;** If you are assigned to overwatch position you will be assigned to a specific group, team(s) or area within an operation (game). Overwatch is responsible for the following;

1. Insure that all rules and protocols are being followed during the ops.
2. Become familiar with the operation before it starts by understanding the Field Op Sheet (FOS).
3. Providing situation reports as requested by the Net Control Station NCS and or Base Camp.
4. Monitor radio traffic and progress between all teams and have good situation awareness of the progress or lack of progress of each team, not just the ones you are assigned to.
5. Making sure that game participants stay together and do not separate unless instructed to do so.
6. Keep the game moving along. Assist with any problems in finding a location or solving an assignment.
7. If a team is unable to locate their cache within 10 minutes after arriving on the location please offer your assistance for no more than 2 or 3 minutes. If still unable to locate you may provide instructions (coordinates from the cheat sheet) to their next location. Call NCS or Base Camp and report the abandoned (not recovered cache location).
8. Report any incidents to NCS.
9. Relay messages between teams if radio contact is weak.
10. Offer approved or not approved authentications that are directed to you from field units and provide any special instructions indicated on your field op sheet.
11. Note the teamwork or lack of teamwork among participants. Report this information in the operation debrief time.

An over-watch operator should have the following;

- A capable & reliable 4x4
- Good GPS equipment with map and/or topo overlays
- Ham radio license and mobile radio (at least 25 watts)
- FRS radio (handheld) for monitoring unlicensed radio traffic.
- Standard first aid kit with snake bite kit.
- Extra drinking water
- Binoculars
- A copy of the Field Op Sheet
- Clip board and several pens/pencils



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**Team Leaders;** Team leaders are not dictators. They are responsible for coordinating with their operators (participants) to accomplish the objectives of each op. They must evaluate the teams assets and utilize the team resources appropriately. Team leadership starts with a good understanding of each operators skill level, driving ability, desires, equipment, and personality type. The team leader is usually also the main radio contact person so he/she might become very busy during the op. Delegating responsibilities is the most effective way to achieve the op objectives and manage the chaos. In larger teams it is acceptable to assign the radio position to another operator if they are a licensed ham.

### THE TEAMS

**Participants Overview;** Everyone should understand that Land Ops participants have different skill levels and may participate by performing various tasks. Some are new with very little experience and some are highly experienced. Every participant should work within their skill level. The primary tasks are driving, navigation, and communication, but there are other specialty tasks that might be needed such as vehicle recovery (getting someone unstuck) and vehicle spotters to guide vehicles through any challenging trails that might be encountered. For increased situational awareness some participants may be assigned as simple lookers.

### TEAMWORK - The Primary Principle

The primary principle of any Land Ops exercise is teamwork. Individual accomplishments are simply not encouraged. Land Ops is not a competitive contest to show off your fantastic abilities. Your team must operate in full regard to the weakest link. Leaders as well as participants must exercise patience for newer members and offer guidance and assistance when appropriate.

### CHAOS - Overcoming Intentional and Unintentional Chaos

Land Ops intentionally structures exercises to have an introductory level of challenge. Night Ops, for example, introduces the chaos of night. A Land Ops exercise may become even more challenging and chaotic due to the environment and other unintentional factors. Something as simple as bad weather can add major adversity to a relatively simple assignment. Learning to work with certain people may not be harmonious even until the end. These situations are likely to happen in a real life operation or crisis. The frustration that you might experience when encountering chaos in a team setting is real. The fast members need to learn to govern their speed, the slow members need to learn to keep pace with others. Focus on ruling yourself and how you can contribute as a team player. The natural process of moving from inefficient disharmony to efficient teamwork should be expected and welcomed. Keep a good attitude and learn to overcome the chaos.



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### Team Structures - Participants

Team Positions	Primary Responsibilities
Team Leaders	Coordinate the team assets. Be a good coach and train new members.
Assistant Team Leaders	Same as the team leader.
Radio Operators	Licensed ham radio operators are to maintain good communication and follow both the net directives as well as FCC rules and regulations.
FRS Operators	Those who provide situational awareness to vehicles that are not licensed or able to monitor or communicate on ham frequencies.
Drivers	Safe driving! Land Ops setups up easy to moderate courses, however challenges may arise. Drive safely and do not exceed your ability especially if you encounter trails that are beyond your skill level. Ask for vehicle spotters if needed.
Navigators	Those who guide the team to each assigned way point. Multiple navigators are recommended. Awareness of topography and access routes is essential.
Vehicle Spotters	Experienced off road drivers that assist other drivers through any challenging trail conditions that might be encountered.
Vehicle Recovery	Off road drivers with experience how to properly recover a vehicle that has become stuck.
Lookers	Those who assist in finding the geocache containers after arriving on location and maintaining visual contact with the other teams.
Embedded Personnel	Those who are embedded within the Land Ops teams that are (a.k.a. embeds) either observing or fulfilling a special role within the operation.



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### COMMUNICATION PLAN

Communication Plan & Protocols for Land Ops Exercises

#### Bands & Frequencies;

Nets will be conducted on 2 meter simplex

Land Ops Primary Simplex Frequency: 145.555 MHz (2 meter)

Secondary (backup) frequency: 147.510 MHz (2 meter)

Tertiary frequency: (to be announced on location)

This frequency will be referred to as "channel X"

FRS Channel: 1 (no privacy code)

FRS Secondary Channel: 2 (no privacy code)

FRS Tertiary Channel: 3 (privacy code 5)

#### Emergency Communications

In case of emergencies first attempt to dial 911 using cell phone.

If cell coverage is not available use the following frequency;

Big Bear Repeater (K6BB): 147.330 MHz PL=131.8

#### Attendance and Call Sign List

A list of attending members with tactical call signs as well as their FCC radio call sign(s) will be available for participating members. All other stations are assumed to be FRS.

#### Net Control Station (NCS)

A Land Ops net control station will be designated for each event and/or game.

An effective net requires continuity in net operations. The purpose of any net is to provide a means for orderly communication within a group of stations. The Land Ops NCS may be either at a fixed location or in a mobile station.

#### Net Classification and Style (Directed vs. Undirected)

What is the difference between a directed net and an undirected net?

**Directed Net:** A directed net is formal, has a set of rules or net directives, all communications must go through net control. It controls the frequency with net related traffic only, and has a specified person in charge, the Net Control Station (NCS). In a directed net it is necessary to obtain permission from the NCS before transmitting to other stations in the net.



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### **Example of a formal (directed) net:**

Alpha One; "Net control, Alpha One with radio traffic for Bravo One"

Net Control; "Roger Alpha One, Net Control, standby"

Net Control: "Bravo One, Net Control contact Alpha One for radio traffic"

Bravo One: "This is Bravo One to Alpha One, go ahead we are standing by for traffic".

### **Ending your transmission** after each message exchange;

After both Bravo One and Alpha One are done exchanging traffic they will finish their transmission using their FCC call sign. (i.e. "Bravo One, KJ6YOS clear and monitoring") This will indicate to the NCS that you are finished talking as well as fulfill the FCC identifying requirements. Note: You do not have to begin your conversation using your FCC call.

Use ONLY tactical call sign ONLY to begin transmitting.

Use BOTH your tactical call sign and FCC call sign to end your message exchange.

**Undirected Net:** The undirected net is informal. Net participants may converse directly with other teams. You must listen to the frequency before you transmit to make sure there is not an ongoing conversations or messages exchanges. Wait until the frequency is clear and contact your desired station. Always follow the Net Control Station even during an open net.

### **The Land Ops net style;**

The Land Ops net will begin as a formal directed net with check-ins, but may open up during a Land Ops exercise and become an open tactical net. This will depend upon the volume of radio traffic and how the NCS wishes to manage the net at that time.

Remember; if a net is currently open (informal) it can, at any time, return to be fully directed. During such transitions you will hear the NCS take control of the frequency and stations will then require permission to contact other stations on the net. When an open net becomes directed it may be due to the complexity of the game, amount of chaos on the radio at the time and/or the presence of priority or emergency traffic. Any instructions provided by the NCS take priority over the games written instructions.