

BATTLE PROCEDURE

I. RECEIVE ORDERS

II. MAKE PLAN

1. Warning order. Right away. Get numbers. Date/time, event
2. Estimate. Time, weather, access/parking. Event. Comms details. Operators available
3. Courses open, select one
4. Make Plan.

III. ISSUE ORDERS - SMEAC

1. Situation
 - a. Situation. Describe event
 - b. Friendly Forces. Organization of event, ARES participation
 - c. Commander's Evaluation. What is unique/different/interesting about event.
2. Mission. What is the ARES job at the event. Be clear and concise.
3. Execution
 - a. Concept of Operations. How things will play out.
 - b. Tasks. List of tasks and operators. Be precise as to what you want for each.
 - c. Timings. Start times (several maybe), finish, other
 - d. Other things needed
4. Administration
 - a. Dress.
 - b. Equipment
 - c. Meal/refreshment details.
 - d. Other
 - e. Medical arrangements
5. Command and Control
 - a. Command Structure. Of the event. Of ARES participation. Names, C/S, mobile no
 - b. Frequencies. Primary, Secondary, Simplex. Freq, offset, tone, WARES list number
 - c. Locations of key event and ARES staff

- Notes
1. Keep it simple
 2. Don't include if not pertinent

IV. EXECUTE MISSION

V. AFTER ACTION REVIEW