

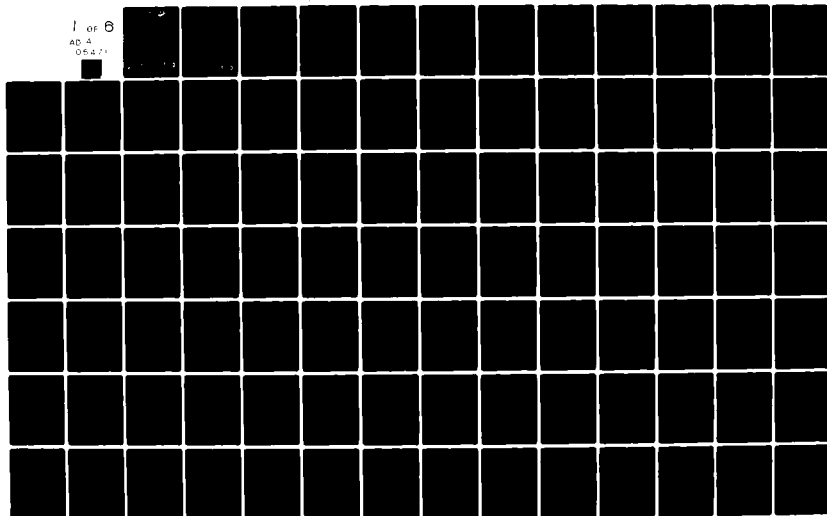
AD-A105 471

LITTON MELLONICS SYSTEMS DEVELOPMENT DIV ARLINGTON VA F/G 5/9
A CLASSIFICATION SYSTEM FOR NAVY TEAMS. VOLUME II. APPENDICES A--ETC(U)
SEP 81 L B NADLER, L E BERGER N00014-80-C-0781

UNCLASSIFIED

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1 OF 6
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Office of Naval Research
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LEVEL III

12^{BS}

September 1981

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A CLASSIFICATION SYSTEM FOR NAVY TEAMS

FINAL REPORT

VOLUME II - APPENDICES A-G



Mellonics Systems Development Division
Crystal Square Two
1725 Jefferson Davis Highway
Arlington, Virginia 22202

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⑤ A Classification System for Navy Teams.

① Draft Final Report, 1 August 1981

② Volume II.- Appendices A-G.

⑩ L. B./Nadler

L. E./Berger

Washington Scientific Support Office
Mellonics Systems Development Division
Crystal Square Two, Suite 508
1725 Jefferson Davis Highway
Arlington, Virginia 22202

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Accession For	
NTIS	☒
DTIC TAB	☐
Unannounced	☐
Justification	☐
By	
Distribution/	
Availability Codes	
Dist	Avail and/or Special
A	

Appendix A - Combat Information

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Air Intercept Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Air Intercept Officer	O-2		1110	9226	2
2. Air Intercept Supervisor	E-6		OS	0319	2
3. Air Intercept Controller	E-5(2)	E-5	OS	0318	5
4. Talker	E-3		OS		5
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					
23.					

N= 5 N= 1

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate and timely relay of information
needed for successful intercepts.

B. TASK TYPE Compensatory

VERY MUCH												VERY LITTLE
	1	2	3	4	5	6	7					

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Air Intercept Officer, Air Intercept Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct, Audio, Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Air Intercept Officer, AIC Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE AOE-1

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Combat Information Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Tactical Action Officer	0	0			2
2. Combat Information Center Watch Officer	0-2	0-2	1110	9216	2
3. Combat Information Center Supervisor	E-6	E-5	OS	0341	2
4. Air Detector/Tracker	E-3	E-3	OS		2
5. Vertical Air Plotter	E-3	E-3	OS		5
6. Bogey Tote Board Keeper	E-3		OS		5
7. Surface Detector/Tracker	E-3	E-3	OS		2
8. DRT Plotter	E-3	E-3	OS		5
9. Maneuvering Board Plotter	E-4		OS		5
10. Surface Status Board Keeper	E-3		OS		5
11. Radio Talker	E-3(2)		OS		5
12. Captain's Battle Net Talker	E-3		SN		5
13. Communications Net Talker	E-3		SN		5
14. Helicopter Control Net Talker	E-3		SN		5
15. Lookout Net Talker	E-3		SN		5
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 16 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate and timely evaluation of data
from multiple sources to effectively con-
duct combat navigation or other assigned
operations.

B. TASK TYPE Complementary

VERY MUCH		X						VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	X 3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	X 6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Tactical Action Officer, CIC Watch Officer

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) TAO, CICWO, CIC Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Combat Information Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>IA</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Tactical Action Officer	0	0	0			2
2. Combat Information Center Watch Officer	0	0	0	1110	9220/15	2
3. Weapons Liaison Officer	0	0				2
4. Combat Information Center Supervisor	E-6	E-6	E-6	OS	0341	2
5. Air Intercept Controller	E-5	E-5		OS	0313	2
6. Helicopter Traffic Controller	E-5	E-5		OS		5
7. Data Link Reader	E-3	E-3	E-3	OS		5
8. Data Link Info. Plotter	E-3(2)	E-3(2)	E-3	OS		5
9. Bogey Tote Board Keeper	E-3	E-3		SN		5
10. CAP Status Board Keeper	E-3	E-3		OS		5
11. Vertical Air Plotter	E-3	E-3	E-3	SN		5
12. Electronic Support Measures Plotter	E-3	E-3		OS		5
13. Surface Detector/Tracker	E-3	E-3	E-3	OS		5
14. DRT Plotter	E-3(2)	E-3(2)	E-3	OS		5
15. Maneuvering Board Operator	E-4	E-4		OS		5
16. Surface Status Board Keeper	E-3	E-3	E-3	SN		5
17. Air Detector/Tracker	E-3	E-3	E-3	OS		5
18. Radio Talkers	E-4,3(4)	E-4,3(4)	E-4,3(3)	OS		5
19. Captain's Net Talker	E-4	E-4				5
20. Lookout Net Talker	E-3	E-3		SN		5
21. Communications Net Talker	E-3	E-3		SN		5
22. Debarkation Net Talker		E-3		SN		5

N= 26 N= 27 N= 13

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate and timely evaluation of data
from multiple sources to effectively con-
duct combat navigation or other assigned
operations.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Tactical Action Officer, CIC Watch Officer

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) TAO, CICWO, CIC Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Combat Information Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>IA</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Combat Information Center Evaluator/TAO	0					2
2. Combat Info. Center Watch Off.	0	0	0	1110	9216	2
3. Combat Info Center Supv.	E-6	E-6	E-5	OS	0341	2
4. Link 14 Reader	E-3	E-3		OSSN		5
5. Link 14 Plotter	E-3	E-3		OSSN		5
6. Surface Detector/Tracker	E-3	E-3	E-3	OSSN		5
7. Surface Detector/Navigation Radar	E-3	E-3		OSSN		5
8. DRT Plotter	E-3	E-3	E-3	OSSN		5
9. Navigation Plotter	E-3	E-3		OSSN		5
10. Navigation Net Talker	E-3	E-3		SN		5
11. Surface Status Board Keeper	E-3	E-3		SN		5
12. Radio Telephone Talker	E-3(2)	E-3(2)		OSSN		5
13. Captain's Net Talker	E-3	E-3		SN		5
14. Debarkation Net Talker		E-3		SN		5
15. Communications Net Talker	E-3	E-3		SN		5
16. Lookout Net Talker			E-3	SN		5
17. Boat Wave Surface Scope Opr.		E-3		OSSN		5
18. Timekeeper		E-3		SN		5
19. Landing Force Radio Circuit Talker		E-3(2)		OSSN		5
20. Boat Wave Plotter		E-3		OSSN		5
21. Boat Wave Status Board Keeper		E-3		SN		5
22.						

N= 15 N= 21 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate and timely evaluation of data
from multiple sources to effectively conduct combat navigation or other assigned operations.

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	X	—	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X 5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	X 5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Tactical Action Officer, CIC Watch Officer

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) TAO, CICWO, CIC Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LHA-1

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Officer	O-2		1110	9282	2
2. Electronic Warfare Supervisor	E-8		EW		2
3. NTDS Electronic Warfare Console	E-7	E-6,7,8	EW		2
4. Electronic Countermeasures Operator	E-6	E-4	EW		2
5. Electronic Support Measures Operator	E-5	E-5	EW	1775	2
6. Assistant ESM Operator	E-4		EW		5
7. Electronic Warfare Status Board Keeper	E-4		EW		5
8. Electronic Warfare Talker	E-4		EW		5
9. ESM Plotter	E-3	E-3,4	EW		5
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 9 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classification, and deception or jamming of electronic emitters

B. TASK TYPE Complementary

VERY MUCH		X						VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Officer, Electronic Warfare Supv.

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) EWO, E.W. Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CV-67

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Officer	O-3		1320	9282/9217	2
2. Electronic Warfare Supervisor	E-5	E-5	EW		2
3. Electronic Support Measures Operator	E-3	E-3	EW		2
4. NTDS Electronic Warfare Console	E-4	E-4	EW		2
5. Electronic Warfare Talker/ Recorder	E-4(2)		EW		5
6. Electronic Countermeasures Operator	E-4 E-6	E-5	EW EW	1775	2
7. Electronic Warfare Status Board Keeper	E-3		EW		5
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 8 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classifi-
cation, and deception or jamming of
electronic emitters

B. TASK TYPE Complementary

VERY MUCH	<u>1</u>	<u>X</u> <u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Officer, Electronic Warfare Supv.

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) EWO, E.W. Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CVN-68

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Officer	O-3		1320	9282	2
2. Electronic Warfare Supervisor	E-7	E-5	EW		2
3. Electronic Countermeasures Operator	E-3	E-3	EW		2
4. Electronic Support Measures Operator	E-3	E-3	EW		2
5. NTDS Electronic Warfare Console	E-4		EW		2
6. Active Systems Operator	E-3	E-3	EW		2
7. Electronic Warfare Talker/ Recorder	E-3,4		EW		5
8. Electronic Warfare Status Board Keeper	E-3		EW		5
9. Mute Operator/Talker	E-3		EW		5
10. Electronic Warfare Equipment Repair	E-4,5(3)		EW	1774	4
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					

N= 12 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classifi-
cation, and deception or jamming of
electronic emitters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C. TASK EMERGENCE										
1. ENVIRONMENTAL CONDITIONS			—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM			—	—	—	X	—	—	—	
3. STIMULUS VARIABILITY			—	—	—	—	X	—	—	
4. EQUIPMENT FAILURE			—	—	—	—	—	X	—	
D. TASK DIFFICULTY	EASY		1	2	3	4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED		1	2	3	4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS	_____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY		1	2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Officer, Electronic Warfare Supv.

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) EWO, E.W. Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS
(NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Officer	O	E-7,8	EW		2
2. Electronic Warfare Supervisor	E-8	E-5,6	EW		2
3. NTDS Electronic Warfare Console	E-7	E-5	EW		2
4. ESM Operator	E-4	E-4	EW		2
5. ECM Operator	E-5	E-4	EW		2
6. Electronic Warfare Passive System Operator	E-4	E-3	EW		2
7. Electronic Warfare Talker/Recorder	E-3		EW		5
8. Electronic Warfare Status Board Keeper	E-3		EW		5
9. Electronic Warfare Equipment Repair	E-5,6(4)		EW	1774	4
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					

$$N = \frac{8}{6}$$

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classification, and deception or jamming of electronic emitters

B.	TASK TYPE	<u>Complementary</u>	VERY MUCH	<u>1</u>	X <u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	VERY LITTLE

C. TASK EMERGENCE	MORE EM THAN EST							MORE EST THAN EM	
	1	2	3	4	5	6	7		
1. ENVIRONMENTAL CONDITIONS	—	—	—	X	—	—	—		
2. BATTLE CASUALTIES TO THE TEAM	—	—	—	X	—	—	—		
3. STIMULUS VARIABILITY	—	—	—	—	—	X	—		
4. EQUIPMENT FAILURE	—	—	—	—	—	X	—		

D. TASK DIFFICULTY	EASY							DIFFICULT	
	1	2	3	4	5	6	7		
	—	—	—	X	—	—	—		

E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED							NON- AUTOMATED	
	1	2	3	4	5	6	7		
	—	—	X	—	—	—	—		

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY							UNNECESSARY	
	1	2	3	4	5	6	7		
	X	—	—	—	—	—	—		

B. ORGANIZATION	NECESSARY							UNNECESSARY	
	1	2	3	4	5	6	7		
	—	—	X	—	—	—	—		

C. ADAPTATION	NECESSARY							UNNECESSARY	
	1	2	3	4	5	6	7		
	X	—	—	—	—	—	—		

V. TEAM STRUCTURE

- A. DECISION-MAKERS Electronic Warfare Officer, Electronic Warfare Supv.
- B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

- A. FORMAL LEADER(S) EWO

I. IDENTIFYING DATA

A. SHIP TYPE FFG-7

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Supervisor	E-4		EW	1733	2
2. Electronic Warfare Console	E-3	E-3	EW	1731	2
3. Electronic Warfare Repair	E-4		EW	1733	4
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
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15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 3 N= 1

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classification, and deception or jamming of electronic emitters

B. TASK TYPE Complementary

VERY MUCH				X				VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	X 3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			X 1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Supervisor

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct and
Audio.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) E. W. Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE DD-963

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Supervisor	E-5	E-4	EW		2
2. ESM Operator	E-4(2)	E-3	EW		2
3. Electronic Warfare Recorder	E-3		EW		5
4. Electronic Status Board Keeper	E-3		EW		5
5.					
6.					
7.					
8.					
9.					
10.					
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12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 5 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classifi-
cation, and deception or jamming of
electronic emitters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Supervisor, Operator

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) E. W. Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE DDG-37 (DDG-46)

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Supervisor	E-5		EW		2
2. Electronic Warfare NTDS Console	E-5	E-4	EW		2
3. ESM/Chaff Operator	E-4	E-4	EW		2
4. Assistant ESM Operator	E-3		EW		5
5. Electronic Warfare Talker/Recorder	E-3		EW		5
6. Electronic Warfare Status Board Keeper	E-3		EW		5
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classification, and deception or jamming of electronic emitters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X 5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Supervisor

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) E. W. Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Officer	O				2
2. Electronic Warfare Supv.	E-5	E-4	EW		2
3. NTDS Electronic Warfare Console	E-6	E-5	EW		2
4. Electronic Countermeasures Operator	E-5		EW		2
5. Electronic Support Measures Operator	E-4	E-3	EW		2
6. Assistant ESM Operator	E-3		EW		5
7. EW Talker	E-3		EW		5
8. EW Status Board Keeper	E-3		EW		5
9. EW Repair	E-5		EW	1773	4
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					

N= 9 N= 3

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classification, and deception or jamming of electronic emitters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Officer, Electronic Warfare Supv.

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) E. W. Officer, E. W. Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE AOE-1 (AOE-2)

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Supv.	E-5		EW		2
2. Electronic Support Measures Operator	E-4	E-3	EW		2
3. Electronic Warfare Status Board	E-3		EW		5
4. Electronic Warfare Talker/Recorder	E-4		EW		5
5. Electronic Warfare Equipment Repair	E-5		EW		4
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					

N= 5 N= 1

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classification, and deception or jamming of electronic emitters

B. TASK TYPE Complementary

VERY MUCH			X						VERY LITTLE
	1	2	3	4	5	6	7		

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	X 7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Supervisor

B. STRUCTURAL ARRANGEMENT Interactive-Direct, Audio and Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Electronic Warfare Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Supv.	E-5	E-4	EW		2
2. Electronic Countermeasures Operator	E-5		EW		2
3. Electronic Support Measures Operator	E-4	E-3	EW	1764	2
4. Assistant ESM Operator	E-3		EWSN		5
5. EW Status Board Keeper	E-3		EW		5
6. EW Repair	E-5(2)		EW	1775	4
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 7 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classification, and deception or jamming of electronic emitters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X 5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Supervisor

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Electronic Warfare Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Supv.	E-5	E-4	EW		2
2. Electronic Support Measures Operator	E-4	E-3	EW		2
3. Assistant Electronic Support Measures Operator	E-3		EW		5
4. Electronic Countermeasures Operator	E-4		EW		2
5. Electronic Warfare Talker	E-3		EW		5
6. Electronic Warfare Status	E-3		EW		5
7. Electronic Warfare Equipment Repair	E-5		EW	1773	4
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					

N= 7 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classification, and deception or jamming of electronic emitters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X 5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Supervisor

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Electronic Warfare Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Officer	0		1110	9283	2
2. Electronic Warfare Supv.	E-7	E-4,5	EW	1773	2
3. ESM Operator	E-5	E-3,4	EW		2
4. ECM Operator	E-4		EW		2
5. Standby ESM Operator	E-4		EW		5
6. Electronic Warfare Talker	E-3		EW		5
7. Electronic Warfare Repair	E-5		EW	1773	4
8. Electronics Repair	E-4		ETR	1572	4
9. Electronic Warfare Status Board Keeper	E-3		EW		5
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 9 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classification, and deception or jamming of electronic emitters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
	X							

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	X 7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Officer, Electronic Warfare Supv.

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Electronic Warfare Officer, Electronic Warfare Supv.

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Supv.	E-7	E-5	EW	1774	2
2. ESM Operator	E-4	E-3,4	EW		2
3. ECM Operator	E-5		EW		2
4. Assistant ESM Operator	E-4		EW		5
5. Electronic Warfare Recorder/ Talker	E-3		EW		5
6. Electronic Warfare Status Board Keeper	E-3		EW		5
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classifi-
cation, and deception or jamming of
electronic emitters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X 5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Supervisor

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Electronic Warfare Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Electronic Warfare

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Electronic Warfare Officer	O-2		1110	9282	2
2. Electronic Warfare Supv.	E-5	E-4	EW		2
3. ECM Operator	E-4		EW		2
4. Electronic Support Measures Operator	E-4	E-3	EW	1764	2
5. Assistant Electronic Support Measures	E-3		EW		5
6. Electronic Warfare Recorder/ Talker	E-3		EW		5
7. Electronic Warfare Status Board Keeper	E-3		EW		5
8. Electronic Warfare Equipment Repair	E-4(2)		EW	1773	4
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					

N= 9 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, tracking, classifi-
cation, and deception or jamming of
electronic emitters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Electronic Warfare Officer, Electronic Warfare Supv.

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Electronic Warfare Officer, Electronic Warfare Supv.

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Underwater Battery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Antisubmarine Warfare Officer	O		1110	9206	2
2. Attack Console Operator	E-4	E-4	STG		2
3. Firing Petty Officer	E-4		STG		5
4. Underwater Communicator	E-3		STG		5
5. Sonar Supervisor	E-5	E-5	STG		2
6. STACK Console Operator	E-4(2)	E-3(2)	STG		5
7. Standby STACK Operator	E-3		STG		5
8. Tape Recorder Operator	E-3		STG		5
9. Sonar Equipment Repair	E-4,5(2)		STG	0455	4
10. ASROC Launcher Captain	E-5	E-5	GMT		4
11. ASROC Launcher Assistant	E-4	E-4	GMT		4
12. Torpedo Tube Operator	E-4(2)		TM		2
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					
23.					

N= 15 N= 6

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely detection, classification,
tracking and attack of submarine using
ship's sonars.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
X								

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	X	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS ASW Officer, Attack Console Operator, Sonar Supervisor

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct, Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) ASW Officer, Sonar Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Underwater Battery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Antisubmarine Warfare Officer	0		1110	9206	2
2. Attack Console Operator	E-4	E-4	STG		2
3. Firing Petty Officer	E-4		STG		5
4. Underwater Communicator	E-3		STG		5
5. Sonar Supervisor	E-5	E-5	STG		2
6. STACK Console Operator	E-4(3)	E-4(2)	STG		2
7. Standby STACK Operator	E-3		STG		5
8. Sonar Tape/Data Recorder	E-3		STG		5
9. Acoustic Console Operator	E-4		STG	0445	2
10. Standby Acoustic Console Opr.	E-4		STG	0445	5
11. Sonar Equipment Repair	E-4,5(2)		STG	0452	4
12. Torpedo Tube Operator	E-4(2)		TM		2
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					
23.					

N= 16 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, classification,
and attack of submarines using ship's
sonars.

B. TASK TYPE Complementary

VERY MUCH	X	1	2	3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS			—	—	—	—	X	—	—	
2. BATTLE CASUALTIES TO THE TEAM			—	X	—	—	—	—	—	
3. STIMULUS VARIABILITY			—	—	—	X	—	—	—	
4. EQUIPMENT FAILURE			—	—	—	—	X	—	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X	5	6	7

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	X	4	5	6	7

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS ASW Officer, Attack Console Operator, Sonar Supervisor

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct, Audio

and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) ASW Officer, Sonar Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE DD-950

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Combat Information Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Tactical Action Officer	0	0	1110	9224	2
2. Commanding Officer	0		1110	9222	2
3. CIC Watch Officer	0	0	1110	9216	2
4. Weapons Liaison Officer	0	0			2
5. CIC Supervisor	E-8	E-6	OS	0341	2
6. Link 14 Reader	E-5	E-4	OS		5
7. Link 14 Plotter	E-4(2)	E-4	OS		5
8. Bogey Tote Board Keeper	E-3		OS		5
9. Vertical Air Plotter	E-3	E-3	OS		5
10. CAP Status Board Keeper	E-3		OS		5
11. Surface Detector/Tracker	E-3	E-3	OS		5
12. DRT Plotter	E-4		OS		5
13. NC2 Plotter	E-4(2)	E-4	OS		5
14. Maneuvering Board Operator	E-6		OS		5
15. ASW Status Board Keeper	E-3		OS		5
16. ESM Plotter	E-3		OS		5
17. ASW/Surface Detector/Tracker	E-4		OS		5
18. Air Detector Tracker	E-3,5(2)	E-3	OS		2
19. Radio Talkers	E-4,5,6(3)	E-5	OS		5
20. Battle Control Net Talker	E-5				5
21. Lookout Net Talker	E-3		OS		5
22. Communications Net Talker	E-3		OS		5
23. Air Intercept Controller	E-5		OS		2
24. ASW Air Controller	E-6		OS		2
25. Surface Status Board Keeper	E-3	E-3			5

N= 30 N= 12

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate and timely evaluation of data
from multiple sources to effectively
conduct combat, steaming or other assigned
operations

B. TASK TYPE Complementary

VERY MUCH	X							VERY LITTLE
	1	2	3	4	5	6	7	

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X 5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	X 5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Commanding Officer, Tactical Action Officer, CIC Watch
Officer, Weapons Liaison Officer, CIC Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Tactical Action Officer, CIC Watch Officer, CIC Supv.

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Combat Information Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Commanding Officer	0				2
2. Tactical Action Officer	0	0			2
3. CIC Watch Officer	0	0	1110	9216	2
4. Weapons Liaison Officer	0				2
5. CIC Supervisor	E-6	E-5	OS	0341	2
6. Link 14 Reader	E-3	E-3	OS		5
7. Link 14 Plotter	E-3(2)	E-3	OS		5
8. Bogey Tote Board Keeper	E-3		SN		5
9. Vertical Air Plotter	E-3	E-3	SN		5
10. CAP Status Board Keeper	E-3	E-3	OS		5
11. Surface Detector/Tracker	E-3		OS		5
12. DRT Plotter	E-3(2)	E-3	OS		5
13. ASW Plotter	E-4		OS		5
14. Maneuvering Board Operator	E-3	E-3	OS		5
15. Surface Status Board Keeper	E-3		SN		5
16. ASW Status Board Keeper	E-3		SN		5
17. ESM Plotter	E-3		OS		5
18. ASW Surface Detector/Tracker	E-3		OS		5
19. Air Detector Tracker	E-3,5(2)	E-3	OS		2
20. Air Intercept Controller	E-5		OS	0313	2
21. ASW Air Controller	E-5		OS	0316	2
22. Radio Talker	E-3,4(3)	E-4	OS		5
23. Lookout Net Talker	E-3		SN		5
24. Battle Net Talker	E-4				5
25. Communications Net Talker	E-3		SN		5

N= 30 N= 12

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate and timely evaluation of data
from multiple sources to effectively
conduct combat, steaming or other assigned
operations

B. TASK TYPE Complementary

VERY MUCH	X								VERY LITTLE
	1	2	3	4	5	6	7		

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS			—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM			—	—	X	—	—	—	—	
3. STIMULUS VARIABILITY			—	—	—	X	—	—	—	
4. EQUIPMENT FAILURE			—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X	5	6	7

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	X	5	6	7

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY	
B. ORGANIZATION	NECESSARY		1	2	3	X	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY	

V. TEAM STRUCTURE

A. DECISION-MAKERS Commanding Officer, Tactical Action Officer, CIC Watch
Officer, Weapons Liaison Officer, CIC Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Tactical Action Officer, CIC Watch Officer, CIC Supv.

I. IDENTIFYING DATA

A. SHIP TYPE LHA-1

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Surface Operations

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Surface Operations Officer	O	O			2
2. Surface Operations Supervisor	E-6	E-6	OS	0318	2
3. NTDS Surface Detector/Tracker	E-3	E-3	OS	0317	2
4. Surface Operations Console Opr.	E-5	E-5	OS	0317	2
5. Surface Detector/Tracker	E-5		OS		2
6. DRT Plotter	E-4	E-4,5	OS		5
7. Surface Status Board Keeper	E-3	E-3	OS		5
8. Tactical Communications Team	E-4,5(2)	E-4	OS		5
9. Surface/Subsurface Surveillance Coord. Talker	E-4	E-4	OS		5
10. Radio Net Talker	E-4	E-4	OS		5
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 11 N= 9

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate tracking and plotting of surface,
subsurface and land contacts

B. TASK TYPE Complementary

VERY MUCH	X							VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	X 6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	X 2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Surface Operations Officer, Surface Operations Supv.

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Surface Operations Supervisor, Surface Operations Supv.

I. IDENTIFYING DATA

A. SHIP TYPE DD-950

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Underwater Battery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. ASW Officer	O-2		1110	9206	2
2. Sonar Supervisor	E-8	E-6	STG	0484	2
3. STACK Console Operator	E-4	E-4	STG		5
4. Standby STACK Console Opr.	E-3		STG		5
5. IVDS STACK Operator	E-5(2)	E-3	STG		5
6. Standby IVDS Operator	E-4		STG		5
7. Tape Recorder Operator	E-3		STG		5
8. IVDS Hoist Operator	E-3,4(2)		STG		5
9. Sonar Repairman	E-5,6(3)		STG		4
10. Attack Console Operator	E-5	E-5	STG		2
11. Firing Petty Officer	E-3		STG		5
12. Underwater Telephone Operator	E-6		STG		5
13. ASROC Launcher Captain	E-5	E-5	GMT	0891	4
14. Asst. ASROC Launcher Captain	E-4	E-4	GMT	0891	5
15. Torpedo Tube Operator	E-5		TM		2
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 19 N= 6

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, classification,
tracking, and attack of submarines using
ship's sonar.

B. TASK TYPE Complementary

VERY MUCH		X						VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X 5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Antisubmarine Warfare Officer, Sonar Supervisor, Attack
Console Operator

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Antisubmarine Warfare Officer, Sonar Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1053

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Underwater Battery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. ASW Officer	0				2
2. Firing Petty Officer	E-4		STG		2
3. Underwater Telephone (VQC) Opr.	E-3		STGSN		5
4. Attack Console Operator	E-4	E-4	STG		2
5. Sonar Supervisor	E-5	E-5	STG		2
6. Sonar Operator	E-4(3)	E-3(2)	STG		2
7. Acoustic Operator	E-4	E-4	STG	0445	2
8. Standby Acoustic Operator	E-4	E-4	STG	0445	5
9. Standby Sonar Operator	E-3		STGSN		5
10. Tape Recorder Operator	E-3		STGSN		5
11. Sonar Repair	E-5(2)		STG	0454	4
12. ASROC Launcher Captain	E-5	E-5	GMT	0891	4
13. Asst. ASROC Launcher Captain	E-4	E-4	GMT	0891	5
14. Torpedo Tube Operator	E-4	E-4	TM		2
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 17 N= 9

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, classification,
tracking, and attack of submarines using
ship's sonar.

B. TASK TYPE Complementary

VERY MUCH	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X 5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	X 3	4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Antisubmarine Warfare Officer, Sonar Supervisor, Attack
Console Operator

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Antisubmarine Warfare Officer, Sonar Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1074

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Underwater Battery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. ASW Watch Officer	0				2
2. Attack Console Operator	E-5	E-5	STG	0434	2
3. Firing Petty Officer	E-6		STG	0483	2
4. Underwater Telephone Operator	E-3		STGSN		5
5. Sonar Supervisor	E-8	E-5,6	STGCS	0483	2
6. Sonar Console Operator	E-4,5(3)	E-3,4,5(2)	STG	0456	2
7. Standby Sonar Console Operator	E-3		STGSN		5
8. Tape Recorder Operator	E-3		STGSN		5
9. Independent Variable Depth Sonar Operator	E-4,5(2)	E-3,4	STG	0447	2
10. Standby IVDS Console Operator	E-4		STG		5
11. Acoustic Console Operator	E-6		STG	0431/45	2
12. Standby Acoustic Console Opr.	E-4		STG	0445	5
13. Sonar Repair	E-5,6(2)		STG	0454	4
14. IVDS Hoist Operator	E-4		STG		4
15. ASROC Launcher Captain	E-6	E-5	GMT	0891	4
16. Asst. Launcher Captain	E-4	E-4	GMT	0891	5
17. Torpedo Tube Operator	E-4,5(2)		TM		2
18.					
19.					
20.					
21.					
22.					

N= 22 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, classification,
tracking, and attack of submarines using
ship's sonar.

B. TASK TYPE Complementary

VERY MUCH	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	X	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	X	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Antisubmarine Warfare Officer, Sonar Supervisor, Attack
Console Operator

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Antisubmarine Warfare Officer, Sonar Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CVN-68

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Air Intercept Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. NTDS AIC Supervisor	E-6		OS	0319	2
2. NTDS AI Controller	E-5(3)	E-5(2)	OS	0318	2
3. AIC Assistant	E-4		OS	0317	5
4. ASW Air Controller	E-5(2)	E-5(1)	OS	0316	2
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N= 7 N= 3

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate and timely relay of information
needed for successful intercepts

B. TASK TYPE Compensatory

VERY MUCH												VERY LITTLE
	1	2	3	X 4	5	6	7					

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	X 2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Air Intercept Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct, Audio, Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Air Intercept Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Combat Information Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Tactical Action Officer	0	0			2
2. CIC Watch Officer	0	0	1110	9216	2
3. Weapons Liaison Officer	0				2
4. Tactical Communicator	0				2
5. CIC Supervisor	E-7	E-6	OS	0341	2
6. Air Intercept Controller	E-5		OS	0313	2
7. ASW Air Controller	E-6		OS	0316	2
8. Air Detector/Tracker	E-4,6(2)	E-3	OS		2
9. Surface Detector/Tracker	E-3	E-3	OS		5
10. ASW Surface Detector/Tracker	E-5		OS		5
11. Link 14 Reader	E-4	E-4	OS		5
12. Link 14 Plotter	E-4(2)	E-4	OS		5
13. Bogey Tote Board Keeper	E-3		SN		5
14. Vertical Plotter	E-3(2)	E-3	OS		5
15. CAP Status Board Keeper	E-4		OS		5
16. DRT Plotter	E-6		OS		2
17. NC2 Plotter	E-3(2)	E-3	OS		5
18. Maneuvering Board Operator	E-4	E-3	OS		5
19. Surface Status Board Keeper	E-3		OS		5
20. ASW Status Board Keeper	E-3		SN		5
21. ESM Plotter	E-3		OS		5
22. Radio Net Talker	E-3,5(3)	E-5	OS		5
23. Battle Control Net Talker	E-5				5
24. Lookout Net Talker	E-3		SN		5
25. Communications Net Talker	E-3		SN		5

N= 31 N= 11

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate and timely evaluation of data
from multiple sources to effectively
conduct combat, steaming or other assigned
operations

B. TASK TYPE Complementary

VERY MUCH	X								VERY LITTLE
	1	2	3	4	5	6	7		

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X 5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Commanding Officer, Tactical Action Officer, CIC Watch
Officer, Weapons Liaison Officer, CIC Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Tactical Action Officer, CIC Watch Officer, CIC Supv.

I. IDENTIFYING DATA

A. SHIP TYPE CV-67

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Detection and Tracking

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Detection and Tracking Supv.	E-5	E-5	OS	0317	2
2. Air Detector/Tracker	E-4,3(3)	E-3(2)	OS	0317	2
3. Identification Operator	E-5	E-5	OS	0317	2
4. Special Tracker	E-4	E-4	OS	0317	2
5. Radar Set Control Operator	E-5	E-4	FTM(OS)	1138	2
6. Air Events Board Keeper	E-4		OS		5
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N= 8 N= 6

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, classification, and
tracking of radar contacts

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Detection and Tracking Supervisor, Identification
Operator

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Detection and Tracking Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CVN-68

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Detection and Tracking

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Detection and Tracking Supv.	E-5	E-5	OS	0317	2
2. Air Detector/Tracker	E-3,4(3)	E-3(2)	OS	0317	5
3. Air/Surface Detector/Tracker	E-5	E-4	OS	0317	5
4. Identification Operator	E-5	E-5	OS	0317	5
5. Special Tracker	E-4	E-4	OS	0317	5
6. Radar Set Control Operator	E-4,5(2)	E-5	FTM(OS)	1146	5
7. Talker	E-3(2)		OS		5
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N= 11 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, classification, and
tracking of radar contacts

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X	5	6	7

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	X	4	5	6	7

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	X	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	X	2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Detection and Tracking Supervisor, Identification
Operator

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Detection and Tracking Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE DDG-37 (DDG-46)

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Detection and Tracking

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Detection and Tracking Supv.	E-5	E-5	OS	0317	2
2. Air Detector/Tracker	E-4(3)	E-3	OS	0317	5
3. Identification Operator	E-5	E-4	OS	0317	2
4. Special Tracker	E-4(2)	E-4	OS	0317	5
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N= 7 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, classification, and
tracking of radar contacts

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Detection and Tracking Supervisor, Identification
Operator

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Detection and Tracking Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LHA-1

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Detection and Tracking

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Track Supervisor	E-6	E-5	OS	0319	2
2. Identification Operator	E-4	E-4	OS	0317	2
3. Air Detector/Tracker	E-4(2)	E-3(2)	OS	0317	2
4. Height/Size Operator	E-5(2)	E-3	OS	0317	2
5. Auto Track Console Operator	E-5		OS	0317	2
6.					
7.					
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N= 7 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, classification, and
tracking of air contracts

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						

V. TEAM STRUCTURE

A. DECISION-MAKERS Track Supervisor, Identification Operator

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio, Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Track Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LHA-1

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Intelligence Center

II. TEAM MEMBERS
(NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Intelligence Officer	0				2
2. Intelligence Center Supv.	E-6	E-5,6	IS		2
3. Photo Interpreter	E-5		IS		2
4. Data Processor	E-4,5(2)	E-4,5	DP	2734	2
5. Intelligence Clerk	E-4,5(2)		IS	3902	5
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N= 7 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, analysis and processing
of raw intelligence

B. TASK TYPE Complementary

VERY MUCH												VERY LITTLE
	1	2	3	4	5	6	7					

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Intelligence Officer, Intelligence Center Supervisor

B. STRUCTURAL ARRANGEMENT Serial or Parallel, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Intelligence Officer, Intelligence Center Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CVN-68

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Surface/Subsurface Plot

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Surface/Subsurface Supervisor	E-5	E-5	OS	0317	2
2. Surface Detector/Tracker	E-3	E-3	OS		5
3. NTDS Surface Detector/Tracker	E-4	E-4	OS	0317	2
4. DRT Plotter	E-3	E-3	OS		5
5. ASW Plotter	E-4	E-4	OS		5
6. Maneuvering Board Operator	E-4	E-4	OS		5
7.					
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N= 6 N= 6

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate tracking and plotting of surface,
subsurface and land contacts

B. TASK TYPE Complementary VERY MUCH X 3 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	X	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
						X				
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					

V. TEAM STRUCTURE

A. DECISION-MAKERS Surface/Subsurface Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Surface/Subsurface Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Combat Information

C. TEAM NAME Underwater Battery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Antisubmarine Warfare Officer	O				2
2. Attack Console Operator	E-4	E-4	STG		2
3. Firing Petty Officer	E-4		STG		5
4. Underwater Communicator	E-3		STG		5
5. Sonar Supervisor	E-5	E-5	STG		2
6. STACK Console Operator	E-4	E-3	STG		2
7. Tape Recorder Operator	E-3		STG		5
8. Sonar Equipment Repair	E-4,5(2)		STG	0445	4
9. ASROC Launcher Captain	E-5	E-5	GMT		4
10. ASROC Launcher Assistant	E-4	E-4	GMT		4
11. Torpedo Tube Operator	E-4(2)		TM		2
12. Standby STACK Operator	E-3		STG		5
13.					
14.					
15.					
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20.					
21.					
22.					

N= 14 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate detection, classification,
tracking, and attack of submarines using
ship's sonar.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE	MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS		—	—	—	—	X	—	—	
2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
		—	—	X	—	—	—	—	

E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
		—	—	—	—	X	—	—	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		—	X	—	—	—	—	—	
B. ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		—	—	—	X	—	—	—	
C. ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		—	X	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Antisubmarine Warfare Officer, Sonar Supervisor

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Antisubmarine Warfare Officer, Sonar Supervisor

Appendix B - Communications

I. IDENTIFYING DATA

A. SHIP TYPE

LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME

Message Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Communications Watch Officer	O	O	1110	9525	2
2. Radio Central Supervisor	E-9	E-8	RM	2313	2
3. Message Processing Supervisor	E-7	E-6	RM		2
4. Traffic Supervisor	E-7	E-6,7	RM	2369	2
5. Incoming Traffic Router	E-5		RM		2
6. Traffic Logger	E-4	E-4	RM		5
7. Traffic Checker	E-6	E-5	RM		2
8. Broadcast Operator	E-3	E-3	RM		5
9. Reproduction/Distribution Clerk	E-3(4)	E-3(2)	RM		5
10. Message Center Supervisor	E-5	E-5	RM		2
11. Teletype Operator	E-4,5(7)	E-4,5(4)	RM		5
12. Service Clerk	E-5		RM		5
13. File Clerk	E-3		RM	2304	5
14. Distribution Clerk	E-3,4(2)	E-3,4(2)	RM	2304	5
15. Tape Cutter	E-3,4(6)	E-3(2)	RM		5
16. Teletype Repair	E-4		RM		4
17. Messenger	E-4	E-3	RM		5
18. Talker	E-4	E-4	RM		5
19.					
20.					
21.					
22.					

N= 33 N= 20

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission,

reception and distribution of radio

communications

B. TASK TYPE Complementary

VERY
MUCH

1
$$\frac{x}{2}$$

3

7

—

7

VERY
LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	X 6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	X 2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS CWO, Supervisors, Router

B. STRUCTURAL ARRANGEMENT Serial within Parallel, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) CWO, Supervisors

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Center Supervisor	E-6	E-5	RM	2313	2
2. Satellite Communications	E-4		RM		2
3. Teletype Operator	E-3	E-3	RM		5
4. Broadcast Operator	E-3	E-3	RM		5
5. Transmitter Operator	E-3		RM		5
6. Reproduction/Distribution Clerk	E-3	E-3	SN		5
7. Teletype Repair	E-4		RM	2342	4
8. Messenger	E-3		SN		5
9. Communications Net Talker	E-3		SN		5
10.					
11.					
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N= 9 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission,
reception and distribution of radio
communications

B. TASK TYPE Complementary VERY MUCH 1 X 2 3 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Radio Center Supervisor, Operators

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct and
Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Radio Center Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Center Supervisor	E-7	E-5	RM	2319	2
2. Satellite Communications	E-4		RM		2
3. Teletype Repair	E-4		RM	2342	4
4. Circuit Controller	E-5	E-5	RM	2318	2
5. Broadcast Operator	E-3	E-3	RM		5
6. Reproduction/Distribution Clerk	E-3	E-3	SN		5
7. Communications Net Talker	E-3		SN		5
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N= 7 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission,
reception and distribution of radio
communications

B. TASK TYPE Complementary

VERY MUCH		X						VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	X 4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Radio Central Supervisor, Operators

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct and
Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Radio Central Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FFG 7

B. FUNCTIONAL AREA/TEAM TYPE Communications Radio

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Central Supervisor	E-5	E-5	RM		2
2. Satellite Communications	E-4		RM		5
3. Teletype Operator	E-3	E-3	RM		5
4. Broadcast Operator	E-3	E-3	RM		5
5. Transmitter Operator	E-3		RM		5
6. Reproduction/Distribution Clerk	E-3		SN		5
7. Tape Cutter	E-3		RM		5
8. Messenger	E-3		SN		5
9. Talker	E-3		RM		5
10.					
11.					
12.					
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N= 9 N= 3

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission,
reception and distribution of radio
communications

B. TASK TYPE Complementary VERY MUCH 1 X 2 3 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
						X				
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					

V. TEAM STRUCTURE

A. DECISION-MAKERS Radio Central Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel, Interactive-Direct

TEAM LEADERSHIP

1. FORMAL LEADER(S) Radio Central Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LPH 2 (LPH 7)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Officer	O		1110	9525	2
2. Watch Supervisor	E-6	E-5	RM	2313	2
3. Satellite Communications	E-4		RM		5
4. Message Center Supervisor	E-5		RM		2
5. Traffic Router	E-4	E-4	RM		2
6. Tape Cutter	E-3(2)	E-3	RM		2
7. Teletype Operator	E-3(2)	E-3	RM		2
8. Teletype Repair	E-4		RM	2342	4
9. Broadcast Operator	E-3	E-3	RM		2
10. Crypto Operator	E-4		RM		2
11. Reproduction/Distribution Clerk	E-3	E-3	SN		2
12. Communications Net Talker	E-3(2)		SN		5
13. Circuit Control Supervisor	E-6		RM	2319	2
14. Circuit Controller	E-4(2)	E-4	RM	2318	2
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24.					
25.					

N= 18 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission,
reception and distribution of radio
communications

B. TASK TYPE Complementary VERY MUCH 1 X 2 3 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Officer, Supervisors, Router

B. STRUCTURAL ARRANGEMENT Serial within Parallel, Interactive-Direct and
Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Radio Officer, Watch Supervisor, Message Center Super-
visor, Circuit Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE AOE 1 (AOE 2)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Central Supervisor	E-6	E-5	RM	2313	2
2. Satellite Operator	E-4		RM		5
3. Teletype Operator	E-3(2)	E-3	RM		5
4. Broadcast Operator	E-3	E-3	RM		5
5. Reproduction/Distribution Clerk	E-3	E-3	SN		5
6. Tactical Communications Operator	E-4		RM		5
7. Messenger	E-3	E-3	SN		5
8. Transmitter Operator	E-4		RM		5
9. Communications Net Talker	E-3		RM		5
10.					
11.					
12.					
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23.					
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25.					

N= 10 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission,
reception and distribution of radio
communications

B. TASK TYPE Complementary VERY MUCH 1 2 3 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X							

V. TEAM STRUCTURE

A. DECISION-MAKERS Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CV 67

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Control Supervisor	E-7	E-7	RM	2313	2
2. Watch Supervisor/Sat Comm		E-5	RM		2
3. Satellite Communications	E-4		RM		2
4. Traffic Checker	E-5	E-5	RM		2
5. Incoming Traffic Router	E-5	E-4	RM		2
6. Outgoing Traffic Router	E-5	E-4	RM		2
7. Service Clerk	E-5	E-4	RM		2
8. Broadcast Operator	E-3	E-3	RM	2346	5
9. Teletype Operator	E-4,3(3)	E-4,3(3)	RM		5
10. Tape Cutter	E-3(3)	E-3(3)	RM		5
11. Reproduction/Distribution Clerk	E-4,3(2)	E-3(2)	RM		5
12. Circuit Operator	E-3	E-3	SN		5
13. File Clerk	E-3	E-3	SN		5
14. Teletype Repair	E-4		RM		4
15. Messenger	E-3		SN		5
16.					
17.					
18.					
19.					
20.					
21.					
22.					
23.					
24.					
25.					

N= 19 N= 17

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission,
reception and distribution of radio
communications

B. TASK TYPE Complementary VERY MUCH 1 X 2 3 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Supervisor, Router

B. STRUCTURAL ARRANGEMENT Serial within Parallel, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LHA 1

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Communications Officer	O		1050	9582	2
2. Communications Watch Officer	E-8	O	RM	2319	2
3. Supervisor	E-7	E-7,8	RM	2318/2374	2
4. On-Line Crypto Operator	E-4		RM		5
5. Off-Line Crypto Operator	E-5		RM	2346	2
6. MPS Operator	E-4(2)	E-4(2)	RM	2304	5
7. Reproduction Clerk	E-4	E-3	RM		5
8. Distribution Clerk	E-4	E-3	RM		5
9. Communications Clerk	E-3	E-3	RM		5
10. Broadcast Operator	E-5	E-5,4	RM		5
11. Traffic Checker	E-4	E-5	RM	2304	5
12. Messenger	E-3		RM		5
13. CW Operator	E-6		RM	2318/2374	2
14. SW Receiver Operator	E-6		RM	2318	2
15. Equipment Monitor	E-7		RM	2318/2374	4
16. Assistant Equipment Monitor	E-5,3(4)		RM		5
17. MHF/HF Monitor	E-5		RM	2313/2374	4
18. UHF/VHF Monitor	E-5		RM	2313/2374	4
19.					
20.					
21.					
22.					
23.					
24.					

N= 22 N= 9

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission,
reception and distribution of radio
communications

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	X 2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Officer, Watch Officer, Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel, Interactive-Direct and
Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Officer, Watch Officer, Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LST 1179

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Center Supervisor	E-6	E-5	RM	2313	2
2. Satellite Communicator	E-4		RM		2
3. Teletype Operator	E-3	E-3	RM	2304	5
4. Broadcast Operator	E-3	E-3	RM	2304	5
5. Reproduction/Distribution Clerk	E-3	E-3	RM		5
6. Messenger	E-3		SN		5
7. Communications Net Talker	E-3		SN		5
8. Emergency Radio Operator	E-4		RM	2304	4
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					
23.					
24.					

N= 8 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission, reception
and distribution of radio communications.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D. TASK DIFFICULTY		EASY	1	2	3	X 4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS		_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Center Supervisor	E-7		RM	2313	2
2. Radio Center Watch Supervisor	E-5	E-5	RM	2313	2
3. Satellite Communications Operator	E-4		RM		2
4. Circuit Controller	E-5	E-5	RM	2359	2
5. Teletype Repair	E-4		RM	2342	4
6. Broadcast Controller	E-3	E-3	RM		5
7. Communications Net Talker	E-3		SN		5
8. Reproduction/Distribution Clerk	E-3	E-3	SN		5
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 8 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission,
reception and distribution of radio
communications

B. TASK TYPE Complementary

VERY MUCH		X						VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Radio Central Supervisor, Operators

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Radio Central Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Central Supervisor	E-7	E-5,6	RM	2313	2
2. Broadcast Operator	E-4	E-4	RM	2304	5
3. Reproduction/Distribution Clerk	E-3	E-3	RM		5
4. Teletype Operator	E-4	E-4	RM	2304	5
5. Teletype Repair/Tape Cutter	E-4		RM	2346	4
6. Transmitter Operator	E-4		RM	2304	5
7. Messenger	E-3		RM		5
8. Talker	E-3		RM		5
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 8 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission,
reception and distribution of radio
communications

B. TASK TYPE Complementary VERY MUCH 1 X 2 3 4 5 6 7 VERY LITTLE

AD-A105 471

LITTON MELLONICS SYSTEMS DEVELOPMENT DIV ARLINGTON VA F/G 5/9
A CLASSIFICATION SYSTEM FOR NAVY TEAMS. VOLUME II. APPENDICES A--ETC(U)
SEP 81 L B NADLER, L E BERGER N00014-80-C-0781

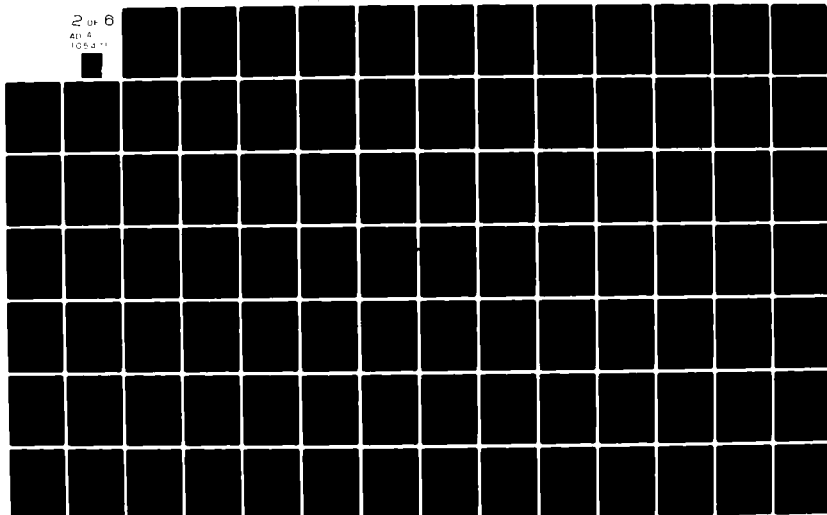
UNCLASSIFIED

NL

2 OF 6

AD 5

105.3 11



		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X							

V. TEAM STRUCTURE

A. DECISION-MAKERS Radio Central Supervisor, Operators

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct and
Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Radio Central Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE DD-963

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Supervisor	E-7	E-5	RM	2313	2
2. Satellite Communications Operator	E-5		RM		2
3. Teletype Operator	E-3	E-3	RM		5
4. Teletype Repair	E-4		RM	2346	4
5. Voice Communications Supervisor	E-5		RM		2
6. Broadcast Operator	E-3	E-3	RM		5
7. Transmitter Operator	E-3		RM	2304	5
8. Offline Operator	E-3,4		RM		5
9. Reproduction/Distribution	E-3	E-3	RM		5
10. Messenger	E-3		RM		5
11. Talker	E-3		RM		5
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 11 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission,
reception and distribution of radio
communications

B. TASK TYPE Complementary

VERY MUCH	1	2	3	X 4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	X	—	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	X	—	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	X 4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	X 2	3	4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Radio Supervisor, Voice Communications Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel, Interactive-Direct and

Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Radio Center Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Secure Radio

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Secure Teletype Supervisor	E-5	E-3(2)	RM		2
2. Teletype Operator	E-3(3)		RM		5
3. Communications Net Talker	E-3		SN		5
4.					
5.					
6.					
7.					
8.					
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11.					
12.					
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21.					
22.					
23.					
24.					
25.					

N= 5 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate transmission, reception of coded
messages (ciphering/deciphering)

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
				X				

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	X	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	X	—	—	—	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	—	X	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Supervisor, Teletype Operator

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Secure Radio

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Secure Teletype Supervisor	E-5		RM		2
2. Teletype Operator	E-3(2)	E-3(2)	RM		5
3. Teletype Operator/Tape Cutter	E-3		RM		5
4. Communications Net Talker	E-3		SN		5
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
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20.					
21.					
22.					
23.					
24.					
25.					

N= 5 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate transmission, reception of coded
messages (cipheryng/decipheryng)

B. TASK TYPE Complementary

VERY MUCH	1	2	3	<u>X</u> 4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					

V. TEAM STRUCTURE

A. DECISION-MAKERS Supervisor, Teletype Operator

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CV67

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Technical Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Technical Control Supervisor	E-6	E-6	RM	2319	2
2. Circuit Controller	E-5(3)	E-5(2)	RM	2318	5
3. Transmitter Room Supervisor/ Operator	E-5(2)	E-4	RM		2
4. Transmitter Operator	E-3(3)	E-3	RM		5
5. UHF Supervisor/Operator	E-5	E-4	RM		2
6. UHF Operator	E-5	E-3	RM		2
7. Communications Net Talker	E-3(5)		RM		5
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N= 16 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Proper patching and tuning of receivers,
transmitters and antennas.

B. TASK TYPE Complementary

VERY MUCH			X						VERY LITTLE
	1	2	3	4	5	6	7		

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	—	X	—	—	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	X	—	—	—	—	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	X	—	—	—	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Supervisor

B. STRUCTURAL ARRANGEMENT Parallel or Serial, Interactive-Direct and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LCC 19

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Technical Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Technical Control Officer	O	O	6120	9565	2
2. Technical Control Supervisor	E-6	E-6	RM		2
3. Circuit Controller	E-6	E-5	RM		5
4. Broadcast Controller	E-5	E-5	RM		5
5. Termination Controller	E-6	E-5	RM		5
6. Teletype Operator	E-3		RM		5
7. Receiver Room Supervisor	E-5		RM		2
8. Receiver Operator	E-4(2)		RM		5
9. H.F. Transmitter Supervisor	E-6(2)		RM		2
10. H.F. Transmitter Operator	E-4(2)	E-4(2)	RM	2304	5
11. UHF Transmitter Supervisor	E-7,8(2)		RM		2
12. UHF Transmitter Operator	E-4(2)	E-4	RM	2304/14	5
13. DCS Satellite Communications	E-6(2)	E-6	ET	1426	2
14. Matrix Operator	E-5,3(2)		RM		5
15. Satellite Communications	E-5(2)	E-5	RM	2368	5
16. Cooling Pump Monitor	E-4		RM		5
17. Electronics Repair	E-4,5,6,7(8)		ETN		5
18. Communications Net Talker	E-3(8)		RM		5
19. Electronics Casualty Control Net Talker	E-3(6)		SN		5
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22.					
23.					
24.					
25.					

N= 45 N= 10

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Proper patching and tuning of receivers,
transmitters and antennas.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST									MORE EST THAN EM							
		1	2	3	4	5	6	7			1	2	3	4	5	6	7	
C. TASK EMERGENCE																		
1.	ENVIRONMENTAL CONDITIONS	—	—	X	—	—	—	—										
2.	BATTLE CASUALTIES TO THE TEAM	—	—	—	X	—	—	—										
3.	STIMULUS VARIABILITY	—	—	—	X	—	—	—										
4.	EQUIPMENT FAILURE	—	—	—	—	—	X	—										
D. TASK DIFFICULTY		EASY													X		DIFFICULT	
		1	2	3	4	5	6	7										
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED													NON-AUTOMATED			
		1	2	X	3	4	5	6	7									
F. OTHER CHARACTERISTICS		_____																

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS TCO, Supervisor, Controller

B. STRUCTURAL ARRANGEMENT Parallel, Interactive-Direct and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) TCO, Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NCBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-9		SM		2
2. Signal Watch Supervisor	E-5,6(2)	E-6	SM		2
3. Operator	E-4,5(3)	E-3,4(2)	SM		5
4. Recorder	E-3,4(3)	E-3(2)	SM		5
5. Logkeeper	E-3		SM		5
6. Talker	E-4		SM		5
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N= 11 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
			X					

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS			X						
	2. BATTLE CASUALTIES TO THE TEAM				X					
	3. STIMULUS VARIABILITY			X						
	4. EQUIPMENT FAILURE							X		
D.	TASK DIFFICULTY	EASY						X		DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED			X					NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY				X				UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Signal Bridge Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Signal Bridge Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-6		SM		2
2. Watch Supervisor/Operator	E-4,5(2)	E-4,5,6	SM		5
3. Recorder	E-3 (2)	E-3,4	SM		5
4. LogKeeper	E-4		SM		5
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N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	X 4	5	6	7	VERY LITTLE

		MORE EM THAN EST							MORE EST THAN EM	
		1	2	3	4	5	6	7		
C. TASK EMERGENCE										
1. ENVIRONMENTAL CONDITIONS			X							
2. BATTLE CASUALTIES TO THE TEAM				X						
3. STIMULUS VARIABILITY				X						
4. EQUIPMENT FAILURE							X			
D. TASK DIFFICULTY	EASY			X						DIFFICULT
		1	2	3	4	5	6	7		
E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X					NON- AUTOMATED
		1	2	3	4	5	6	7		
F. OTHER CHARACTERISTICS	_____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

		NECESSARY							UNNECESSARY	
		1	2	3	4	5	6	7		
A. ORIENTATION				X						
B. ORGANIZATION					X					
C. ADAPTATION			X							

V. TEAM STRUCTURE

A. DECISION-MAKERS Signal Bridge Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Signal Bridge Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-5		SM		2
2. Operator	E-4 (2)	E-4	SM		5
3. Recorder	E-3 (2)	E-3	SN		5
4. LogKeeper	E-3		SN		5
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N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	X 4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS			X						
	2. BATTLE CASUALTIES TO THE TEAM				X					
	3. STIMULUS VARIABILITY				X					
	4. EQUIPMENT FAILURE							X		
D.	TASK DIFFICULTY	EASY			X					DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY				X				UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Signal Bridge Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Signal Bridge Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE DD-963

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-4		SM		2
2. Signal Operator	E-4	E-4	SM		2
3. Recorder	E-4	E-4	SM		5
4. Operator/Chaff Loader	E-4(2)		SM		5
5. Logkeeper	E-3		SM		5
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N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications.

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	X	—	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	X	—	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	X	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	—	X	—	—	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Signal Bridge Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Signal Bridge Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Central Supervisor	E-6	E-5	RM	2313	2
2. Teletype Operator	E-3	E-3	RM		5
3. Broadcast Operator	E-3	E-3	RM		5
4. Reproduction/Distribution Clerk	E-3	E-3	SN		5
5. Satellite Communication Opr.	E-4		RM		2
6. Transmitter Operator	E-4		RM		5
7. Tape Cutter/Teletype Repair	E-4		RM	2342	4
8. Messenger	E-3		SN		5
9. Talker	E-3		SN		5
10.					
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N= 9 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission, reception,
and distribution of radio communications.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS			—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM			—	—	X	—	—	—	—	
3. STIMULUS VARIABILITY			—	—	X	—	—	—	—	
4. EQUIPMENT FAILURE			—	—	—	—	X	—	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X						
B. ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X					
C. ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		X							

V. TEAM STRUCTURE

A. DECISION-MAKERS Radio Control Supervisor, Operators

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct and

Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Radio Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Radio Center

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Radio Central Supervisor	E-7	E-5,6	RM	2313	2
2. Teletype Operator	E-4	E-4,5	RM	2342	5
3. Broadcast Operator	E-4	E-4	RM	2304	5
4. Reproduction/Distribution Clerk	E-3	E-3	SN		5
5. Transmitter Operator	E-4		RM	2304	5
6. Teletype Repair/Tape Cutter	E-5		RM	2342	4
7. Messenger	E-3		RM		5
8. Communications Circuit Talker	E-3		RM		5
9.					
10.					
11.					
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22.					

N= 8 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission, reception,
and distribution of radio communications.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	X 3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Radio Control Supervisor, Operators

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct and
Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Radio Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-5		SM		2
2. Operator	E-4(2)	E-4	SM		5
3. Recorder	E-3(2)	E-3	SN		5
4. Logkeeper	E-3		SN		5
5.					
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N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications

B. TASK TYPE Complementary

VERY MUCH				X				VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C. TASK EMERGENCE										
1.	ENVIRONMENTAL CONDITIONS		—	X	—	—	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	X	—	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D. TASK DIFFICULTY										
		EASY	1	2	X 3	4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION										
		FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS _____										

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Signal Bridge Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Signal Bridge Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-7		SM		2
2. Watch Supervisor/Operator	E-5	E-5	SM		2
3. Operator	E-4(2)	E-4	SM		5
4. Recorder	E-4,3(3)	E-4,3(2)	SM		5
5. Logkeeper	E-3	E-3	SN		5
6. Communications Net Talker	E-3	E-3	SN		5
7.					
8.					
9.					
10.					
11.					
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21.					
22.					

N= 9 N= 6

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications

B. TASK TYPE Complementary

VERY MUCH				X				VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS			X						
	2. BATTLE CASUALTIES TO THE TEAM				X					
	3. STIMULUS VARIABILITY			X						
	4. EQUIPMENT FAILURE							X		
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED			X					NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY				X				UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS _____ Supervisor _____

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct _____

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) _____ Supervisor _____

I. IDENTIFYING DATA

A. SHIP TYPE AOE-1 (AOE-2)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-5		SM		2
2. Operator	E-4(2)	E-4	SM		5
3. Recorder	E-3(2)	E-3	SN		5
4. Communications Net Talker	E-3		SN		5
5.					
6.					
7.					
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20.					
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22.					

N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications

B. TASK TYPE Complementary

VERY MUCH	1	2	3	<u>X</u> 4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		<u>X</u>	—	—	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	<u>X</u>	—	—	—	—	
	3. STIMULUS VARIABILITY		—	<u>X</u>	—	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	<u>X</u>	—	—	
D.	TASK DIFFICULTY	EASY	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>X</u> <u>5</u>	<u>6</u>	<u>7</u>	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	<u>1</u>	<u>2</u>	<u>3</u>	<u>X</u> <u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	<u>1</u>	<u>2</u>	<u>X</u> <u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	UNNECESSARY
B.	ORGANIZATION	NECESSARY	<u>1</u>	<u>2</u>	<u>3</u>	<u>X</u> <u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	UNNECESSARY
C.	ADAPTATION	NECESSARY	<u>1</u>	<u>X</u> <u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-6		SM		2
2. Operator	E-4(2)	E-4	SM		5
3. Recorder	E-3(2)	E-3	SM		5
4. Logkeeper/Communications Net Talker	E-3		SN		5
5.					
6.					
7.					
8.					
9.					
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19.					
20.					
21.					
22.					

N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications

B. TASK TYPE Complementary

VERY MUCH	1	2	3	X 4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS			X						
	2. BATTLE CASUALTIES TO THE TEAM				X					
	3. STIMULUS VARIABILITY				X					
	4. EQUIPMENT FAILURE							X		
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY				X				UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Signal Bridge Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Signal Bridge Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-6		SM		2
2. Operator	E-4(2)	E-4	SM		5
3. Recorder	E-3(2)	E-3	SN		5
4. Logkeeper/Communications Net Talker	E-3		SN		5
5.					
6.					
7.					
8.					
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20.					
21.					
22.					

N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications

B. TASK TYPE Complementary

VERY MUCH	1	2	3	<u>X</u> 4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS			X						
	2. BATTLE CASUALTIES TO THE TEAM				X					
	3. STIMULUS VARIABILITY				X					
	4. EQUIPMENT FAILURE							X		
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY				X				UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Signal Bridge Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Signal Bridge Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CV-67

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-7		SM		2
2. Signal Watch Supervisor	E-5	E-5	SM		2
3. Operator	E-4(3)	E-4(2)	SM		5
4. Recorder	E-3(3)	E-3(2)	SM		5
5. Logkeeper	E-3		SN		5
6. Communications Net Talker	E-3		SN		5
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8.					
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22.					

N= 10 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications

B. TASK TYPE Complementary

VERY MUCH	<u>1</u>	<u>2</u>	<u>3</u>	<u>X</u> <u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS			X						
	2. BATTLE CASUALTIES TO THE TEAM				X					
	3. STIMULUS VARIABILITY			X						
	4. EQUIPMENT FAILURE							X		
D.	TASK DIFFICULTY	EASY					X			DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY				X				UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-6		SM		2
2. Operator	E-4,5(2)	E-4,5	SM		5
3. Recorder	E-3,4(2)	E-3	SM		5
4. Logkeeper/Comm. Net Talker	E-3		SM	0599	5
5.					
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22.					

N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications

B. TASK TYPE Complementary

VERY MUCH				X				VERY LITTLE
	1	2	3	4	5	6	7	

		MOLE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS			X						
	2. BATTLE CASUALTIES TO THE TEAM				X					
	3. STIMULUS VARIABILITY				X					
	4. EQUIPMENT FAILURE							X		
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY								UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY								UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY								UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Signal Bridge Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Signal Bridge Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FFG-7

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-6		SM		2
2. Visual Signal Communicator	E-5	E-4	SM		2
3. Assistant Visual Signal	E-3,4(2)	E-3	SMSN		2
4.					
5.					
6.					
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21.					
22.					

N= 4 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications

B. TASK TYPE Complementary

VERY MUCH	1	2	3	<u>X</u> 4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS			X						
	2. BATTLE CASUALTIES TO THE TEAM				X					
	3. STIMULUS VARIABILITY				X					
	4. EQUIPMENT FAILURE							X		
D.	TASK DIFFICULTY	EASY			X					DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY				X				UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Signal Bridge Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Signal Bridge Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LHA-1

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Officer	0		1110	9585	2
2. Supervisor	E-8		SM		2
3. Operator	E-6(2)	E-6,5,4(2)	SM		5
4. Recorder	E-4,3(2)	E-4,3(2)	SM		5
5. Up-Haul	E-3		SM		5
6. Down-Haul	E-3		SM		5
7. Spotter	E-4		SM		5
8. Logkeeper	E-3		SM		5
9.					
10.					
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19.					
20.					
21.					
22.					

N= 10 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications

B. TASK TYPE Complementary

VERY MUCH												VERY LITTLE
	1	2	3	4	5	6	7					

C. TASK EMERGENCE	MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS		—	X	—	—	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3. STIMULUS VARIABILITY		—	X	—	—	—	—	—	
4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY	EASY	—	—	—	—	X	—	—	DIFFICULT
		1	2	3	4	5	6	7	
E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	—	—	X	—	—	—	—	NON- AUTOMATED
		1	2	3	4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	—	X	—	—	—	—	—	UNNECESSARY
		1	2	3	4	5	6	7	
B. ORGANIZATION	NECESSARY	—	—	—	X	—	—	—	UNNECESSARY
		1	2	3	4	5	6	7	
C. ADAPTATION	NECESSARY	—	X	—	—	—	—	—	UNNECESSARY
		1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Officer, Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Officer, Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Communications

C. TEAM NAME Visual Communications

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Signal Bridge Supervisor	E-6		SM		2
2. Operator	E-4(2)	E-4(2)	SM		5
3. Recorder	E-3(2)	E-3(2)	SM		5
4. Logkeeper	E-3		SM		5
5.					
6.					
7.					
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22.					

N= 6 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate, timely transmission and
reception of visual communications

B. TASK TYPE Complementary

VERY MUCH	1	2	3	<u>X</u> 4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS			X						
	2. BATTLE CASUALTIES TO THE TEAM				X					
	3. STIMULUS VARIABILITY			X						
	4. EQUIPMENT FAILURE							X		
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY				X				UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS _____ Supervisor _____

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) _____ Supervisor _____

Appendix C - Damage Control

I. IDENTIFYING DATA

A. SHIP TYPE LPH (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Aircraft Crash and Salvage Team

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Crash and Salvage Chief	E-5		ABH		2
2. Hotsuitman	E-3(2)		AN		2
3. Crane Operator	E-4		ABH		2
4. Forklift Operator	E-3		ABH		5
5. TAU Driver	E-3		AN		5
6. TAU Handline Operator	E-3		AN		5
7. M-B5 Driver	E-4		ABH		2
8. M-B5 Turret	E-3		AN		5
9. M-B5 Handline	E-4		AN		5
10. Crewman	E-3(5)		AN		5
11.					
12.					
13.					
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N= 15 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effective control of damage in event of
aircraft crash/fire.

B. TASK TYPE Complementary

VERY MUCH												VERY LITTLE
	1	2	3	4	5	6	7					

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Crash and Salvage Chief

B. STRUCTURAL ARRANGEMENT Parallel, Interactive-Direct and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Crash and Salvage Chief

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Casualty Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Medical Technician	E-4		HM	8425	1
2. Medical Assistant	E-3,4				2
3.					
4.					
5.					
6.					
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N= 2 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective treatment of personnel
casualties.

B. TASK TYPE Compensatory

VERY MUCH	<u>1</u>	<u>2</u>	<u>3</u>	<u>X</u> <u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS			—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM			—	—	—	X	—	—	—	
3. STIMULUS VARIABILITY			—	—	X	—	—	—	—	
4. EQUIPMENT FAILURE			—	—	—	—	X	—	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	X	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	X	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Medical Technician, Medical Assistant

B. STRUCTURAL ARRANGEMENT Parallel , Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Medical Technician

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Casualty Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Medical Technician	E-5		HM		1
2. Medical Assistant	E-3		SN		2
3.					
4.					
5.					
6.					
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N= 2 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective treatment of personnel
casualties.

B. TASK TYPE Compensatory

VERY MUCH	1	2	3	X 4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	X	—	—	—	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	—	X	—	—	—	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	X	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X	—	—	—	—	—	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Medical Officer, Medical Technician

B. STRUCTURAL ARRANGEMENT Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Medical Officer

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Casualty Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Medical Officer	0				1
2. Medical Technician	E-5		HM		2
3. Medical Assistant	E-3		SN		5
4.					
5.					
6.					
7.					
8.					
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N= 3 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective treatment of personnel
casualties.

B. TASK TYPE Compensatory VERY MUCH 1 2 3 X
4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	—	—	—	—	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	—	—	—	—	—	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	X	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X	—	—	—	—	—	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Medical Officer, Medical Technician

B. STRUCTURAL ARRANGEMENT Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Medical Officer

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Casualty Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Medical Officer	0				1
2. Medical Technician	E-3,4		HM/FN		2
3. Damage Control Net Talker	E-3		SN		5
4.					
5.					
6.					
7.					
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25.					

N= 3 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective treatment of personnel
casualties

B. TASK TYPE Compensatory

VERY MUCH			X							VERY LITTLE
	1	2	3	4	5	6	7			

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY	
B.	ORGANIZATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY	

V. TEAM STRUCTURE

A. DECISION-MAKERS Medical Officer, Medical Technician

B. STRUCTURAL ARRANGEMENT Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Medical Officer

I. IDENTIFYING DATA

A. SHIP TYPE LPH (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Damage Control Central

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Damage Control Assistant	0		1110	9308	2
2. Damage Control Supervisor	E-6		HT		2
3. Ship Control Net Talker	E-3		SN		5
4. Engineering Net Talker	E-3		FN		5
5. Damage Control Net Talker	E-4				5
6. Repair Party Talker	E-3(5)		FN		5
7. Captain's Net Talker	E-3		FN		5
8. Plotter	E-3		FN		5
9.					
10.					
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23.					
24.					
25.					

N= 12 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effectively coordinate damage control
teams to minimize effects of damage.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Damage Control Assistant, Damage Control Supervisor

B. STRUCTURAL ARRANGEMENT Parallel, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Damage Control Assistant, Damage Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Damage Control Central

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Damage Control Assistant	0-2		1110	9308	2
2. Damage Control Supervisor	E-5	E-4	HT		2
3. Ship Control Net Talker	E-3		SN		5
4. Engineering Net Talker	E-3		FN		5
5. Electrical Control Net Talker	E-3		SN		5
6. Damage Control Net Talker	E-4				5
7. Plotter	E-3		FN		5
8. Liquid Load Controller	E-5		BT		2
9. Sounding and Security Watch		E-3	HTFN		5
10.					
11.					
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25.					

N= 9 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effectively coordinate damage control
teams to minimize effects of damage.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Damage Control Assistant, Damage Control Supervisor,
Liquid Load Controller

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Damage Control Assistant, Damage Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Damage Control Central

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Damage Control Assistant	0-2		1110	9308	2
2. Damage Control Supervisor	E-5	E-4	HT		2
3. Plotter	E-3		FN		5
4. Maneuvering Net Talker	E-3		SN		5
5. Engineering Net Talker	E-3		SN		5
6. Damage Control Net Talker	E-3,4		SN		5
7. Liquid Load Controller	E-5		BT		2
8. Sounding and Security Watch		E-3	HTFN		5
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25.					

N= 9 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effectively coordinate damage control
teams to minimize effects of damage.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Damage Control Assistant, Damage Control Supervisor,
Liquid Load Controller

B. STRUCTURAL ARRANGEMENT Parallel , Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Damage Control Assistant, Damage Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FFG-7

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Damage Control Central

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Damage Control Officer	0-2		1110	9308/2	1
2. Damage Control Console	E-4		HT		2
3. Liquid Load Controller	E-5		GSM	4121	2
4. Ship Control Net Talker	E-3				2
5. Damage Control Net Talker	E-4				2
6.					
7.					
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N= 5 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effectively coordinate damage control
efforts to minimize effects of damage.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

	MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C. TASK EMERGENCE									
1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D. TASK DIFFICULTY	EASY	1	2	3	X 4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	X 1	2	3	4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS		_____							

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Damage Control Officer, Liquid Load Controller

B. STRUCTURAL ARRANGEMENT Parallel, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Damage Control Officer

I. IDENTIFYING DATA

A. SHIP TYPE FFG-7

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Helicopter Crash Crew

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Scene Leader	E-5				2
2. Hotsuitman	E-3(2)				2
3. AFFF Nozzleman	E-3				2
4. AFFF Hoseman	E-3				5
5. AFFF Operator	E-3		HT		2
6. Applicatorman	E-3(3)				5
7. Damage Control Net Talker	E-3				5
8.					
9.					
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25.					

N= 10 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effective control of damage in event of
helicopter crash/fire.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FFG-7

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Main Propulsion Repair

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Officer	WO2		7130	9337	2
2. Repair Party Leader	E-6		GSM	4127	2
3. Scene Leader	E-5				2
4. Investigator	E-4(2)				2
5. Investigator Tender	E-3(2)				5
6. Accessman	E-3				2
7. Nozzleman	E-3(2)				5
8. Hoseman	E-3(2)				5
9. Plugman	E-3(2)				5
10. Electrical Repair	E-5		EM	4632	1
11. Messenger	E-3				5
12. Damage Control Net Talker	E-3				5
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 17 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control/repair of
damage to main propulsion/engineering
spaces and equipment.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Officer, Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel or Serial, Interactive-Direct
and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Officer, Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Main Propulsion Repair

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Officer	0				2
2. Repair Party Leader	E-7			9555	2
3. Scene Leader	E-5			9555	2
4. Investigator	E-4(2)				2
5. Nozzleman	E-3(2)		FN		5
6. Hoseman	E-3(4)		FN		5
7. Electrical Repair	E-4		EM		2
8. Interphone Repair	E-4		IC		2
9. Electrical Repair/Relief Crew	E-6		EM	4296	5
10. Machinery Repair/Relief Crew	E-3,4,5,6(8)		MM	4523	5
11. Boiler Repair/Relief Crew	E-3,4,5,6(8)		BT		5
12. Utilityman	E-3(4)		FN		5
13. Damage Control Net Talker	E-3		FN		5
14. Engineering Net Talker	E-3		FN		5
15. Ship Control Net Talker	E-3		FN		5
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 37 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control/repair of
damage to engineering spaces and equip-
ment.

B. TASK TYPE Complementary

VERY MUCH			<u>X</u>					VERY LITTLE
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Officer, Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel or Serial, Interactive-Direct
and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Officer, Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Repair Aft (Secondary Damage Control Central)

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Leader	E-7		HT		2
2. Scene Leader	E-5				2
3. Investigator	E-4 (2)				2
4. Nozzleman	E-3(2)		SN		5
5. Hoseman	E-3(4)		SN		5
6. Electrical Repair	E-4		EM		1
7. Interphone Repair	E-3		ICFN		1
8. Plotter	E-3		SN		5
9. Engineering Net Talker	E-3		SN		5
10. Damage Control Net Talker	E-4				5
11. Ship Control Net Talker	E-3		FN		5
12. Electrical Control Net Talker	E-3		FN		5
13. Utilityman	E-3(10)		SN		5
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 27 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control/repair of
damage; Ability to assume functions of
Damage Control Central

B. TASK TYPE Complementary VERY MUCH 1 2 X 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	X 7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct
and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FF-1074

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Repair Aft (Secondary Damage Control Central)

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Leader	E-7				2
2. Plotter	E-4				5
3. Bridge Talker	E-3				5
4. Main Propulsion Talker	E-4				5
5. Damage Control Talker	E-4				5
6. Investigator	E-4(2)				2
7. Nozzleman Repair	E-3(2)				5
8. Hoseman	E-3(4)				5
9. Electrical Repair	E-3				1
10. Interior Communications Talker	E-6				1
11. Utilityman	E-3(5)				5
12. Scene Leader	E-6				2
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 21 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control/repair of
damage; Ability to assume functions of
Damage Control Central

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	X	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct
and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Repair Aft (Secondary Damage Control Central)

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Leader	E-7		HTC		2
2. Scene Leader	E-5		HT		2
3. Investigator	E-5(2)				2
4. Nozzleman	E-3,4(2)				5
5. Hoseman	E-3,4(2)				5
6. Electrical Repair	E-3		EMFN		1
7. Interphone Repair	E-5		IC		1
8. Damage Control Net Talker	E-6		MM		5
9. Utilityman	E-3(5)				5
10. Plotter	E-4		HT		5
11. Bridge Talker	E-4				5
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					
23.					
24.					
25.					

N= 20 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control/repair of
damage; Ability to assume functions of
Damage Control Central

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST							MORE EST THAN EM	
		1	2	3	4	5	6	7		
C.	TASK EMERGENCE									
1.	ENVIRONMENTAL CONDITIONS	—	—	—	X	—	—	—		
2.	BATTLE CASUALTIES TO THE TEAM	—	—	—	X	—	—	—		
3.	STIMULUS VARIABILITY	—	—	—	X	—	—	—		
4.	EQUIPMENT FAILURE	—	—	X	—	—	—	—		
D.	TASK DIFFICULTY								EASY	
		1	2	3	4	5	6	7	X	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION								FULLY AUTOMATED	
		1	2	3	4	5	6	7	X	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A.	DECISION-MAKERS	<u>Repair Party Leader, Scene Leader</u>
B.	STRUCTURAL ARRANGEMENT	<u>Parallel within Serial, Interactive-Direct</u> <u>and Audio</u>

VI. TEAM LEADERSHIP

A.	FORMAL LEADER(S)	<u>Repair Party Leader, Scene Leader</u>

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Repair Aft (Secondary Damage Control Central)

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Leader	E-7		HT		2
2. Scene Leader	E-5				2
3. Investigator	E-4(2)				2
4. Nozzleman	E-3(2)		SN		5
5. Hoseman	E-3(4)		SN		5
6. Electrical Repair	E-4		EM		1
7. Interphone Repair	E-3		ICFN		1
8. Damage Control Net Talker	E-4				5
9. Engineering Net Talker	E-3		SN		5
10. Ship Control Net Talker	E-3		FN		5
11. Utilityman	E-3(5)		SN		5
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 20 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control/repair of
damage; Ability to assume functions of
Damage Control Central

B. TASK TYPE Complementary

VERY MUCH	1	2	<u>X</u> 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	X 7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct
and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FF-1053

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Repair Party

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Leader	E-7				2
2. Scene Leader	E-5				2
3. Investigator	E-4(2)				2
4. Nozzleman	E-3(2)				5
5. Hoseman	E-3(4)				5
6. Electrical Repair	E-3		EMFN		1
7. Interior Communications Repair	E-3		ICFN		1
8. Damage Control Talker	E-3		SN		5
9. Utilityman	E-3(5)		SN		5
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					
23.					
24.					
25.					

N= 18 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control/repair of
damage.

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	X 1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct

and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Repair Party

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Leader	E-7			9555	2
2. Scene Leader	E-5			9555	2
3. Investigator	E-4(2)				2
4. Nozzleman	E-3(2)		SN		5
5. Hoseman	E-3(4)		SN		5
6. Electrical Repair	E-4		EM		1
7. Interphone Repair	E-4		IC		1
8. Damage Control Net Talker	E-3		SN		5
9. Utilityman	E-3(10)		SN		5
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
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23.					
24.					
25.					

N= 23 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control/repair of
damage.

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	X 2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATEL	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct

and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Repair Party

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Leader	E-7		EMC		2
2. Scene Leader	E-6		HT		2
3. Investigator	E-4,5(2)				2
4. Nozzleman	E-3(2)		SN		5
5. Hoseman	E-3(4)		SN		5
6. Electrical Repair	E-3		EMFN		1
7. Interphone Repair	E-4		IC		1
8. Damage Control Net Talker	E-4				5
9. Utilityman	E-3(5)		SN/FN		5
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
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21.					
22.					
23.					
24.					
25.					

N= 18 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control/repair of
damage.

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

C. TASK EMERGENCE	MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	

D. TASK DIFFICULTY	EASY	X	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X	4	5	6	7	NON- AUTOMATED
		1	2	3	4	5	6	7		

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct

and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FF-1074

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Repair Party

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOEC</u>	<u>CRITICALITY</u>
1. Repair Party Leader	E-7		BMC		2
2. Scene Leader	E-5		HT		2
3. Investigator	E-4 (2)				2
4. Nozzleman	E-3(2)		SN		5
5. Hoseman	E-3(4)		SN		5
6. Electrical Repair	E-4		EM		1
7. Interior Communications Repair	E-4		IC		1
8. Utilityman	E-3(5)		SN		5
9. Damage Control Talker	E-3		SN		5
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
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20.					
21.					
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23.					
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25.					

N= 18 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control/repair of
damage.

complementary VERY MUCH 1 2 X 3 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	X 1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel within Serial, Interactive-Direct
and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Casualty Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Medical Officer	O				2
2. Medical Technician	E-7		HM	18425	2
3. Medical Assistant/Damage Control Talker	E-3		MS		5
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
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15.					
16.					
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20.					
21.					
22.					

N= 3 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective treatment of personnel
casualties

B. TASK TYPE Compensatory

VERY MUCH				X				VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X							
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						

V. TEAM STRUCTURE

A. DECISION-MAKERS Medical Officer, Medical Technician

B. STRUCTURAL ARRANGEMENT Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Medical Officer

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Main Propulsion Repair

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Officer	0				2
2. Repair Party Leader	E-7				2
3. Scene Leader	E-5				2
4. Investigator	E-4(2)				2
5. Nozzleman	E-3(2)		FN		5
6. Hoseman	E-3(4)		FN		5
7. Electrical Repair	E-4		EM		4
8. Interphone Repair	E-4		IC		3
9. Electrical Repair/Relief Crew	E-6		EM		4
10. Machinery Repair/Relief Crew	E-3,4,5,6(9)		MM		5
11. Boiler Repair/Relief Crew	E-3,4,5,6(8)		BT		5
12. Damage Control Net Talker	E-3		FN		5
13. Engineering Net Talker	E-3		FN		5
14. Ship Control Net Talker	E-3		FN		5
15. Utilityman	E-3(4)		FN		5
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 38 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control and repair of
damage to engineering spaces and equip-
ment

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
			X					

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Officer, Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Officer, Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Main Propulsion Repair

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Officer	O				2
2. Repair Party Leader	E-7		MMC		2
3. Scene Leader	E-5		HT		2
4. Investigator	E-4(2)				2
5. Nozzleman	E-3(2)				5
6. Hoseman	E-3(4)				5
7. Electrical Repair	E-5(2)		EM		3
8. Interphone Repair	E-6		IC		3
9. Machinery Repair/Relief Crew	E-4,5,6(6)		MM		5
10. Boiler Repair/Relief Crew	E-3,4,5,6(8)		BT		5
11. Damage Control Net Talker	E-3(2)				5
12. Engineering Net Talker	E-3		FN		5
13. Utilityman	E-3		FN		5
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 32 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control and repair of
damage to engineering spaces and equip-
ment

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Officer, Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Officer, Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FF-1053

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Main Propulsion Repair (Repair 5)

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Officer	0				2
2. Repair Party Leader	E-7				2
3. Scene Leader	E-5				2
4. Investigator	E-4(2)				2
5. Nozzleman	E-3(2)				5
6. Hoseman	E-3(4)				5
7. Electrical Repair	E-4		EM		3
8. Interior Communications Repair	E-4		IC		3
9. Machinery Repair/Relief Crew	E-4,5(4)		MM		5
10. Boiler Repair/Relief Crew	E-3,4,5,6(8)		BT		5
11. Damage Control Net Talker	E-3(2)		FN		5
12. Engineering Net Talker	E-3		FN		5
13. Utilityman	E-3		FN		5
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 29 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control and repair of
damage to engineering spaces and equip-
ment

B. TASK TYPE Complementary

VERY MUCH				X				VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Officer, Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Officer, Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FF-1074

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Main Propulsion Repair

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Officer	0				2
2. Repair Party Leader	E-7		MM		2
3. Scene Leader	E-5		HT		2
4. Investigator	E-4(2)				2
5. Nozzleman	E-3(2)		FN		5
6. Hoseman	E-3(4)		FN		5
7. Electrical Repair	E-5		EM		3
8. Interior Communications Repair	E-4		IC		3
9. Machinery Repair/Relief Crew	E-4,5,6(4)		MM		5
10. Utilityman	E-3,4,5,6(8)		BT		5
11. Talker Engineering	E-3(2)		FN		5
12. Talker, Damage Control	E-3		FN		5
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 29 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control and repair of
damage to engineering spaces and equip-
ment

B. TASK TYPE Complementary

VERY MUCH				X				VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Officer, Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Officer, Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Repair Aft (Secondary Damage Control Central)

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Leader	E-7		HT		2
2. Scene Leader	E-6		HT		2
3. Plotter	E-3		FN		5
4. Bridge Talker	E-3		FN		5
5. Engineering Talker	E-3		SN		5
6. Damage Control Talker	E-4				5
7. Investigator	E-4(2)				2
8. Nozzleman	E-3(2)				5
9. Hoseman	E-3(4)				5
10. Electrical Repair	E-3		EMFN		3
11. Interior Communications Repair	E-3		ICFN		3
12. Utilityman	E-3(5)				5
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 21 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control/repair of
damage; ability to assume functions of
Damage Control Central

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1							
B.	ORGANIZATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1							
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1							

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Leader, Scene Leader, Investigator

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct and
Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Leader, Scene Leader

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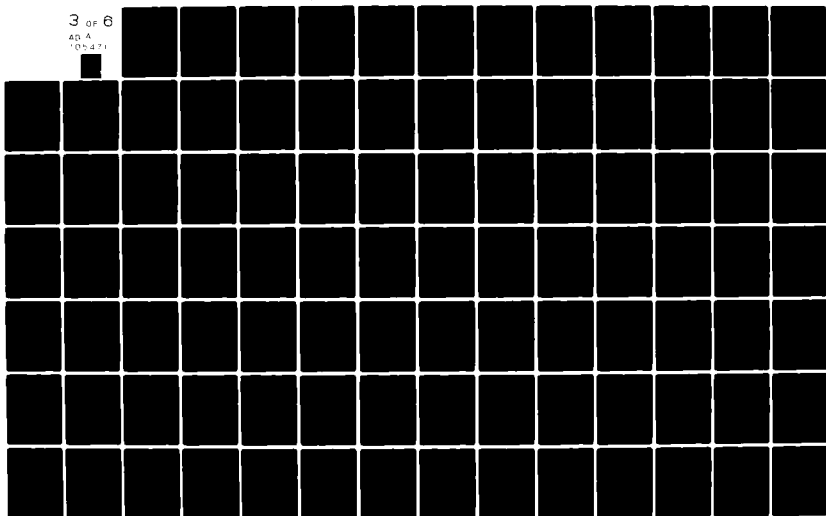
LITTON MELLONICS SYSTEMS DEVELOPMENT DIV ARLINGTON VA F/G 5/9
A CLASSIFICATION SYSTEM FOR NAVY TEAMS. VOLUME II. APPENDICES A--ETC(U)
SEP 81 L B NADLER, L E BERGER N00014-80-C-0781

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I. IDENTIFYING DATA

A. SHIP TYPE FF-1074

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Damage Control Central

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Damage Control Assistant	O				2
2. Damage Control Supervisor	E-4	E-4,5	HT		2
3. Plotter	E-3		FN		5
4. Damage Control Talker	E-4		BT		5
5. Main Propulsion Talker	E-3		BTFN		5
6. Bridge Talker	E-3		SN		5
7. Liquid Load Controller	E-6		BT		2
8. Sounding and Security Watch		E-4	HT		
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 7 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effectively coordinate damage control
teams to minimize effects of damage

B. TASK TYPE Complementary

VERY MUCH		X						VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Damage Control Assistant, Damage Control Supervisor,
Liquid Load Controller

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Damage Control Assistant, Damage Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Helicopter Fire Fighting

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Scene Leader	E-6		BM		2
2. Hotsuitman	E-3(2)		SN		2
3. Nozzleman	E-3(2)		SN		5
4. Hoseman	E-3(2)		SN		5
5. Fog/Foam Generator Operator	E-3		SN		5
6. PKP Bottle Operator	E-4		MM		5
7.					
8.					
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N= 9 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control of helicopter
fires

B. TASK TYPE Complementary

VERY MUCH		X						VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X 5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Casualty Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Medical Officer	0				2
2. Medical Technician	E-5		HM		2
3. Damage Control Net Talker	E-3		SN		5
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
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25.					

N= 3 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective treatment of personnel
casualties

B. TASK TYPE Compensatory

VERY MUCH	<u>1</u>	<u>2</u>	<u>3</u>	<u>X</u> <u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C. TASK EMERGENCE										
1. ENVIRONMENTAL CONDITIONS			—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM			—	—	—	X	—	—	—	
3. STIMULUS VARIABILITY			—	—	X	—	—	—	—	
4. EQUIPMENT FAILURE			—	—	—	X	—	—	—	
D. TASK DIFFICULTY	EASY		1	2	3	X 4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED		1	2	3	X 4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS		_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Medical Officer, Medical Technician

B. STRUCTURAL ARRANGEMENT Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Medical Officer

I. IDENTIFYING DATA

A. SHIP TYPE FFG-7

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Casualty Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Medical Technician	E-6		HM		1
2. Assistant	E-3				5
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
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22.					

N= 2 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective treatment of personnel
casualties

B. TASK TYPE Disjunctive

VERY MUCH				<u>X</u>				VERY LITTLE
	1	2	3	4	5	6	7	

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	X	—	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	X 4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	X 4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Medical Technician

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Medical Technician

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Casualty Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Medical Technician	E-5/3(3)		HM	8482	2
2. Damage Control Net Talker	E-3		SN		5
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
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18.					
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20.					
21.					
22.					

N= 4 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective treatment of personnel
casualties

B. TASK TYPE Compensatory

VERY MUCH										VERY LITTLE
	1	2	3	4	5	6	7			

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Senior Technician

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Senior Technician

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Main Propulsion Repair

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Repair Party Officer	O				2
2. Repair Party Leader	E-7				2
3. Scene Leader	E-5				2
4. Investigator	E-4(2)				2
5. Nozzleman	E-3(2)		SN		5
6. Hoseman	E-3(4)		SN		5
7. Electrical Repair	E-4		EM		4
8. Interphone Repair	E-4		IC		4
9. Electrical Repair/Relief Crew	E-6		EM		4
10. Machinery Repair/Relief Crew	E-3,4,5,6(8)		MM		5
11. Boiler Repair/Relief Crew	E-3,4,5,6(8)		BT		5
12. Damage Control Net Talker	E-3		FN		5
13. Engineering Net Talker	E-3		FN		5
14. Electrical Net Talker	E-3		FN		5
15. Utilityman	E-3(4)		FN		5
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 39 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control and repair of
damage to engineering spaces and equip-
ment

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Repair Party Officer, Repair Party Leader, Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Repair Party Officer, Repair Party Leader, Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Damage Control Central

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Damage Control Assistant	O				2
2. Damage Control Supervisor	E-4	E-4	HT		2
3. Ship Control Net Talker	E-3		SN		5
4. Damage Control Net Talker	E-4				5
5. Engineering Net Talker	E-3		FN		5
6. Plotter	E-3		FN		5
7. Liquid Load Controller	E-5		BT		2
8. Sounding and Security Watch		E-3	HTFN		
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 7 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effectively coordinate damage control
teams to minimize effects of damage

B. TASK TYPE Complementary

VERY MUCH			X							VERY LITTLE
	1	2	3	4	5	6	7			

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1							
B.	ORGANIZATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1							

V. TEAM STRUCTURE

A. DECISION-MAKERS Damage Control Assistant, Damage Control Supervisor,
Liquid Load Controller

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Damage Control Assistant, Damage Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Damage Control Central

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Damage Control Assistant	0				2
2. Damage Control Supervisor	E-6	E-5,6	HT		2
3. Plotter	E-3		HTFN		5
4. Damage Control Net Talker	E-4		HT		5
5. Bridge Talker	E-3		SN		5
6. Liquid Load Controller	E-5		BT		2
7. Sounding and Security Watch		E-4,5	HT		
8.					
9.					
10.					
11.					
12.					
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16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effectively coordinate damage control
teams to minimize effects of damage

B. TASK TYPE Complementary

VERY MUCH			X							VERY LITTLE
	1	2	3	4	5	6	7			

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1							
B.	ORGANIZATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
					3					
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1							

V. TEAM STRUCTURE

A. DECISION-MAKERS Damage Control Assistant, Damage Control Supervisor,
Liquid Load Controller

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Damage Control Assistant, Damage Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1053

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Damage Control Central

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Damage Control Assistant	O				2
2. Damage Control Supervisor	E-4	E-4	HT		2
3. Plotter	E-3		FN		5
4. Repair Party Talker	E-4				5
5. Engineering Talker	E-3		SN		5
6. Bridge Talker	E-3		SN		5
7. Liquid Load Controller	E-5		BT		2
8. Sounding and Security Watch		E-3	HTFN		
9.					
10.					
11.					
12.					
13.					
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17.					
18.					
19.					
20.					
21.					
22.					

N= 7 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effectively coordinate damage control
teams to minimize effects of damage

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Damage Control Assistant, Damage Control Supervisor,
Liquid Load Controller

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Damage Control Assistant, Damage Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Helicopter Fire Fighting

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Scene Leader	E-5			9555	2
2. Rescueman	E-3(2)				2
3. Nozzleman	E-3(2)				5
4. Hoseman	E-3(2)				5
5. AFFF Operator	E-3				5
6. AFFF Monitor/Operator	E-3				5
7. PKP Operator	E-3				5
8. Damage Control Net Talker	E-3				5
9.					
10.					
11.					
12.					
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N= 11 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control of helicopter
fires

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C. TASK EMERGENCE										
1.	ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D. TASK DIFFICULTY		EASY								DIFFICULT
			1	2	3	4	5	6	7	
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F. OTHER CHARACTERISTICS		_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X							UNNECESSARY
		1	2	3	4	5	6	7	
B. ORGANIZATION	NECESSARY			X					UNNECESSARY
		1	2	3	4	5	6	7	
C. ADAPTATION	NECESSARY	X							UNNECESSARY
		1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Helicopter Fire Fighting

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Scene Leader	E-6		HT		2
2. Hotsuitman	E-3(2)		SN		2
3. Nozzleman	E-3(2)		SN		5
4. Hoseman	E-3(2)		SN		5
5. Fog/Foam Generator Opr.	E-3		SN		5
6. PKP Bottle Operator	E-3		SN		5
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 9 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control of helicopter
fires

B. TASK TYPE Complementary

VERY MUCH										VERY LITTLE
	1	2	3	4	5	6	7			

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X 5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	X 5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Scene Leader

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Damage Control

C. TEAM NAME Helicopter Fire Fighting

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Scene Leader	E-5				2
2. Hotsuitman	E-3(2)		FN		2
3. Nozzleman	E-3(2)		SN		5
4. Hoseman	E-3(4)		SN		5
5. Fog/Foam Generator Operator	E-3		SN		5
6. PKP Bottle Operator	E-3		SN		5
7. AFFF Station Operator	E-3		HT		5
8. AFFF Monitor	E-3		HT		5
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
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21.					
22.					

N= 13 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, effective control of helicopter
fires

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X 5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	X 5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Scene Leader

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Scene Leader

Appendix D - Engineering

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Emergency Gas Turbine

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Gas Turbine Operator	E-6		EN	4301	2
2. Switchboard Operator	E-5		EM		2
3.					
4.					
5.					
6.					
7.					
8.					
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25.					

N= 2 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to operate gas turbo-generator to
maintain essential ship electrical power.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY			X					DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED					X			NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY				X				UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A.	DECISION-MAKERS	<u>Gas Turbine Operator, Switchboard Operator</u>

B.	STRUCTURAL ARRANGEMENT	<u>Parallel; Interactive-Direct</u>

VI. TEAM LEADERSHIP

A.	FORMAL LEADER(S)	<u>None</u>

I. IDENTIFYING DATA

A. SHIP TYPE LCC 19

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Engine Room

II. TEAM MEMBERS
(NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Machinist Mate of Watch	E-6	E-5	MM	4204	2
2. Upper Levelman	E-4		MM	4297	5
3. Lower Levelman	E-4(2)	E-4	MM	4297	5
4. Evaporator Operator	E-4		MM	4297	5
5. Generator Operator	E-5	E-5	MM	4297	5
6. Engineering Net Talker	E-4		MM		5
7.					
8.					
9.					
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25.					

$$N = \overline{7} \quad N = \overline{3}$$

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed and smoothness of speed changes,
ability to maintain essential ship
functions.

B. TASK TYPE Complementary VERY MUCH 1 2 X 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X							

V. TEAM STRUCTURE

A. DECISION-MAKERS MMOW

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) MMOW

I. IDENTIFYING DATA

A. SHIP TYPE DD-963

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Engine Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer of the Watch	E-6		GSM	4111	2
2. Propulsion L.O.S. Operator	E-4	E-4	GSM	4111	2
3. Talker	E-3		FN		5
4. Electrical Switchboard	E-4		GSE	4112	2
5.					
6.					
7.					
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10.					
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22.					
23.					
24.					
25.					

N= 4 N= 1

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Smooth, safe operation of propulsion
engines.

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	X							NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1		X	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS POOW, Propulsion Operator, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) POOW

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Engine Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Engineering Officer of Watch	0	E-7	MM	4296	2
2. Machinist's Mate of Watch	E-6	E-5	MM		2
3. Throttleman	E-4	E-4	MM		5
4. Recorder/Messenger	E-3	E-3	MM		5
5. Talker	E-3		MM		5
6. Plotter	E-4		MM		5
7. Upper Levelman	E-4,5	E-4	MM		5
8. Lower Levelman	E-4,5	E-4	MM		5
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 10 N= 6

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Smooth, safe operation of propulsion
engines.

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	—	X	—	—	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	—	X	—	—	—	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	X	—	—	—	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X	—	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS EEOW, MMOW

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) EEOW, MMOW

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Engine Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Engineering Officer of Watch	0	E-7,8,9	MM	4296	2
2. Machinist's Mate of Watch	E-6	E-5,6	MM	4296	2
3. Generator Operator	E-5	E-5	MM	4296	2
4. Upper Levelman	E-5		MM	4296	5
5. Throttle Man	E-5	E-4,5	MM	4296	5
6. Lower Levelman	E-5(2)	E-4	MM	4296	5
7. Log Recorder	E-3	E-3	MMFN	4296	5
8. Plotter	E-4		MM	4296	5
9. Bridge Talker	E-3		MMFN	4296	5
10. Switchboard Operator	E-7	E-4,5,6	EN		2
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 11 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed and smoothness of speed changes;
Ability to maintain essential ship
functions.

B. TASK TYPE Complementary

VERY MUCH				X					VERY LITTLE
	1	2	3	4	5	6	7		

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X							

V. TEAM STRUCTURE

A. DECISION-MAKERS EEOW, MMOW, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) EEOW, MMOW

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Engine Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Engineering Officer	O	E-9	MM	4296	2
2. Machinist's Mate of Watch	E-8	E-6	MM	4296	2
3. Throttleman	E-4	E-4	MM	4296	5
4. Recorder/Messenger	E-3	E-3	MM	4296	5
5. Bridge Talker	E-3		MM	4296	5
6. Plotter	E-4		MM	4296	5
7. Upper Levelman	E-4,5(2)	E-4	MM	4296	5
8. Lower Levelman	E-4,5(2)	E-4	MM	4296	5
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 10 N= 6

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed and smoothness of speed changes;
Ability to maintain essential ship
functions.

B. TASK TYPE Complementary VERY MUCH 1 2 X 4 5 6 7 VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	—	X	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D. TASK DIFFICULTY		EASY	1	2	3	X 4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS		_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS EEOW, MMOW

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) EEOW, MMOW

I. IDENTIFYING DATA

A. SHIP TYPE DD-963

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Engineering Central Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Engineering Officer of Watch	O	E-7	GS	4111	2
2. Petty Officer of Watch	E-6		GSM	4111	2
3. Propulsion/Auxiliary Control Console	E-5	E-5	GSM	4111	2
4. Electrical Plant Control Console	E-5	E-4,5	GSE	4112	2
5. Equipment Monitor/Repair		E-4	GSE	4112	
6. Talker	E-3(2)		FN		5
7.					
8.					
9.					
10.					
11.					
12.					
13.					
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16.					
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21.					
22.					
23.					
24.					
25.					

N= 6 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed and smoothness of speed changes;

Ability to maintain essential ship

functions in face of damage/breakdowns

B. TASK TYPE Complementary

VERY
MUCH

1 2 3 X 5 6 7

VERY
LITTLE

		MORE EM THAN EST							MORE EST THAN EM	
		1	2	3	4	5	6	7		
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS	—	—	—	X	—	—	—		
	2. BATTLE CASUALTIES TO THE TEAM	—	—	—	X	—	—	—		
	3. STIMULUS VARIABILITY	—	—	—	—	—	X	—		
	4. EQUIPMENT FAILURE	—	—	—	—	—	X	—		
D.	TASK DIFFICULTY	EASY							DIFFICULT	
		1	2	3	4	5	6	7		
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED							NON- AUTOMATED	
		X	2	3	4	5	6	7		
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X							

V. TEAM STRUCTURE

A. DECISION-MAKERS EEOW, MMOW, Console Operators

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) EEOW, POOW

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Fire Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Boiler Technician of Watch	E-6	E-5	BT	4519	2
2. Console Operator	E-5(2)	E-5	BT	4532	2
3. Upper Levelman	E-4,5(2)	E-4	BT		5
4. Lower Levelman	E-4,5(3)	E-4(2)	BT		5
5. Recorder/Messenger	E-3	E-3(2)	BT		5
6. Talker	E-3		BT		5
7.					
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N= 10 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Efficient, safe operation of boiler

B. TASK TYPE Complementary

VERY MUCH								VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST							MORE EST THAN EM	
C. TASK EMERGENCE		1	2	3	4	5	6	7		
1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—		
2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—		
3. STIMULUS VARIABILITY		—	—	—	X	—	—	—		
4. EQUIPMENT FAILURE		—	—	—	—	X	—	—		
D. TASK DIFFICULTY	EASY	1	2	3	X 4	5	6	7	DIFFICULT	
E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED	
F. OTHER CHARACTERISTICS	_____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS BTOW, Console Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) BTOW

I. IDENTIFYING DATA

A. SHIP TYPE LCC 19

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Fire Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Boiler Technician of Watch	E-6	E-5	BT	4513	2
2. Console Operator	E-5		BT	4533	2
3. Upper Levelman	E-4	E-4	BT		5
4. Burnerman/Lower Levelman	E-4(2)	E-4(2)	BT		4
5. Logkeeper	E-3	E-3	FN		5
6. Blowerman	E-5		BT	4533	4
7. Checkman	E-4(2)		BT		2
8. Engineering Net Talker	E-5		BT		5
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N= 10 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Efficient, safe operation of boiler.

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X							

V. TEAM STRUCTURE

A. DECISION-MAKERS Boiler Technician of the Watch

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) BTOW

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Fire Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Boiler Technician of Watch	E-6	E-5	BT	4519	2
2. Console Operator	E-5(2)	E-5	BT	4532	5
3. Upper Levelman	E-4,5(2)	E-4	BT		5
4. Lower Levelman	E-4,5(2)	E-4	BT		5
5. Log Keeper/Messenger	E-3	E-3	BT		5
6. Engineering Net Talker	E-3		BT		5
7.					
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N= 9 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Efficient, Safe operation of boiler

B. TASK TYPE Complementary

VERY MUCH										VERY LITTLE
	1	2	3	4	5	6	7			

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS BTOW, Console Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) BTOW

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Fire Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Boiler Technician of Watch	E-6	E-5	BT	4510	2
2. Console Operator	E-5(2)	E-5	BT	4533	5
3. Upper Levelman	E-4,5(2)	E-4	BT		5
4. Lower Levelman	E-4,5(2)	E-4	BT		5
5. Engineering Net Talker	E-3		BT		5
6. Log Keeper/Messenger	E-3	E-3	BT		5
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N= 9 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Efficient, safe operation of boiler

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
			X					

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS BTOW, Console Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) BTOW

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Fire Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Boiler Technician of Watch	E-6	E-5	BT	4518	2
2. Console Operator	E-5	E-5	BT	4533	2
3. Upper Levelman	E-4,5(2)	E-4	BT	4523	5
4. Lower Levelman	E-4,5(2)	E-4	BT	4523	5
5. Engineering Net Talker	E-3		BT	4523	5
6. Log Keeper/Messenger	E-3	E-3	BT	4523	5
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N= 8 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Efficient, safe operation of boiler

B. TASK TYPE Complementary

VERY MUCH								VERY LITTLE
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS BTOW, Console Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) BTOW

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Fire Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Boiler Technician of Watch	E-9	E-6	BT	4519	2
2. Boiler Console Operator	E-5	E-5	BT	4523	2
3. Upper Levelman	E-4(2)	E-3(2)	BT	4523	5
4. Lower Levelman	E-4,6(2)	E-4(2)	BT	4523	5
5. Recorder	E-3	E-3	BT		5
6. Talker	E-3		BT		5
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25.					

N= 8 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Efficient, safe operation of boiler

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS BTOW, Console Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) BTOW

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Forward Engine Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Engineering Officer of Watch	O		1440	9369	2
2. Machinist's Mate of Watch	E-6	E-5	MM	4296	2
3. Throttleman	E-4	E-4	MM	4296	5
4. Upper Levelman	E-5(2)	E-5	MM	4296	5
5. Lower Levelman	E-4,5(2)	E-4	MM	4296	5
6. Maneuvering Net Talker	E-3			4296	5
7. Plotter	E-4			4296	5
8. Log Keeper/Messenger	E-3	E-3	MM		5
9. Switchboard Operator	E-4	E-4	EM		2
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 11 N= 6

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed and smoothness of speed changes;

Ability to direct other teams to

maintain essential ship functions

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS EEOW, MMOW, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) EEOW, MMOW

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Forward Engine Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Engineering Officer of Watch	O	E-7	MM/1110	4296/9310	2
2. Machinist's Mate of Watch	E-6	E-5	MM		2
3. Throttleman	E-4	E-4	MM		5
4. Upper Levelman	E-4,5(2)	E-4	MM		5
5. Lower Levelman	E-4,5(2)	E-4	MM		5
6. Ship Control Net Talker	E-3		MM		5
7. Plotter/Engineering Net Talker	E-4		MM		5
8. Switchboard/Electrical Control Net Talker	E-4	E-4	EM		2
9. Log Keeper/Messenger	E-3	E-3	MM		5
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 11 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed and smoothness of speed changes;

Ability to maintain essential ship

functions

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X							

V. TEAM STRUCTURE

A. DECISION-MAKERS EEOW, MMOW, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) EEOW, MMOW

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Forward Engine Room

II. TEAM MEMBERS

(NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Engineering Officer of Watch	O	E-7	MM		2
2. Machinist's Mate of Watch	E-6	E-5	MM		2
3. Throttleman	E-4	E-4	MM		5
4. Upper Levelman	E-5(2)	E-5	MM		5
5. Lower Levelman	E-4,5(2)	E-4	MM		5
6. Switchboard Operator	E-4	E-4	EM		2
7. Log Keeper/Messenger	E-3	E-3	MM		5
8. Maneuvering Net Talker	E-3		FN		5
9. Plotter	E-4		MM		5
10.					
11.					
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25.					

N= 11 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed and smoothness of speed changes;
Ability to maintain essential ship
functions

B. TASK TYPE	<u>Complementary</u>	VERY MUCH			X					VERY LITTLE
			1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS EEOW, MMOW, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) EEOW, MMOW

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Aft Engine Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Machinist's Mate of Watch	E-6	E-6	MM		2
2. Throttleman	E-5	E-4	MM		5
3. Upper Levelman	E-5(2)	E-5	MM		5
4. Lower Levelman	E-4,5(2)	E-4	MM		5
5. Ship Control Net Talker	E-3		FN		5
6. Engineering Net Talker	E-3		MM		5
7. Switchboard Operator	E-3		EM		2
8. Logkeeper/Messenger	E-4	E-3	MM		5
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
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20.					
21.					
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23.					
24.					
25.					

N= 10 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed and smoothness of speed changes;
Ability to maintain essential ship
functions

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS MMOW, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) MMOW

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Aft Engine Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Machinist's Mate of Watch	E-6	E-6	MM	4296	2
2. Throttleman	E-4	E-4	MM	4296	5
3. Upper Levelman	E-5(2)	E-5	MM	4296	5
4. Lower Levelman	E-4,5(2)	E-4	MM	4296	5
5. Bridge Talker	E-3		FN		5
6. Engineering Net Talker	E-3		MM	4296	5
7. Switchboard Operator	E-4		EM		2
8. Logkeeper/Messenger	E-3	E-3	MM	4296	5
9.					
10.					
11.					
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25.					

N= 10 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed and smoothness of speed changes;
Ability to maintain essential ship
functions.

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	—	X	—	
4.	EQUIPMENT FAILURE		—	—	—	—	X	—	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	X 4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	X 4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS MMOW, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) MMOW

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Auxiliary Diesel Generator

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Diesel Operator	E-6		EN		2
2. Switchboard Operator	E-4		EM		2
3.					
4.					
5.					
6.					
7.					
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24.					
25.					

N= 2 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to operate diesel generator to
maintain essential ship electrical power.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY			X					DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED							X	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Diesel Operator, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) None

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Aft Engine Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Machinist's Mate of Watch	E-6	E-6	MM		2
2. Upper Levelman	E-5(2)	E-5	MM		5
3. Throttleman	E-4	E-4	MM		5
4. Lower Levelman	E-4,5(2)	E-4	MM		5
5. Recorder/Messenger	E-3	E-3	MM		5
6. Maneuvering Net Talker	E-3		FN		5
7. Plotter	E-3		MM		5
8. Switchboard Operator	E-4		EM		2
9.					
10.					
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20.					
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23.					
24.					
25.					

N= 10 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed and smoothness of speed changes;
Ability to maintain essential ship
functions

B. TASK TYPE Complementary VERY MUCH 1 2 X 3 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS MMOW, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) MMOW

I. IDENTIFYING DATA

A. SHIP TYPE FFG-7

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Engineering

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Engineering Officer of Watch	O-3		1110	9364	2
2. Propulsion Control Console Opr.	E-6	E-6	GSM	4127	2
3. Electrical Control Console Opr.	E-6	E-4	GSE	4122	2
4. Auxiliary Control Console Monitor	E-4		GSE	4122	2
5. Electrical Control Net Talker	E-3		SN		5
6. Auxiliary Room 2 Electrical Switchboard	E-5		EM	4632	4
7. Electrical Switch Room	E-3		EM	4631	4
8. Auxiliary Equipment Opr.	E-5(3)		EN	4381	4
9. Fuel System Monitor	E-4(2)		GSM	4121	4
10. Auxiliary Fuel System Monitor	E-4		EN	4381	4
11. Engine Room Local Opr.	E-6		GSM	4121	4
12. Engine Room Equip. Monitor	E-3		GSM	4121	4
13. Auxiliary Equipment Monitor		E-4	EN	4381	
14. Propulsion System Monitor		E-4	GSM	4121	
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 15 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed, smoothness of ship speed changes,
ability to maintain essential ship
functions

B. TASK TYPE Complementary

VERY MUCH		X						VERY LITTLE
	1	2	3	4	5	6	7	

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	X	—	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	X	—	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X 5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			X 1	2	3	4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Engineering Officer, Propulsion Control Console Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct, Audio, Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Engineering Officer

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Engineering Main Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Engineering Officer of Watch	O	E-7,8	MM/6130	4297/9369	2
2. Engineering Watch Supervisor	E-8	E-5,6	MM	4297	2
3. Throttleman	E-4	E-4	MM	4297	5
4. Talker	E-3		FN		5
5. Plotter	E-4		MM	4297	5
6. Electrical Plant Control Panel	E-6	E-4,5	EM	4613	2
7. Log Recorder/Messenger	E-3	E-3	FN		5
8. Switchboard Operator	E-5		EM		2
9.					
10.					
11.					
12.					
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14.					
15.					
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19.					
20.					
21.					
22.					

N= 8 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed, smoothness of ship speed changes,
ability to direct other teams to maintain
essential ship functions

B. TASK TYPE Complementary

VERY MUCH		X						VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	—	X	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	<u>Operating propulsion, auxiliary and electrical</u> <u>equipment of the ship for desired speed and course.</u>								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Engineering Officer of the Watch, Engineering Watch
Supervisor

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct and Machine Interface

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Engineering Officer of the Watch

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Auxiliary Diesel

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Diesel Operator	E-4		EN		2
2. Switchboard Operator	E-4		EM		2
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 2 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to operate diesel generator to
maintain essential ship electrical power

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	—	X	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	X 3	4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	X 5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Diesel Operator, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) None

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Auxiliary Diesel

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Diesel Operator	E-4		EN		2
2. Switchboard/Electrical Control Net Talker	E-4		EM		2
3.					
4.					
5.					
6.					
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17.					
18.					
19.					
20.					
21.					
22.					

N= 2 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to operate diesel generator to
maintain essential ship electrical power

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY			X					DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED					X			NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Diesel Operator, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) None

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Auxiliary Diesel

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Diesel Operator	E-4		EN		1
2. Electrical Switchboard Opr.	E-4		EM		1
3.					
4.					
5.					
6.					
7.					
8.					
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15.					
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18.					
19.					
20.					
21.					
22.					

N= 2 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to operate diesel generator in
coordination with other teams to maintain
essential ship electrical power

B. TASK TYPE Complementary VERY MUCH X 3 4 5 6 7 VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	—	X	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	X 4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	X 7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Diesel Operator, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) None

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Auxiliary Diesel

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Diesel Operator	E-5,6		EN		1
2. Switchboard Operator	E-4		EM		1
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
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13.					
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15.					
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17.					
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21.					
22.					

N= 2 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to operate diesel generator in
coordination with other teams to maintain
essential ship electrical power

B. TASK TYPE Complementary VERY MUCH 1 X 2 3 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Diesel Operator, Switchboard Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) None

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Engine Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Machinist's Mate of the Watch	E-6	E-5	MM		2
2. Throttleman	E-4	E-4	MM		2
3. Upper Levelman	E-4		MM		2
4. Lower Levelman	E-5	E-4	MM		2
5. Evaporator Operator	E-4,3(2)	E-4	MM		5
6. Generator Operator	E-5	E-5	MM		2
7. Electrical Switchboard Opr.	E-4	E-4	EM		2
8. Logkeeper/Messenger	E-3,2	E-3,2	FN		5
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 9 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed, smoothness of ship speed changes,
ability to maintain essential ship
functions

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Machinist's Mate of the Watch

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Machinist's Mate of the Watch

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Fire Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Boiler Technician of the Watch	E-6	E-5,6	BT		2
2. Console Operator	E-5	E-5	BT		2
3. Lower Levelman	E-4,5(2)	E-4(2)	BT		5
4. Upper Levelman	E-4,5(2)	E-4(2)	BT		5
5. Log Recorder	E-3	E-3	BT		5
6. Engine Net Talker	E-3		BT		5
7.					
8.					
9.					
10.					
11.					
12.					
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18.					
19.					
20.					
21.					
22.					

N= 8 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Efficient, safe operator of boiler

B. TASK TYPE Complementary

VERY
MUCH

1 2 X
3 4 5 6 7

VERY
LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Boiler Technician of the Watch, Console Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Boiler Technician of the Watch

I. IDENTIFYING DATA

A. SHIP TYPE LHA-1

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Forward Machinery Room

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Engineering Officer	O-5		1410	9369	2
2. Engineering Officer of Watch		E-7,8	MM,BT		2
3. Petty Officer in Charge	E-8		MM	4204/4506	2
4. Propulsion Equipment Operator	E-6	E-6	MM	4506	2
5. Assistant Propulsion Equip.	E-6	E-6	BT	4506	2
6. Assistant Propulsion Equip.	E-6	E-6	EM		2
7. Auxiliaries Tender	E-4	E-4	MM		5
8. Main Propulsion Tender	E-4	E-3	BT	4506	5
9. EOS Console Repairman	E-8		EM	4506	3
10. Plotter	E-3		FN		5
11. Engineering Net Talker	E-3		BT		5
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 10 N= 6

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Speed and smoothness of speed changes,
ability to maintain essential ship
functions

B. TASK TYPE Complementary

VERY MUCH	X	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Engineering Officer, Engineering Officer of the Watch,
Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Engineering Officer, Engineering Officer of the Watch,
Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE CVN-68

B. FUNCTIONAL AREA/TEAM TYPE Engineering

C. TEAM NAME Oxygen-Nitrogen Plant

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Plant Operator	E-6	E-4	MM	4283	2
2. Assistant Plant Operator	E-5	E-4	MM	4283	5
3. Liquid Fill Operator	E-3	E-3	FN		5
4.					
5.					
6.					
7.					
8.					
9.					
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21.					
22.					

N= 3 N= 3

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to generate and bottle oxygen
and nitrogen of sufficient quantity and
purity

B. TASK TYPE Complementary VERY
MUCH 1 2 X 4 5 6 7 VERY
LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Plant Operator

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Plant Operator

Appendix E - Seamanship

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Anchor Detail

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>OTHER</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer in Charge	0			2
2. Petty Officer in Charge	E-6			2
3. Brakeman	E-4			2
4. Stopperman/Line Handler	E-3			2
5. Pelican Hookman/Line Handler	E-3			2
6. Windlass Operator	E-3			2
7. Electrician	E-4			4
8. Ship Control Net Talker	E-3			5
9.				
10.				
11.				
12.				
13.				
14.				
15.				
16.				
17.				
18.				
19.				
20.				
21.				
22.				

N= 8 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Smooth and proper activity sequencing
with respect to lowering and raising the
anchor.

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	X 2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	X 6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OIC, POIC

B. STRUCTURAL ARRANGEMENT Parallel or serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OIC, POIC

I. IDENTIFYING DATA

A. SHIP TYPE LPH-1 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0	1110		2
2. Junior Officer of the Deck	0	0			5
3. Tactical Communicator	0				2
4. Quartermaster of the Watch	E-4	E-3	QM		2
5. Helmsman	E-4	E-3	QM		5
6. Engine Order Telegraph Opr.	E-3	E-3	SN		5
7. Boatswain's Mate of Watch	E-4	E-4	BM		5
8. Messenger	E-3	E-3	SN		5
9. Lookout Recorder	E-3	E-3	SN		5
10. Aft Helmsman	E-4	E-4	QM		4
11. Captains Net Talker	E-5				5
12. Debarkation Net Talker	E-3		SN		5
13. Recorder	E-3		SN		5
14. Damage Control Talker/Plotter	E-4				5
15. Communications Net Talker	E-3		SN		5
16. Machinery Repair	E-4		MM		4
17. Electrical Repair	E-3		EM		4
18.					
19.					
20.					
21.					
22.					
23.					
24.					
25.					

N= 17 N= 9

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe, orderly, smooth ship movement and
deck operations; ability to direct other
teams to this end.

B. TASK TYPE Complementary

VERY MUCH								VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, QMOW, BMOW, JOOD

B. STRUCTURAL ARRANGEMENT Parallel, Interactive-Direct and audio.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE LCC 19

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			2
2. Junior Officer of the Watch	0	0			5
3. Quartermaster of the Watch	E-5	E-4	QM		2
4. Helmsman	E-5	E-3	QM		5
5. Engine Order Telegraph	E-3	E-3	SN		5
6. Aft Helmsman	E-4	E-3	QM		4
7. Plotter	E-5				5
8. Boatswain of the Watch	E-4	E-4	BM		5
9. Messenger	E-3	E-3	SN		5
10. Lookout Recorder	E-4	E-4	BM		5
11. Captain's Net Talker	E-7				5
12. Communications Net Talker	E-3		SN		5
13. Debarkation Net Talker	E-4				5
14. Weapons Control Net Talker	E-3		FTM		5
15. Helicopter Control Net Talker	E-4				5
16. Aft Machinery Repair	E-6		MM		4
17. Aft Electrical Repair	E-5		EM		4
18.					
19.					
20.					
21.					
22.					
23.					
24.					
25.					

N= 17 N= 9

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe, orderly, smooth ship movement and
deck operations; ability to direct other
teams to this end.

B. TASK TYPE Complementary VERY
MUCH 1 X 3 4 5 6 7 VERY
LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	X	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, QMOW, BMOW, JOOW

B. STRUCTURAL ARRANGEMENT Parallel, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE CVN 68

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			
2. Junior Officer of the Watch	0	0			
3. Junior Officer of the Deck	0	0			
4. Quartermaster of the Watch	E-6	E-5	QM		
5. Helmsman	E-4	E-4	QM		
6. Engine Order Telegraph	E-3	E-3	SN		
7. Surface Plotter/Lookout Recorder	E-3	E-3	OS		
8. Boatswain of the Watch	E-4	E-4	BM		
9. Messenger	E-3	E-3	SN		
10. Lookout Recorder	E-3		SN		
11. Captain's Net Talker	E-5				
12. Ship Control Net Talker	E-4				
13. Communications Net Talker	E-3		SN		
14. Damage Control Net Talker/ Plotter	E-3		SN		
15. CIC Talker	E-3		OS		
16. Radiac Monitor	E-3		SN		
17. Lifebouy Lookout	E-3(2)	E-3	SN		
18. Aft Helmsman	E-4(2)	E-3(2)	QM		
19. Emergency Aft Helmsman	E-3(2)		QM		
20. Aft Machinery Repair	E-4(2)	E-4(2)	MM		
21. Aft Electrical Repair	E-4(2)	E-4(2)	EM		
22.					
23.					

N= 26 N= 16

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe, orderly, smooth ship movement and
deck operations; ability to direct other
teams to this end.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST									MORE EST THAN EM		
		1	2	3	4	5	6	7					
C.	TASK EMERGENCE												
	1. ENVIRONMENTAL CONDITIONS	—	—	X	—	—	—	—					
	2. BATTLE CASUALTIES TO THE TEAM	—	—	—	X	—	—	—					
	3. STIMULUS VARIABILITY	—	—	X	—	—	—	—					
	4. EQUIPMENT FAILURE	—	—	X	—	—	—	—					
D.	TASK DIFFICULTY	EASY									X		DIFFICULT
		1	2	3	4	5	6	7					
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED									NON- AUTOMATED		
		1	X	3	4	5	6	7					
F.	OTHER CHARACTERISTICS	_____											

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOD, JOOW, QMOW, BMOW

B. STRUCTURAL ARRANGEMENT Parallel, Interactive-Direct and audio.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			2
2. Junior Officer of the Watch	0	0			5
3. Quartermaster of the Watch	E-4	E-3	QM		2
4. Helmsman	E-3	E-3	SN		5
5. Engine Order Telegraph Operator	E-3	E-3	SN		5
6. Aft Helmsman	E-4	E-3	QM		4
7. Boatswain's Mate of the Watch	E-4	E-4	BM		2
8. Lookout Recorder	E-3	E-3	SN		5
9. Messenger	E-3	E-3	SN		5
10. Communications Net Talker	E-3		SN		5
11. Ship's Position Plotter	E-3		SN		5
12. Captain's Net Talker	E-5				5
13. Sonar Net Talker/Recorder	E-3		SN		5
14. Aft Machinery Repair	E-4		MM		4
15. Aft Electrical Repair	E-4		EM		4
16.					
17.					
18.					
19.					
20.					
21.					
22.					
23.					
24.					

N= 15 N= 9

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safety, smoothness of ship movement and
deck operations, ability to direct other
teams to this end.

B. TASK TYPE Complementary VERY MUCH 1 2 X 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOW, Helmsman, BMOW, QMOW

B. STRUCTURAL ARRANGEMENT Parallel within serial; Interactive-Direct and audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, BMOW, QMOW

AD-A105 471

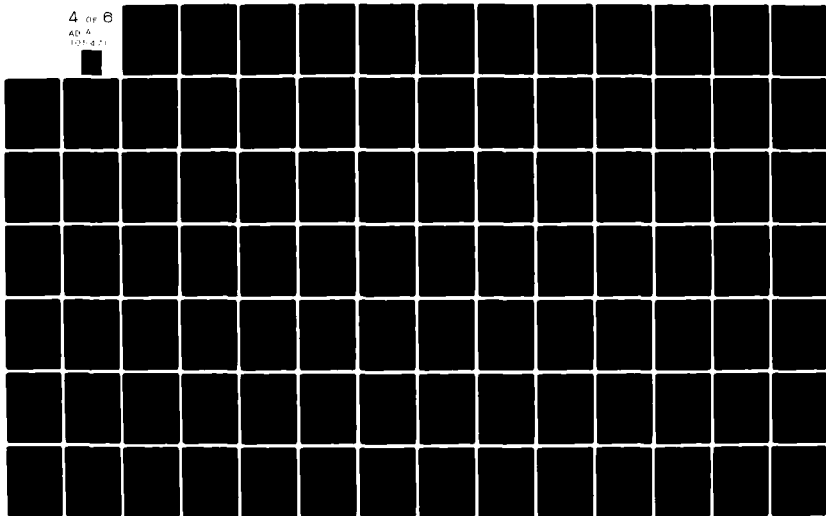
LITTON MELLONICS SYSTEMS DEVELOPMENT DIV ARLINGTON VA F/G 5/9
A CLASSIFICATION SYSTEM FOR NAVY TEAMS. VOLUME II. APPENDICES A--ETC(U)
SEP 81 L B NADLER, L E BERGER N00014-80-C-0781

NL

UNCLASSIFIED

4 of 8

AD-A
(10-4-71)



I. IDENTIFYING DATA

A. SHIP TYPE AOE 1 (AOE 2)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0	1110		2
2. Junior Officer of the Deck	0	0	1160		5
3. Tactical Communicator	0				2
4. Helm Safety Officer	0				4
5. Quartermaster of the Watch	E-4		QM		5
6. Helmsman	E-4	E-3	QM		5
7. Engine Order Telegraph Opr.	E-3	E-3	SN		5
8. Aft Helmsman	E-4(2)	E-3(2)	QM		4
9. Boatswain of the Watch	E-4	E-4	BM		5
10. Messenger	E-3	E-3	SN		5
11. Lookout Recorder	E-3	E-3	SN		5
12. Communications Net Talker	E-3		SN		5
13. Machinery Repair	E-4		MM		4
14. Electrical Repair	E-3		EM		4
15. Plotter	E-4				5
16. Ship Control Net Talker	E-4				5
17. Captain's Net Talker	E-4				5
18. Helicopter Control Net Talker	E-3				5
19. Lookout	E-3(3)	E-3(3)			5
20.					
21.					
22.					

N= 22 N= 13

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe, orderly, smooth ship movement and
deck operations; ability to direct other
teams to this end.

B. TASK TYPE Complementary

VERY MUCH			X						VERY LITTLE
	1	2	3	4	5	6	7		

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	X	—	—	—	—	
4.	EQUIPMENT FAILURE		—	—	X	—	—	—	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X						
B. ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X				
C. ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X						

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, QMOW, BMOW, JOOW, Helmsman

B. STRUCTURAL ARRANGEMENT Parallel within serial; Interactive-Direct

and audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE LHA 1

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0	1110		2
2. Junior Officer of the Deck	0	0			5
3. Tactical Communicator	0				5
4. Quartermaster of the Watch	E-5	E-4	QM		5
5. Ship Control Console Opr.	E-5	E-3	QM		5
6. Standby Ship Control Console	E-3	E-3	SN		5
7. Boatswain of the Watch	E-4	E-4	BM		5
8. Messenger	E-3	E-3	SN		5
9. Lookout Talker	E-4	E-3			5
10. Damage Control Net Talker	E-4				5
11. Damage Control Plotter	E-3		SN		5
12. Ship Control Net Talker	E-3		SN		5
13. CIC TalkerRepair	E-4	E-3	OS		5
14. Aft Helmsmanepair	E-3(2)	E-4	QM/BM		5
15. Aft Machinery Repair	E-5,4(2)		MM		4
16. Aft Electrical Repair	E-4(2)		EM		4
17.					
18.					
19.					
20.					
21.					
22.					

N= 23 N= 14

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe, orderly, smooth ship movement and
deck operations; ability to direct other
teams to this end.

B. TASK TYPE Complementary

VERY MUCH			X						VERY LITTLE
	1	2	3	4	5	6	7		

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	X	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	X	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOD, QMOW, BMOW, Helmsman

B. STRUCTURAL ARRANGEMENT Parallel, Interactive-Direct and audio.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE CV-67

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0	1110		2
2. Junior Officer of the Deck	0	0			5
3. Junior Officer of the Watch	0	0			2
4. Quartermaster of the Watch	E-4	E-3	QM		2
5. Helmsman	E-4	E-3	QM		5
6. Engine Order Telegraph Opr.	E-3	E-3	SN		5
7. Aft Helmsman	E-4(2)	E-3(2)	QM		4
8. Emergency Aft Helmsman	E-3(2)		QM		4
9. Aft Machinery Repair	E-4(2)	E-4(2)	MM		4
10. Aft Electrical Repair	E-4(2)	E-4(2)	EM		4
11. Lifebouy Lookout	E-3(2)	E-3(2)	SN		4
12. Boatswain of the Watch	E-4	E-4	BM		5
13. Messenger	E-3	E-3	SN		5
14. Surface Plotter	E-3	E-3	OS		2
15. Lookout Talker/Recorder	E-3		SN		5
16. Captain's Net Talker	E-5				5
17. Ship Control Net Talker	E-5				5
18. Plotter	E-3		SN		5
19.					
20.					
21.					
22.					

N= 23 N= 17

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe, orderly, smooth ship movement and
deck operations; ability to direct other
teams to this end.

B. TASK TYPE Complementary

VERY MUCH		X						VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	X 7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	X 3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOD, QMOW, BMOW

B. STRUCTURAL ARRANGEMENT Parallel, Interactive-Direct and audio.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			2
2. Junior Officer of Watch	0	0			5
3. Quartermaster	E-4	E-3,4	QM		2
4. Helmsman	E-5	E-3	BM		5
5. Engine Order Telegraph Operator	E-3	E-3,4	BM		5
6. Boatswain's Mate of Watch	E-4	E-4,5	BM		5
7. Messenger	E-3	E-3	SN		5
8. Lookout Recorder	E-4	E-3	SN		5
9. Communications Talker	E-3		BM		5
10. Plotter	E-4				5
11. Captain's Talker	E-6				5
12. Sonar Talker	E-3		STG		5
13. Aft Helmsman	E-4	E-3	SN		4
14. Machinery Repair	E-4		MM		4
15. Electrical Repair	E-4		EM		4
16.					
17.					
18.					
19.					
20.					
21.					
22.					

$N = \overline{15}$ $N = \overline{9}$

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safety, smoothness of ship movement
and deck operations; ability to coordinate
other teams to this end.

B. TASK TYPE	Complementary	VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE
1. <u>Task</u>										
2. <u>Task</u>										
3. <u>Task</u>										
4. <u>Task</u>										
5. <u>Task</u>										
6. <u>Task</u>										
7. <u>Task</u>										
8. <u>Task</u>										
9. <u>Task</u>										
10. <u>Task</u>										
11. <u>Task</u>										
12. <u>Task</u>										
13. <u>Task</u>										
14. <u>Task</u>										
15. <u>Task</u>										
16. <u>Task</u>										
17. <u>Task</u>										
18. <u>Task</u>										
19. <u>Task</u>										
20. <u>Task</u>										
21. <u>Task</u>										
22. <u>Task</u>										
23. <u>Task</u>										
24. <u>Task</u>										
25. <u>Task</u>										
26. <u>Task</u>										
27. <u>Task</u>										
28. <u>Task</u>										
29. <u>Task</u>										
30. <u>Task</u>										
31. <u>Task</u>										
32. <u>Task</u>										
33. <u>Task</u>										
34. <u>Task</u>										
35. <u>Task</u>										
36. <u>Task</u>										
37. <u>Task</u>										
38. <u>Task</u>										
39. <u>Task</u>										
40. <u>Task</u>										
41. <u>Task</u>										
42. <u>Task</u>										
43. <u>Task</u>										
44. <u>Task</u>										
45. <u>Task</u>										
46. <u>Task</u>										
47. <u>Task</u>										
48. <u>Task</u>										
49. <u>Task</u>										
50. <u>Task</u>										
51. <u>Task</u>										
52. <u>Task</u>										
53. <u>Task</u>										
54. <u>Task</u>										
55. <u>Task</u>										
56. <u>Task</u>										

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY		X						DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED						X		NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOW, Helmsman, BMOW, QMOW

B. STRUCTURAL ARRANGEMENT Parallel within serial; Interactive-Direct
and audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, BMOW, QMOW

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME LCPL Boat Crew

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>IA</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Boat Officer	0				5
2. Coxswain	E-4	E-4	BM		2
3. Bowhook	E-3	E-3	SN	9700	5
4. Sternhook	E-3		SN	9700	5
5. Engineer	E-3	E-3	EN		2
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					
23.					
24.					
25.					

N= 5 N= 3

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effective, safe operation of landing
craft for beach assault and general ship
to shore movement.

B. TASK TYPE Complementary VERY MUCH 1 2 3 4 X 6 7 VERY LITTLE

		MORE EM THAN EST							MORE EST THAN EM	
		1	2	3	4	5	6	7		
C. TASK EMERGENCE										
1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—		
2. BATTLE CASUALTIES TO THE TEAM		—	—	—	—	—	X	—		
3. STIMULUS VARIABILITY		—	—	—	—	X	—	—		
4. EQUIPMENT FAILURE		—	—	—	—	—	—	X		
D. TASK DIFFICULTY	EASY	1	2	3	X 4	5	6	7	DIFFICULT	
E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	X 7	NON- AUTOMATED	
F. OTHER CHARACTERISTICS	_____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	4	5	X 6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Boat Officer, Coxswain

B. STRUCTURAL ARRANGEMENT Parallel within serial, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Boat Officer, Coxswain

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME LCVP Boat Crew

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Boat Officer	0				5
2. Coxswain	E-3	E-3	SN	9700	2
3. Bowhook	E-3	E-3	SN	9700	5
4. Sternhook	E-3		SN	9700	5
5. Engineer	E-4	E-4	EN		2
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effective safe operation of landing
craft for beach assault and general ship
to shore movement.

B. TASK TYPE Complementary

VERY MUCH					X			VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	—	—	X	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	—	X	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
								X		
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						

V. TEAM STRUCTURE

A. DECISION-MAKERS Boat Officer, Coxswain

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Boat Officer, Coxswain

I. IDENTIFYING DATA

A. SHIP TYPE DDG-32 (DDG-46)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0				1
2. Navigator Assistant	E-6		QM		2
3. Fathometer Operator	E-3		STG		5
4. Bearing Recorder	E-3		SN		5
5. Bearing Taker	E-3		SN		5
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N= 6 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X 5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within serial, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0				1
2. Navigator Assistant	E-6		QM		2
3. Fathometer Operator	E-3		STG-SN		5
4. Bearing Taker	E-3(2)		SN		5
5.					
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N= 6 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course

B. TASK TYPE Complementary VERY MUCH 1 2 3 4 5 6 7 VERY LITTLE

C. TASK EMERGENCE	MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
		—	—	—	—	X	—	—	

E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
		—	—	—	—	X	—	—	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		—	X	—	—	—	—	—	
B. ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		—	X	—	—	—	—	—	
C. ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		—	—	X	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within serial, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE DD-950

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0				1
2. Navigator Assistant	E-6		QM		2
3. Fathometer Operator	E-3		QM		5
4. Bearing Taker	E-3(2)		SN		5
5. Bearing Recorder	E-3		SN		5
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N= 6 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within serial, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE LPH-7

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>IA</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	O-5	O-5	1050	9284	1
2. Navigator Assistant	E-6	E-6	QM		2
3. Fathometer Operator	E-3	E-3	SN		5
4. Bearing Recorder	E-3	E-3	SN		5
5. Bearing Taker	E-3(2)	E-3(2)	SN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X 5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	X 5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE LHA-1

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0		1110	9284	2
2. Navigator Assistant	E-8		QM		2
3. Navigator of the Watch	E-6	E-5	QM		2
4. Fathometer Operator	E-4		QM		5
5. Bearing Recorder	E-4		QM		5
6. Bearing Taker	E-4,3(2)		OS		5
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N= 7 N= 1

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course.

B. TASK TYPE Complementary

VERY MUCH	<u>1</u>	<u>X</u> 2	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0				1
2. Navigator Assistant	E-6		QM		2
3. Bearing Recorder	E-3		QM		5
4. Bearing Taker	E-3(2)		SN		5
5. Fathometer Operator	E-3		STG		5
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N= 6 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course

B. TASK TYPE Complementary

VERY MUCH	<u>1</u>	<u>X</u> <u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within serial, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0				1
2. Navigator Assistant	E-6		QM		2
3. Fathometer Operator	E-3		STG		5
4. Bearing Recorder	E-3		QM		5
5. Bearing Taker	E-3(2)		BM		5
6.					
7.					
8.					
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N= 6 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	—	X	—	—	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	—	—	X	—	—	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	X	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within serial, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0				1
2. Navigator Assistant	E-6		QM		2
3. Fathometer Operator	E-3		STG		5
4. Bearing Recorder	E-3		SN		5
5. Bearing Taker	E-3(2)		SN		5
6.					
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N= 6 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within serial, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0				1
2. Navigator Quartermaster	E-7		QMC		2
3. Plotter	E-6		QM		5
4. Fathometer Operator	E-4		QM		5
5. Bearing Recorder	E-4		QM		5
6. Bearing Taker	E-3(2)		QM		5
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					
23.					
24.					
25.					

N= 7 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C. TASK EMERGENCY										
1. ENVIRONMENTAL CONDITIONS					X					
2. BATTLE CASUALTIES TO THE TEAM			X							
3. STIMULUS VARIABILITY					X					
4. EQUIPMENT FAILURE							X			
D. TASK DIFFICULTY	EASY		1	2	3	4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED		1	2	X 3	4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS	_____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within serial, Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE DD-950

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			2
2. Junior Officer of the Watch	0	0			5
3. Tactical Communicator	0				5
4. Quartermaster of the Watch	E-6	E-4	QM		2
5. Helmsman	E-4	E-3	QM		5
6. Engine Order Telegraph Opr.	E-3	E-3	SN		5
7. Plotter	E-3		SN		5
8. Boatswain's Mate of Watch	E-4	E-4	BM		2
9. Talker	E-3(3)		SN		5
10. Lookouts	E-3(3)	E-3(3)	SN		5
11. Lookout Recorder	E-3	E-3	SN		5
12. Messenger	E-3	E-3	SN		5
13. Aft Helmsman	E-3	E-3	QM		4
14. Machinery Repair	E-4		EM		4
15. Electrical Repair	E-3		EN		4
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 19 N= 12

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safety and smoothness of ship movement
and deck operations, ability to coordin-
ate other teams to this end

B. TASK TYPE Complementary VERY MUCH 1 2 3 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	X 2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	X 6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOW, Helmsman, BMOW, QMOW, Lookouts

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE DD-963

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			2
2. Junior Officer of the Watch	0	0			5
3. Tactical Communicator	0				5
4. Quartermaster of the Watch	E-4	E-4	QM		2
5. Ship Control Console Opr.	E-3	E-3	QM		5
6. Standby Ship Control Console Operator	E-3	E-3	SN		5
7. Boatswain's Mate of Watch	E-4	E-4	BM		2
8. Messenger	E-3	E-3	SN		5
9. Lookout Talker/Recorder	E-3(2)	E-3	SN		5
10. Lookouts	E-3(3)	E-3(3)	SN		5
11. Plotter	E-3		SN		5
12. Talker	E-3(2)		SN		5
13. NTDS Operator	E-3		OS		2
14. Electrical Repair	E-3		EN		4
15. Machinery Repair	E-4		EM		4
16. Aft Helmsman	E-3		QM		4
17.					
18.					
19.					
20.					
21.					
22.					

N= 20 N= 11

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safety and smoothness of ship movement
and deck operations, ability to coordin-
ate other teams to this end

B. TASK TYPE Complementary VERY MUCH 1 2 3 X 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C. TASK EMERGENCE										
1. ENVIRONMENTAL CONDITIONS			—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM			—	—	—	X	—	—	—	
3. STIMULUS VARIABILITY			—	—	X	—	—	—	—	
4. EQUIPMENT FAILURE			—	—	X	—	—	—	—	
D. TASK DIFFICULTY										
		EASY	1	2	3	4	5	X 6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION										
		FULLY AUTOMATED	1	X 2	3	4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS _____										

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOW, Helmsman, BMOW, QMOW

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			2
2. Junior Officer of the Watch	0	0			5
3. Quartermaster of the Watch	E-4	E-3	QM		2
4. Helmsman	E-4	E-3	QM		5
5. Engine Order Telegraph Opr.	E-3	E-3	SN		5
6. Aft Helmsman	E-4	E-3	QM		4
7. Boatswain's Mate of the Watch	E-4	E-4	BM		2
8. Messenger	E-3	E-3	SN		5
9. Lookout Recorder	E-3	E-3	SN		5
10. Lookout	E-3(3)	E-3(3)	SN		5
11. Plotter	E-3		SN		5
12. Communications Net Talker	E-3		SN		5
13. Sonar Record	E-3		SN		5
14. Captain's Net Talker	E-5				5
15. Machinery Repair	E-4		MM		4
16. Electrical Repair	E-4		EM		4
17.					
18.					
19.					
20.					
21.					
22.					

N= 18 N= 12

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safety and smoothness of ship movement
and deck operations, ability to coordin-
ate other teams to this end

B. TASK TYPE Complementary VERY MUCH 1 2 X 3 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY		X						DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED						X		NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOW, Helmsman, BMOW, QMOW

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE DDG-37 (DDG-46)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			2
2. Junior Officer of the Watch	0	0			5
3. Quartermaster of the Watch	E-4	E-3	QM		2
4. Helmsman	E-4	E-3	QM		5
5. Engine Order Telegraph Opr.	E-3	E-3	SN		5
6. Boatswain's Mate of the Watch	E-4	E-4	BM		5
7. Messenger	E-3	E-3	SN		5
8. Lookout Recorder	E-3	E-3	SN		5
9. Lookout	E-3(3)	E-3(3)	SN		5
10. Aft Helmsman	E-4	E-3	QM		4
11. Machinery Repair	E-4		MM		4
12. Electrical Repair	E-4		EM		4
13. Captain's Net Talker	E-5				5
14. Recorder	E-3		SN		5
15. Maneuvering Plotter	E-4				5
16. Talker	E-3		SN		5
17.					
18.					
19.					
20.					
21.					
22.					

N= 18 N= 12

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safety and smoothness of ship movement
and deck operations, ability to coordin-
ate other teams to this end

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	X 2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	X 6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOW, Helmsman, BMOW, QMOW

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			2
2. Junior Officer of the Watch	0	0			5
3. Tactical Communicator	0				5
4. Quartermaster of the Watch	E-4	E-3	QM		2
5. Helmsman	E-4	E-3	QM		5
6. Engine Order Telegraph Opr.	E-3	E-3	SN		5
7. Boatswain's Mate of the Watch	E-4	E-4	BM		2
8. Messenger	E-3	E-3	SN		5
9. Recorder	E-3	E-3	SN		5
10. Lookout	E-3(3)	E-3(3)	SN		5
11. Talker	E-3		SN		5
12. Talker	E-5				5
13. Plotter	E-4				5
14. Recorder	E-3		SN		5
15. Aft Helmsman	E-4		QM		4
16. Machinery Repair	E-4		MM		4
17. Electrical Repair	E-3		EM		4
18.					
19.					
20.					
21.					
22.					

N= 19 N= 11

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safety and smoothness of ship movement
and deck operations, ability to coordin-
ate other teams to this end

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST							MORE EST THAN EM	
		1	2	3	4	5	6	7		
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS	—	—	—	X	—	—	—		
	2. BATTLE CASUALTIES TO THE TEAM	—	—	—	X	—	—	—		
	3. STIMULUS VARIABILITY	—	—	X	—	—	—	—		
	4. EQUIPMENT FAILURE	—	—	X	—	—	—	—		
D.	TASK DIFFICULTY	EASY							DIFFICULT	
		1	2	3	X	5	6	7		
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED							NON-AUTOMATED	
		1	2	3	4	X	6	7		
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOW, Helmsman, BMOW, QMOW

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			2
2. Junior Officer of the Watch	0	0			5
3. Tactical Communicator	0				5
4. Quartermaster	E-5	E-4	QM		2
5. Helmsman	E-4	E-3	QM		5
6. Engine Order Telegraph Opr.	E-3	E-3	SN		5
7. Boatswain's Mate	E-5	E-4	BM		2
8. Messenger	E-3	E-3	SN		5
9. Recorder (Lookouts)	E-3	E-3	SN		5
10. Lookout	E-3(3)	E-3(3)	SN		5
11. Sonar Talker	E-3		SN		5
12. Captain's Talker	E-7				5
13. Recorder	E-3		SN		5
14. Plotter	E-6				5
15. Aft Helmsman	E-4		QM		4
16. Machinery Repair	E-4		MM		4
17. Electrical Repair	E-4		EM		4
18.					
19.					
20.					
21.					
22.					

N= 19 N= 17

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safety and smoothness of ship movement
and deck operations, ability to coordin-
ate other teams to this end

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	—	—	—	—	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	—	—	—	—	—	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	—	X	—	—	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOW, Helmsman, BMOW, QMOW

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>IA</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			2
2. Junior Officer of the Watch	0	0			5
3. Quartermaster of the Watch	E-4	E-3	QM		2
4. Helmsman	E-4	E-3	QM		5
5. Propulsion Control Operator	E-4	E-3	EN		2
6. Aft Helmsman	E-4(2)	E-3(2)	QM		4
7. Bow Thrust Operator	E-3		SN		5
8. Boatswain's Mate of Watch	E-4	E-4	BM		2
9. Messenger	E-3	E-3	SN		5
10. Lookout Recorder	E-3	E-3	SN		5
11. Lookout	E-3(3)	E-3(3)	SN		5
12. Plotter	E-4				5
13. Captain's Net Talker	E-5				5
14. Communications Net Talker	E-3		SN		5
15. Debarkation Net Talker	E-3		SN		5
16. Aft Electrical Repair	E-3(2)		EM		4
17. Aft Mechanical Repair	E-4(2)		EN		4
18.					
19.					
20.					
21.					
22.					

N= 21 N= 13

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safety and smoothness of ship movement
and deck operations, ability to coordin-
ate other teams to this end

B. TASK TYPE Complementary

VERY MUCH			X					VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED					X			NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOW, Helmsman, BMOW, QMOW

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME LCPL Crew

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Boat Group Commander	O				2
2. Coxswain	E-4	E-4	BM	0164	2
3. Bowhook	E-3	E-3	SN		5
4. Engineer/Sternhook	E-3	E-3	FN		5
5. Signalman	E-3		SM		2
6. Rifleman	E-3		GMG		4
7. Swimmer	E-3		SN		4
8. Medical Technician	E-3		HN		4
9.					
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21.					

N= 8 N= 3

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effective, safe operation of landing
craft for amphibious assault, ability to
effectively coordinate other teams in
this action

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	X 5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	—	—	X	—	
3.	STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	—	X	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	X	—	—	—	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	—	—	X	—	—	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		—	X	—	—	—	—	—	
B. ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		—	—	—	—	—	X	—	
C. ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		—	X	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Boat Group Commander, Coxswain

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Boat Group Commander, Coxswain

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME LCVP Crew

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	IA	III	RATE/ DESIGNATOR	NEC/ NOBC	CRITICALITY
1. Wave Guide Commander	0				2
2. Coxswain	E-4	E-4	BM	0164	2
3. Bowhook	E-3	E-3	SN		5
4. Engineer/Sternhook	E-3	E-3	FN		2
5. Radio/Signals	E-3				5
6.					
7.					
8.					
9.					
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20.					
21.					

N= 5 N= 3

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effective, safe operation of landing
craft for beach assault and general ship
to shore movement

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	X 5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	—	—	X	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	—	X	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
								X		
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						

V. TEAM STRUCTURE

A. DECISION-MAKERS Wave Guide Commander, Coxswain

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Wave Guide Commander, Coxswain

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Lifeboat (Man Overboard)

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Coxswain	E-4		BM		2
2. Bowhook	E-3		SN		2
3. Engineer/Sternhook	E-3		FN		2
4. Swimmer	E-3		SN		2
5. Medical Technician	E-3		HN		2
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N= 5 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effective operation of small boat for
search and rescue

B. TASK TYPE Complementary

VERY MUCH										VERY LITTLE
	1	2	3	4	X 5	6	7			

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	—	—	X	—	
3.	STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	—	X	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	X	—	—	—	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	—	—	—	—	X	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	4	5	X	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Coxswain

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Coxswain

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Utility Boat Crew

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Boat Officer	0				5
2. Coxswain	E-6	E-6			2
3. Bowhook	E-3	E-3			2
4. Sternhook	E-3	E-3			2
5. Engineer	E-3	E-3			2
6.					
7.					
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N= 5 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Effective, safe operation of small boat
for ship to shore movement

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	X	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	—	—	X	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	—	X	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	—	—	—	—	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	—	—	—	X	—	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	—	—	—	X	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	

V. TEAM STRUCTURE

A.	DECISION-MAKERS	Boat Officer, Coxswain

B.	STRUCTURAL ARRANGEMENT	Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A.	FORMAL LEADER(S)	Boat Officer, Coxswain

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Boat Launch/Recovery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-4		BM		2
2. Davit Operator/Brakeman	E-3		SN		2
3. Ship Control Net Talker	E-3		SN		5
4. Line Handler	E-3		SN		5
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N= 4 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe, smooth launching and recovery
of boats

B. TASK TYPE Complementary

VERY MUCH								VERY LITTLE
	<u>1</u>	<u>2</u>	<u>X</u> <u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	X 1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	X 3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	X 6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	X 5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Boat Launch/Recovery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-6,7		BMC	9555	2
2. Davit Operator	E-3		SN		2
3. Line Handler	E-3(3)		SN		5
4. Talker	E-3		SN		5
5.					
6.					
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N= 6 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Boat lowered and recovered smoothly
and safely

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	X 5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	—	X	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D. TASK DIFFICULTY		EASY	1	X 2	3	4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	X 3	4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS		_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	3	4	5	X 6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	4	X 5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	2	3	4	X 5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Boat Launch/Recovery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-4		BM		2
2. Winch Operator	E-3		SN		2
3. Debarkation Net Talker	E-3		SN		5
4. Block Handler	E-3(2)		SN		2
5. Boat Handler	E-3(4)		SN		5
6. Sea Painter	E-3(2)		SN		5
7. Line Petty Officer	E-3		SN		5
8.					
9.					
10.					
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21.					
22.					

N= 12 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Boats lowered and recovered smoothly
and safely

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	X	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	X	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
							X			
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
							X			
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
							X			

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE FFG-7

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Bridge

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Officer of the Deck	0	0			2
2. Junior Officer of the Watch	0	0			5
3. Petty Officer of the Watch	E-5	E-4	QM		2
4. Ship Control Console Opr.	E-4	E-4	QM		5
5. Lookout	E-3(2)	E-3(2)	SN		5
6. Navigation Assistant	E-5		QM		2
7. Bearing Taker	E-3		SN		5
8. Talker	E-3(3)		SN		5
9. Aft Helmsman	E-4		QM		4
10. Electrical Repair	E-3				4
11. Machinery Repair	E-3				4
12.					
13.					
14.					
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22.					

N= 14 N= 6

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safety and smoothness of ship movement
and deck operations, ability to coordin-
ate other teams to this end

B. TASK TYPE Complementary

VERY MUCH												VERY LITTLE
	1	2	3	4	5	6	7					

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	X	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	X							NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS OOD, JOOW, Helmsman, BMOW, QMOW

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) OOD, QMOW, BMOW

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigation	0				1
2. Navigation Assistant	E-6		QM		2
3. Fathometer Operator	E-3		STG		5
4. Bearing Recorder	E-3		SN		5
5. Bearing Taker	E-3(2)		SN		5
6.					
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21.					

N= 6 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course

B. TASK TYPE Complementary

VERY MUCH	1	X 2	3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X 5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	X 5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0				1
2. Navigator Assistant	E-6		QM		2
3. Fathometer Operator	E-3		STG		5
4. Bearing Taker	E-3(2)		SN		5
5. Bearing Recorder	E-3		SN		5
6.					
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N= 6 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE CVN-68

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0				1
2. Navigator Assistant	E-6	E-5	QM		2
3. Bearing Recorder	E-3		QM		5
4. Bearing Taker	E-3(3)		SN		5
5. Fathometer Operator	E-3		QM		5
6. Electronic Navigation Aid Opr.	E-4	E-3	QM		5
7.					
8.					
9.					
10.					
11.					
12.					
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15.					
16.					
17.					
18.					
19.					
20.					
21.					

N= 8 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE DD-963

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0				1
2. Navigator Assistant	E-6		QM		2
3. Bearing Recorder	E-3		SN		5
4. Bearing Taker	E-3(2)		SN		5
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					

N= 5 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X 5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	X 3	4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Seamanship

C. TEAM NAME Navigation

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Navigator	0				1
2. Navigator Assistant	E-6	E-6	QM		2
3. Bearing Taker	E-3(2)	E-3(2)	SN		5
4. Bearing Recorder/Fathometer Operator	E-3	E-3	SN		5
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					

N= 5 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurately chart ship's position and
course

B. TASK TYPE Complementary

VERY MUCH			X						VERY LITTLE
	1	2	3	4	5	6	7		

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					

V. TEAM STRUCTURE

A. DECISION-MAKERS Navigator, Navigator Assistant, Fathometer Operator

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Navigator

Appendix F - Support

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Support: Amphibious Operations

C. TEAM NAME Debark

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-5				2
2. Debarkation Net Talker	E-3		SN		5
3. Line Handler	E-3(4)		SN		5
4. Safety Observer	E-3		SN		4
5. Line Petty Officer	E-4				5
6. Sea Plotter	E-3		SN		5
7. Net Lowering/Equipment Handling	E-3(4)		SN		5
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 13 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, safe, orderly loading of landing
craft "over the side".

B. TASK TYPE Complementary

VERY MUCH	<u>1</u>	<u>2</u>	<u>X</u> <u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS			X						
	2. BATTLE CASUALTIES TO THE TEAM				X					
	3. STIMULUS VARIABILITY				X					
	4. EQUIPMENT FAILURE						X			
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED							X	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY					X			UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge, Line Petty Officer

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge, Line Petty Officer

I. IDENTIFYING DATA

A. SHIP TYPE LPH 2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Flight Deck Cargo Detail

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Flight Deck Coordinator	E-6		BM		2
2. Assistant Coordinator	E-5				4
3. Spot Recorder	E-3		SN		5
4. Forklift Operator	E-3		SN		5
5. Elevator Operator	E-3		SN		5
6. Cargo Handler	E-3(8)		SN		5
7.					
8.					
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, orderly, safe movement of cargo
on the flight deck and loading of
helicopters.

B. TASK TYPE Complementary

VERY MUCH			X							VERY LITTLE
	1	2	3	4	5	6	7			

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		<u>X</u>	—	—	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	<u>X</u>	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	<u>X</u>	—	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	<u>X</u>	—	
D.	TASK DIFFICULTY	EASY				<u>X</u>				DIFFICULT
			<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				<u>X</u>				NON- AUTOMATED
			<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	<u>X</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	UNNECESSARY
B.	ORGANIZATION	NECESSARY	<u>X</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	UNNECESSARY
C.	ADAPTATION	NECESSARY	<u>1</u>	<u>X</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Coordinator, Assistant

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct

and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Flight Deck Coordinator

I. IDENTIFYING DATA

A. SHIP TYPE FFG 7

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Food Service

II. TEAM MEMBERS
(NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Cook		E-4,5,6(3)	MS		5
2. Mess Cook		E-1,2,3(2)			5
3.					
4.					
5.					
6.					
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N= 5 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Quality of food and service.

B. TASK TYPE Compensatory

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	—	X	
	4. EQUIPMENT FAILURE		—	—	—	—	—	—	X	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	X 2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	X 3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Senior Cook

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Senior Cook

I. IDENTIFYING DATA

A. SHIP TYPE LPH 2 (LPH 7)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Food Service

II. TEAM MEMBERS
(NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Cook			E-6,5,4,3(6)	MS	5
2. Food Serviceman			E-3(4)	SN	5
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
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20.					
21.					
22.					

N= 10 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Quality of food and service.

B. TASK TYPE Compensatory

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	—	X	
	4. EQUIPMENT FAILURE		—	—	—	—	—	—	X	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Senior Cook

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Senior Cook

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Food Service

II. TEAM MEMBERS
(NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Cook	E-3,4(3)		MMSN	3599	2
2. Food Serviceman	E-3(2)		SN		5
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
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22.					

N= 5 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Quality of food and service.

B. TASK TYPE Compensatory

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	—	X	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED					X			NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Senior Members

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Senior Members

I. IDENTIFYING DATA

A. SHIP TYPE LPH 2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Hanger Deck Cargo

II. TEAM MEMBERS
(NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-5				2
2. Debarkation Control Net Talker	E-3				5
3. Forklift Operator	E-3(2)				5
4. Elevator Operator	E-3(2)				5
5.					
6.					
7.					
8.					
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N= 6 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Efficient, safe movement of cargo

B. TASK TYPE Complementary

VERY MUCH								VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	X 4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X 5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Meteorology

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Supervisor/Forecaster	E-7		AGC	7412	2
2. Radiosonde Operator	E-4(2)		AG	7414	5
3. Radio Operator	E-6		AG	7499	5
4. Observer	E-5(2)		AG	7499	5
5. Talker	E-4		AG	7499	5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Precise monitoring and forecasting
weather.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS			—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM			—	—	—	—	—	X	—	
3. STIMULUS VARIABILITY			—	—	—	X	—	—	—	
4. EQUIPMENT FAILURE			—	—	—	X	—	—	—	
D. TASK DIFFICULTY		EASY	1	2	3	4	5	X 6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	X 2	3	4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS		_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Forecaster

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct and Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Forecaster

I. IDENTIFYING DATA

A. SHIP TYPE CVN 68

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Meteorology

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Meteorology Supervisor	E-6		AG		2
2. Flight Forecaster/Briefer	E-5	E-5	AG	7412	2
3. Weather Observer/Equipment Operator	E-3	E-3	AG		5
4. Satellite Operator	E-4	E-4	AG		5
5. RSO Technician	E-4	E-4	AG	7414	5
6. CVIC Briefer	E-5		AG	7412	5
7. ASWEPS Technician	E-4		AG		5
8. CATCC Talker	E-3		AN		5
9. Talker	E-3		AN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Precise monitoring and forecasting
weather.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	—	X	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED		X						NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Supervisor

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LPH 2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Photo Lab

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Supervisor	E-5		PH		2
2. Photographer	E-4		PH		2
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, good quality photo production
and support.

B. TASK TYPE Conjunctive

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
				X				

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
					X					
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
						X				

V. TEAM STRUCTURE

A. DECISION-MAKERS Supervisor, Photographer

B. STRUCTURAL ARRANGEMENT Serial or Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Missile Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Weapons Control Officer	0				2
2. Fire Control System Coordinator	0	E-7	FTM	1109	2
3. Engagement Controller	0	E-6	FTM		3
4. Weapons Control Supervisor	E-8		FTM		5
5. Captain's Battle Net Talker	E-3		FTM		2
6. Radar Supervisor	E-7		FTM	1109	2
7. Acquisition/Tracking Console	E-4(2)	E-4	FTM	1105	2
8. Search Console Operator	E-4,6(2)	E-4	FTM	1105	2
9. Missile Plotting Supervisor	E-7		FTM	1109	2
10. Computer Operator	E-4(3)	E-4	FTM	1189	5
11. Computer Technician	E-5		FTM	1189	4
12. Height/Size Supervisor	E-6		FTM	1138	2
13. Height/Size Technician	E-5		FTM	1138	4
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate fire control solution and
missile guidance.

B. TASK TYPE Complementary

VERY MUCH	X							VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST							MORE EST THAN EM	
		1	2	3	4	5	6	7		
C. TASK EMERGENCE										
1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—		
2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—		
3. STIMULUS VARIABILITY		—	—	—	X	—	—	—		
4. EQUIPMENT FAILURE		—	—	—	—	—	X	—		
D. TASK DIFFICULTY	EASY	1	2	3	4	X	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X	4	5	6	7	NON-AUTOMATED
F. OTHER CHARACTERISTICS	_____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Gun Control Officer, Fire Control System Coordinator,
Engagement Controller

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) WCO, Weapons Control Supervisor, Radar Supervisor,
Missile Plotting Supervisor, Height/Size Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-16 (CG-24)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Stock Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Stock Control Supervisor	E-4		SK	2899	2
2. Clerk	E-3(2)		SK		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to maintain adequate stock of
spares and supplies and to locate and
issue items swiftly in emergency.

B. TASK TYPE Compensatory VERY MUCH 1 2 X 4 5 6 7 VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	X 3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X 5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Stock Control Supervisor

B. STRUCTURAL ARRANGEMENT Parallel

Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Stock Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Stock Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Stock Control Supervisor	E-4		SK		2
2. Locate/Issue Clerk	E-3(3)		SK	2899	5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to maintain adequate stock of
spares and supplies and to locate and
issue items swiftly in emergency.

B. TASK TYPE Compensatory

VERY MUCH	1	2	<u>X</u> 3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE	MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	

D. TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
		1	2	X 3	4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
		1	2	3	4	X 5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

- A. DECISION-MAKERS Stock Control Supervisor, Clerk
- B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

- A. FORMAL LEADER(S) Stock Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Stock Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Stock Control Supervisor	E-7		SKC	2816	2
2. Clerk	E-5		SK		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to maintain adequate stock of
spares and supplies and to locate and
issue items swiftly in emergency.

B. TASK TYPE Compensatory

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

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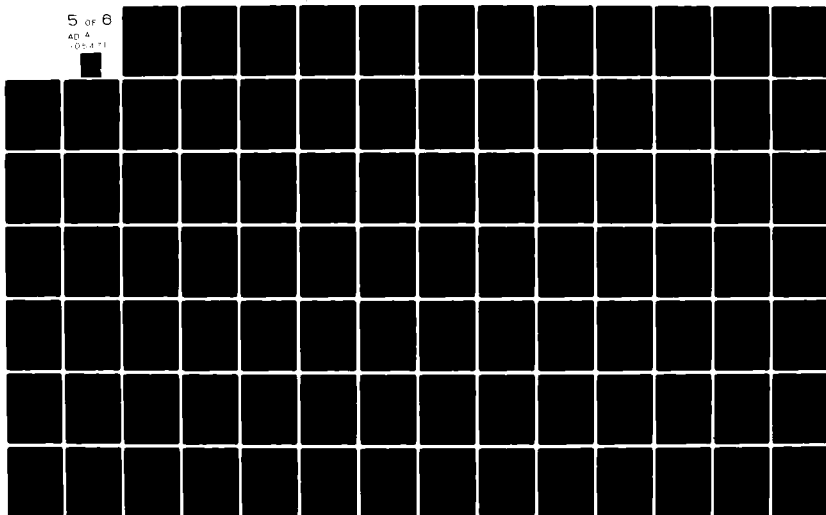
LITTON MELLONICS SYSTEMS DEVELOPMENT DIV ARLINGTON VA F/G 5/9
A CLASSIFICATION SYSTEM FOR NAVY TEAMS. VOLUME II. APPENDICES A--ETC(U)
SEP 81 L B NADLER, L E BERGER N00014-80-C-0781

UNCLASSIFIED

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105-471



		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY			X					DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED					X			NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY			X					UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY				X				UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Stock Control Supervisor, Clerk

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Stock Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Stock Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Stock Control Supervisor	E-7		SKC	2816	2
2. Clerk	E-6		SK	2899	5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to maintain adequate stock of
spares and supplies and to locate and
issue items swiftly in emergency.

B. TASK TYPE Compensatory

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C. TASK EMERGENCE										
1.	ENVIRONMENTAL CONDITIONS		—	—	—	—	X	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D. TASK DIFFICULTY		EASY								DIFFICULT
			1	2	3	4	5	6	7	
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F. OTHER CHARACTERISTICS		_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X							UNNECESSARY
		1	2	3	4	5	6	7	
B. ORGANIZATION	NECESSARY			X					UNNECESSARY
		1	2	3	4	5	6	7	
C. ADAPTATION	NECESSARY				X				UNNECESSARY
		1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Stock Control Supervisor, Clerk

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Stock Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Support: Amphibious Operations

C. TEAM NAME Tank Deck Aft - Beach Causeway

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-4		BM	0199	2
2. Debarkation Net Talker	E-3		SN		5
3. Ramp Machinery/Turntable Operator	E-3		SN		5
4. Traffic Director/Checkman	E-3(4)		SN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, orderly offloading tanks and
other vehicles.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	X 5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Support: Amphibious Operations

C. TEAM NAME Tank Deck Aft - LCU Operations

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Tank Deck Officer	0				2
2. Petty Officer in Charge	E-7		BMC	0199	2
3. Sterngate Operator/Signalman	E-3		SN		2
4. Safety Observer	E-3		SN		4
5. Debarkation Net Talker	E-3		SN		5
6. Line Petty Officer	E-4(2)		BM	0199	5
7. Line Handler	E-3(8)		SN		5
8. Snakewinch Operator	E-3(2)		SN		5
9. Gripe Rigger/Chain Handler	E-3(2)		SN		5
10. Emergency Cutter	E-3		HT	4999	4
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, safe, orderly loading and
launching of landing craft from the
stern well.

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	X 6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Tank Deck Officer, Petty Officer in Charge, Line Petty Officer

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Tank Deck Officer, Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Support: Amphibious Operations

C. TEAM NAME Tank Deck Aft - LVT Launch

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Tank Deck Officer	0				2
2. Petty Officer in Charge/ Safety Observer	E-4		BM		2
3. Turntable Operator	E-3		SN		5
4. Sterngate Operator/Signalman	E-3		SN		5
5. Debarkation Control Net Talker	E-3		SN		5
6. Traffic Director	E-3(4)		SN		5
7. Emergency Cutter	E-3		HT	4999	4
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, orderly debarkation of amphibious
tractors from stern well.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
				X						
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
						X				
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X							

V. TEAM STRUCTURE

A. DECISION-MAKERS Tank Deck Officer, Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Tank Deck Officer, Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Support: Air Operations

C. TEAM NAME Tank Deck Forward

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-4		BM		2
2. Turntable Operator	E-3		SN		2
3. Traffic Director/Checkman	E-3(2)		SN		5
4. Debarkation Net Talker	E-3		SN		5
5. Ramp Machinery Operator	E-3		SN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift, orderly movement of vehicular
traffic into or out of the forward
tank deck.

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST							MORE EST THAN EM	
		1	2	3	4	5	6	7		
C. TASK EMERGENCE										
1. ENVIRONMENTAL CONDITIONS		—	—	—	—	X	—	—		
2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—		
3. STIMULUS VARIABILITY		—	—	—	X	—	—	—		
4. EQUIPMENT FAILURE		—	—	X	—	—	—	—		
D. TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT	
E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED	
F. OTHER CHARACTERISTICS	_____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE LPH 2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Vehicle Stowage

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-5				2
2. Debarkation Control Net Talker	E-3				5
3. Cargo Handler	E-3(2)				5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Efficient, safe stowage and breakout
of vehicular cargo

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	X 5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	—	X	—	—	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	X	—	—	—	—	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	—	X	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	—	X	—	—	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X	—	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE

FFG 1

B. FUNCTIONAL AREA/TEAM TYPE

Weapons

C. TEAM NAME

Missile Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Weapons Control Officer	0				2
2. Missile Control Console	E-7(2)	E-6,7(2)	FTM	1153	2
3. Search Console	E-5	E-5	FTM	1137	2
4. Height Console	E-4		FTM	1137	2
5. Director Radar Supervisor	E-7		FTM		2
6. Radar Operator	E-4	E-4	FTM	1166	2
7. Weapons Direction Panel Operator	E-6	E-5,6	FTM	1166	2
8. Fire Control Repair	E-5		FTM		4
9. Computer Room Supervisor	E-8		FTM		2
10. Computer Operator	E-4	E-4	FTM		2
11. Computer Technician	E-5		FTM		4
12. Launcher Captain	E-6	E-5,6	GMM	0988	4
13. Dud Jettison	E-4	E-3,4	GMM	0988	5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accuracy of target tracking, fire and
control solution and missile guidance.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Weapons Control Officer, Missile Controller, Director
Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct,
Audio, Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Weapons Control Officer, Director Radar Supervisor,
Computer Room Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Food Service

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Cook	E-5,6(2)		MS		2
2. Food Serviceman	E-3(2)		SN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Quality of food and service

B. TASK TYPE Compensatory

VERY MUCH								VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C. TASK EMERGENCE										
1.	ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	—	—	X	
4.	EQUIPMENT FAILURE		—	—	—	—	—	—	X	
D. TASK DIFFICULTY		EASY								DIFFICULT
			1	2	3	4	5	6	7	
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F. OTHER CHARACTERISTICS		_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Senior Cook

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Senior Cook

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Food Service

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Cook			E-6,8(2)	MS	2
2. Food Serviceman			E-1,2,3(2)		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Quality of food and service

B. TASK TYPE Compensatory

VERY MUCH			X							VERY LITTLE
	1	2	3	4	5	6	7			

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	—	X	
	4. EQUIPMENT FAILURE		—	—	—	—	—	—	X	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	—	—	—	—	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	—	—	X	—	—	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	—	X	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Senior Cook

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Senior Cook

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Helicopter Launch/Recovery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Helicopter Control Officer	0				1
2. Landing Signalman	E-6		BM		1
3. Chock/Chairman	E-3(2)		SN		5
4. Helicopter Pusher	E-3(2)		SN		5
5. Fuel Valve Operator	E-3		FN		5
6. Maneuvering Net Talker	E-3		SN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe launch, recovery and refueling
of helicopters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C. TASK EMERGENCE										
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D. TASK DIFFICULTY		EASY								DIFFICULT
			1	2	3	4	5	6	7	
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F. OTHER CHARACTERISTICS		_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Helicopter Control Officer, Landing Signalman

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Helicopter Control Officer, Landing Signalman

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Support: Air Operations

C. TEAM NAME Aviation Ordnance

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Aviation Ordnance Officer	0				2
2. Aviation Ordnance Supervisor	E-6		AO		2
3. Assemblyman	E-4		AO		5
4. Ordnance Breakout	E-4		AO		5
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N= 4 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to supply properly assembled
ordnance items of quantity and type
necessary

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

C. TASK EMERGENCE	MORE EM THAN EST							MORE EST THAN EM
	1	2	3	4	5	6	7	
1. ENVIRONMENTAL CONDITIONS	—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM	—	X	—	—	—	—	—	
3. STIMULUS VARIABILITY	—	—	—	—	—	X	—	
4. EQUIPMENT FAILURE	—	—	—	—	—	X	—	

D. TASK DIFFICULTY	EASY							DIFFICULT
	1	2	3	4	5	6	7	
	—	—	—	X	—	—	—	

E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED							NON- AUTOMATED
	1	2	3	4	5	6	7	
	—	—	—	X	—	—	—	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X	—	—	—	—	—	UNNECESSARY
		1	2	3	4	5	6	7
B. ORGANIZATION	NECESSARY	X	—	—	—	—	—	UNNECESSARY
		1	2	3	4	5	6	7
C. ADAPTATION	NECESSARY	X	—	—	—	—	—	UNNECESSARY
		1	2	3	4	5	6	7

V. TEAM STRUCTURE

- A. DECISION-MAKERS Aviation Ordnance Officer, Aviation Ordnance Supervisor
- B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

- A. FORMAL LEADER(S) Aviation Ordnance Supervisor, Aviation Ordnance Officer

I. IDENTIFYING DATA

A. SHIP TYPE LST-1179

B. FUNCTIONAL AREA/TEAM TYPE Support: Amphibious Operations

C. TEAM NAME Bow Ramp Detail

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Bow Ramp Officer	0				2
2. Petty Officer in Charge/ Derrick Arm	E-7		BMC	0199	2
3. Ramp Operator	E-4		EM	4699	2
4. Debarkation Net Talker	E-3(2)		SN		5
5. Position Winch Operator	E-4		BM	0199	2
6. Petty Officer in Charge/ Bow Ramp/Traffic Control	E-4		BM	0199	5
7. Outrigger/Traffic Control	E-3(2)		SN		5
8. Ramp Line Handler	E-3(4)		SN		5
9. Leadsman	E-3(4)		SN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Proper operation of the bow ramp, and
swift, safe orderly flow of traffic
over ramp

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS			X						
	2. BATTLE CASUALTIES TO THE TEAM				X					
	3. STIMULUS VARIABILITY				X					
	4. EQUIPMENT FAILURE						X			
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Bow Ramp Officer, Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Bow Ramp Officer, Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Cargo Hold

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge/ Elevator			E-4		2
2. Forklift Operator			E-3		2
3. Cargo Handler			E-3(2)		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe, efficient stowage and breakout of
cargo

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
			X					

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	X	—	—	

D. TASK DIFFICULTY		EASY	1	2	X 3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	X 3	4	5	6	7	NON- AUTOMATED

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS _____ Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) _____ Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Helicopter Launch/Recovery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Helicopter Control Officer	0				1
2. Landing Signalman	E-6		BM		1
3. Maneuvering Net Talker	E-3		SN		5
4. Chock/Chainman	E-3(2)		SN		5
5. Helicopter Pusher	E-3(2)		SN		5
6. Fuel Pump Operator	E-3		FN		2
7. Fuel Valve Operator	E-3		FN		5
8.					
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe launch, recovery and refueling
of helicopters

B. TASK TYPE Complementary

VERY MUCH	<u>X</u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	VERY LITTLE
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	X	—	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION		NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

B. ORGANIZATION		NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

C. ADAPTATION		NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Helicopter Control Officer, Landing Signalman

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Helicopter Control Officer, Landing Signalman

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Helicopter Launch/Recovery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Helicopter Control Officer	O				1
2. Landing Signalman	E-6		BM		1
3. Maneuvering Net Talker	E-3		BM		5
4. Chock/Chainman	E-3(2)		SN		5
5. Helicopter Pusher	E-3(2)		SN		5
6. Fuel Pump Operator	E-4		MM		2
7. Fuel Valve Operator	E-3		SN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe launch, recovery and refueling
of helicopters

B. TASK TYPE Complementary

VERY MUCH	X							VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C. TASK EMERGENCE										
1. ENVIRONMENTAL CONDITIONS			—	—	—	X	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM			—	—	X	—	—	—	—	
3. STIMULUS VARIABILITY			—	—	—	—	X	—	—	
4. EQUIPMENT FAILURE			—	—	—	—	X	—	—	
D. TASK DIFFICULTY	EASY		1	2	3	X 4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED		1	2	3	X 4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS	_____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Helicopter Control Officer, Landing Signalman

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Helicopter Control Officer, Landing Signalman

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Helicopter Launch/Recovery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Helicopter Control Officer	0				1
2. Landing Signalman	E-6		BM		1
3. Chock/Chairman	E-3(2)		SN		5
4. Helicopter Pusher	E-3(2)		FN		5
5. Maneuvering Net Talker	E-3		FN		5
6. Fuel Valve Operator	E-3		FN		5
7. Fuel Pump Operator	E-4		HT		2
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe launch, recovery and refueling
of helicopters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
	X							

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Helicopter Control Officer, Landing Signalman

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Helicopter Control Officer, Landing Signalman

I. IDENTIFYING DATA

A. SHIP TYPE FFG-7

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Helicopter Launch/Recovery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Helicopter Control Officer	O				2
2. Landing Signalman	E-6		BM		2
3. Plane Captain	E-4		AB/AD		4
4. Chockman	E-3(2)		SN		5
5. Helicopter Pusher	E-3(2)		SN		5
6. Air Operations Net Talker	E-3(2)		SN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Safe launch, recovery and refueling
of helicopters

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

C. TASK EMERGENCE	MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS		—	—	—	—	X	—	—	
2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	

D. TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
		1	2	3	4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
		1	2	3	4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		1	2	3	4	5	6	7	
B. ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		1	2	3	4	5	6	7	
C. ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
		1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Helicopter Control Officer, Landing Signalman, Plane
Captain

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Helicopter Control Officer, Landing Signalman

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Stock Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Stock Control Supervisor	E-4		SK		2
2. Clerk	E-3		SK	2899	5
3.					
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to maintain adequate stock of
spares and supplies and to locate and
issue items swiftly

B. TASK TYPE Compensatory

VERY MUCH			X						VERY LITTLE
	1	2	3	4	5	6	7		

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	—	X	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	X	—	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	X 3	4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	X 4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Stock Control Supervisor, Clerk

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Stock Control Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Support

C. TEAM NAME Stock Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Stock Control Supervisor	E-5		SK		2
2. Clerk	E-4,3(4)		SK/AK		5
3. Computer Operator	E-4		DP		2
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to maintain adequate stock of
spares and supplies and to locate and
issue items swiftly

B. TASK TYPE Complementary

VERY										VERY LITTLE
	1	2	3	4	5	6	7			

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	X	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	3	X	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Stock Control Supervisor

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Stock Control Supervisor

I

Appendix G - Weapons

I. IDENTIFYING DATA

A. SHIP TYPE DD-963

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Ammunition Handling

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-4		GM	0877	
2. Ammunition Passer	E-3(4)		SN		
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Supply proper type and quantity of
shells.

B. TASK TYPE Compensatory

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	X 2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	X 2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Ammunition Handling

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Loader/Control Operator	E-4				2
2. Petty Officer in Charge	E-4				2
3. Ammunition Passer	E-3(9)		SN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Supply proper type and quantity of
shells.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	X 5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	—	X	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Ammunition Handling

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Loader/Control Operator	E-5				2
2. Petty Officer in Charge	E-4				2
3. Ammunition Passer	E-3(9)				5
4.					
5.					
6.					
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Supply proper type and quantity of
shells.

B. TASK TYPE Complementary

VERY MUCH	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>X</u> <u>5</u>	<u>6</u>	<u>7</u>	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	—	X	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge, Loader/Control Operator

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Ammunition Handling

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-6				
2. Projectileman	E-3				
3. Powderman	E-3				
4. Ammunition Passer	E-3(2)				
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N= 5 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Supply proper type and quantity of
shells.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
				X				

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	X	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Ammunition Handling

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Loader Control Operator	E-4				2
2. Petty Officer in Charge	E-4				2
3. Ammunition Passer	E-3(9)		SN		5
4.					
5.					
6.					
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N= 11 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Supply proper type and quantity of
shells.

B. TASK TYPE Complementary

VERY MUCH					X			VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	—	X	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY				X				DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED				X				NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge, Loader Control Operator

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Ammunition Handling

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Loader Control Operator	E-4				
2. Petty Officer in Charge	E-4				
3. Ammunition Passer	E-3(9)		SN		
4.					
5.					
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N= 11 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Supply proper type and quantity of
shells.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	X 5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	—	X	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	X 4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge, Loader Control Operator

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE FFG 7

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Ammunition Handling

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-6		GMG		2
2. Ammunition Passer	E-4		GMG		5
3.					
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N= 2 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Supply proper type and quantity of
shells.

B. TASK TYPE Complementary

VERY MUCH			X				VERY LITTLE
	1	2	3	4	5	6	7

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY		X						DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED		X						NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Basic Point Defense Missile

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Launcher Control Panel	E-4		GMG	0892	
2. Fire Control Panel	E-4	E-5,6	FTM	1146	
3. Director/Illuminator	E-4	E-3,4	FTM	1146	
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N= 3 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Aircraft kills/attempts.

B. TASK TYPE Complementary

VERY MUCH	X							VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A.	DECISION-MAKERS	<u>Fire Control Panel Operator</u>

B.	STRUCTURAL ARRANGEMENT	<u>Parallel within Serial; Interactive-Audio</u>
		<u>and Machine.</u>

VI. TEAM LEADERSHIP

A.	FORMAL LEADER(S)	<u>FCPO</u>

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Basic Point Defense Missile

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Fire Control Panel Operator	E-5	E-4	FTM	1146	
2. Director/Illuminator Operator	E-3	E-3	FTMSN	1146	
3. Launcher Control Panel Opr.	E-4		GMG	0892	
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N= 3 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift destruction of targets.

B. TASK TYPE Complementary

VERY MUCH	X								VERY LITTLE
	1	2	3	4	5	6	7		

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS			—	—	X	—	—	—	—	
2. BATTLE CASUALTIES TO THE TEAM			—	X	—	—	—	—	—	
3. STIMULUS VARIABILITY			—	—	—	X	—	—	—	
4. EQUIPMENT FAILURE			—	—	—	X	—	—	—	
D. TASK DIFFICULTY		EASY	1	2	X 3	4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	X 7	NON- AUTOMATED
F. OTHER CHARACTERISTICS		_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Fire Control Panel Operator, Launcher Control Panel
Operator, D/I Operator

B. STRUCTURAL ARRANGEMENT Parallel within Serial; Interactive-Audio
and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Fire Control Panel Operator

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME 5" MK42 Gunnery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Gun Control Officer	0		1110	9252	2
2. Target Designation Control Operator	E-3(2)		SN		2
3. Target Designation Transmitter Operator	E-3(2)		SN		2
4. Captain's Net Talker	E-3		SN		5
5. Director Officer	0	E-3	FTG/1110		2
6. Director Tracker	E-3		FTG		2
7. Rangefinder	E-3		SN		2
8. Plotting Room Supervisor	E-6		FTG	1131	2
9. Radar Tracker	E-4		FTG		2
10. Radar Operator	E-5		FTG	1132	2
11. Computer Operator	E-4	E-3	FTG	1132	2
12. Fire Control Repair	E-5		FTG	1132	4
13. One Man Control Operator	E-4		GMG	0876	4
14. Mount Captain	E-5	E-5	GMG	0876	4
15. Gun Captain	E-6		GMG	0876	4
16.					
17.					
18.					
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22.					

N= 17 N= 3

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate gunnery.

B. TASK TYPE Complementary

VERY MUCH	X							VERY LITTLE
	1	2	3	4	5	6	7	

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS										

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY	
B. ORGANIZATION	NECESSARY		1	2	X	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY	

V. TEAM STRUCTURE

A. DECISION-MAKERS Gun Control Officer, Director Officer, Plotting Room
Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct,
Audio and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Gun Control Officer, Director Officer, Plotting Room
Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LHA-1

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME 5" MK45 Gunnery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Gun Control Officer	0		1110	9202	2
2. Gun Fire Control System Supervisor	E-7	E-5,6	FTG	9535/1125	2
3. Anti-aircraft Gun Controller	E-5	E-4	FTG	1125	2
4. Surface Gun Controller	E-4(2)		FTG	1125	2
5. Fire Control Repair Coordinator	E-6		FTG	1125	4
6. Mount Captain	E-6(3)	E-5	GMG	0877	2
7. EP2 Panel Operator	E-5,4(3)		GMG	0877	5
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N= 12 N= 3

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate Gunnery against air and
surface targets.

B. TASK TYPE Complementary

VERY MUCH	X	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST							MORE EST THAN EM	
		1	2	3	4	5	6	7		
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS	—	—	X	—	—	—	—		
	2. BATTLE CASUALTIES TO THE TEAM	—	—	—	X	—	—	—		
	3. STIMULUS VARIABILITY	—	—	—	X	—	—	—		
	4. EQUIPMENT FAILURE	—	—	—	—	—	X	—		
D.	TASK DIFFICULTY	EASY							DIFFICULT	
		1	2	X	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED							NON-AUTOMATED	
		1	X	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Gun Control Officer, Gun Fire Control Supervisor,
F.C. Repair Coordinator, Mount Captain

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Gun Control Officer, GFCS Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE DD-963

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME 5" MK45 Gunnery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Gun Control Officer	O-1		1110	9252	2
2. Console Operater	E-4,5(2)	E-4	FTG	1125	2
3. Target Designation Control Operator	E-4(2)		FTG		2
4. Target Designation Transmitter Operator	E-3(2)		SN		2
5. Captain's Battle Control Net Talker	E-3		SN		5
6. Mount Captain	E-5(2)	E-5	GMG	0877	3
7. Fuse Setter/Ammo Passer	E-3(2)		SN		5
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9.					
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N= 12 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate Gunnery against air and
surface targets.

B. TASK TYPE Complementary

VERY MUCH	X								VERY LITTLE
	1	2	3	4	5	6	7		

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Gun Control Officer

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Gun Control Officer

I. IDENTIFYING DATA

A. SHIP TYPE FFG 1

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Missile Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Weapons Control Officer	0				2
2. Missile Control Console	E-7(2)	E-6,7(2)	FTM	1153	2
3. Search Console	E-5	E-5	FTM	1137	2
4. Height Console	E-4		FTM	1137	2
5. Director Radar Supervisor	E-7		FTM		2
6. Radar Operator	E-4	E-4	FTM	1166	2
7. Weapons Direction Panel Operator	E-6	E-5,6	FTM	1166	2
8. Fire Control Repair	E-5		FTM		4
9. Computer Room Supervisor	E-8		FTM		2
10. Computer Operator	E-4	E-4	FTM		2
11. Computer Technician	E-5		FTM		4
12. Launcher Captain	E-6	E-5,6	GMM	0988	4
13. Dud Jettison	E-4	E-3,4	GMM	0988	5
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 14 N= 8

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accuracy of target tracking, fire and
control solution and missile guidance.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST							MORE EST THAN EM	
		1	2	3	4	5	6	7		
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS	—	—	X	—	—	—	—		
	2. BATTLE CASUALTIES TO THE TEAM	—	—	—	X	—	—	—		
	3. STIMULUS VARIABILITY	—	—	—	X	—	—	—		
	4. EQUIPMENT FAILURE	—	—	—	—	X	—	—		
D.	TASK DIFFICULTY	EASY								DIFFICULT
		1	2	3	4	X	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
		1	2	3	4	X	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	3	X	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Weapons Control Officer, Missile Controller, Director
Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct,
Audio, Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Weapons Control Officer, Director Radar Supervisor,
Computer Room Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Missile Control

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Weapons Control Officer	0				2
2. Fire Control System Coordinator	0	E-7	FTM	1109	2
3. Engagement Controller	0	E-6	FTM		3
4. Weapons Control Supervisor	E-8		FTM		5
5. Captain's Battle Net Talker	E-3		FTM		2
6. Radar Supervisor	E-7		FTM	1109	2
7. Acquisition/Tracking Console	E-4(2)	E-4	FTM	1105	2
8. Search Console Operator	E-4,6(2)	E-4	FTM	1105	2
9. Missile Plotting Supervisor	E-7		FTM	1109	2
10. Computer Operator	E-4(3)	E-4	FTM	1189	5
11. Computer Technician	E-5		FTM	1189	4
12. Height/Size Supervisor	E-6		FTM	1138	2
13. Height/Size Technician	E-5		FTM	1138	4
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 17 N= 5

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate fire control solution and
missile guidance.

B. TASK TYPE Complementary

VERY MUCH	X	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Gun Control Officer, Fire Control System Coordinator,
Engagement Controller

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) WCO, Weapons Control Supervisor, Radar Supervisor,
Missile Plotting Supervisor, Height/Size Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE CG-26 (CG-33)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Missile Launcher

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Launcher Captain	E-6	E-5	GMM	0986	2
2. A-Side Assembly Captain	E-4	E-4	GMM	0986	2
3. B-Side Assembly Captain	E-4	E-4	GMM	0986	2
4. A/B-Side Assemblyman		E-3	SN		5
5. A-Side Assemblyman	E-3(4)		SN		5
6. B-Side Assemblyman	E-3(4)		SN		5
7.					
8.					
9.					
10.					
11.					
12.					
13.					
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22.					

N= 11 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Proper loading, check out, assembly,
setting of missiles.

B. TASK TYPE Complementary

VERY MUCH								VERY LITTLE
	<u>1</u>	<u>2</u>	<u>3</u>	<u>X</u> <u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	X	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	—	X	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	X 6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	X 7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Launcher Captain, Assembly Captain

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Launcher Captain, Assembly Captain

I. IDENTIFYING DATA

A. SHIP TYPE FFG-1

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME MK56/5" MK38 Gunnery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Gun Control Officer	O				2
2. Talker	E-3		GMGSN		5
3. TDT Operator	E-3,4(4)		GMM/FTM		2
4. Mount Captain	E-5		BM		2
5. Gun Captain	E-4		GMG	0872	4
6. Pointer	E-3		BM		5
7. Trainer	E-3		SN		5
8. Sightsetter	E-3		SN		5
9. Fusesetter	E-3		SN		5
10. Projectile Loader	E-3		SN		5
11. Powderman	E-3		SN		5
12. Hotcase man	E-3				5
13. Director Officer	O				2
14. Director Operator	E-4		FTG	1126	2
15. Plotting Room Supervisor	E-6		FTG	1126/23	2
16. Radar Operator	E-5		FTG		2
17. Radar Tracker	E-3		FTG		2
18. Bearing Operator	E-3		SN		5
19. Range Operator	E-3		FTG		5
20. Elevation Operator	E-5		FTG	1126	5
21. Stable Element Operator	E-4		FTM		5
22.					

N= 24 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate gunnery.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	X	—	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	X 5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	X 6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Gun Control Officer, Director Officer, Plotting Room
Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct,
Audio and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Gun Control Officer, Director Officer, Plotting Room
Supervisor, Mount Captain

I. IDENTIFYING DATA

A. SHIP TYPE DDG-2

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME MK68/5" MK42 Gunnery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Gun Control Officer	0		1110	9252	2
2. Captain's Net Talker	E-3		SN		5
3. Target Designation Control Operator	E-3(2)		SN		2
4. Target Designation Transmitter Operator	E-3(2)		SN		2
5. Director Officer	0	E-4	FTG/1110		2
6. Director Tracker	E-3		FTG		2
7. Rangefinder	E-3		SN		2
8. Plotting Room Supervisor	E-6		FTG	1131	2
9. Radar Tracker	E-4		FTG		2
10. Radar Operator	E-5	E-5	FTG	1132	2
11. Computer Operator	E-4	E-3	FTG	1133	2
12. Fire Control Repair	E-5		FTG	1132	4
13. One Man Control Operator	E-5(2)		GMG	1132	4
14. Mount Captain	E-5(2)	E-5	GMG	0876	4
15. Gun Repair	E-6		GMG	0876	4
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 19 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate gunnery.

B. TASK TYPE Complementary

VERY MUCH	X							VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1							
B.	ORGANIZATION	NECESSARY			X	4	5	6	7	UNNECESSARY
			1	2	3					
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1							

V. TEAM STRUCTURE

A. DECISION-MAKERS Gun Control Officer, Director Officer, Plotting Room
Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct,
Audio and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Gun Control Officer, Director Officer, Plotting Room
Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1053)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME MK68/5" MK42 Gunnery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Gun Control Officer	0		1110	9252	2
2. Talker	E-3		SN		5
3. Director Officer	0		1110		2
4. Director Tracker	E-3		FTG		2
5. Rangefinder Operator	E-3		SN		2
6. Plotting Room Supervisor	E-6		FTG	1131	2
7. Radar Tracker	E-4		FTG		2
8. Radar Operator	E-5		FTG	1132	2
9. Computer Operator/Repair	E-5		FTG	1132	2
10. Computer Operator	E-4		FTG	1132	5
11. On Mount Operator	E-4		GMG	0876	4
12. Mount Captain	E-5		GMG	0876	4
13. Gun Repair	E-6		GMG	0876	4
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 13 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate gunnery.

B. TASK TYPE Complementary

VERY MUCH	X	1	2	3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY	
B. ORGANIZATION	NECESSARY		1	2	3	X	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY	

V. TEAM STRUCTURE

A. DECISION-MAKERS Gun Control Officer, Director Officer, Plotting Room
Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct,
Audio and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Gun Control Officer, Director Officer, Plotting Room
Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE FF-1052 (FF-1074)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME MK68/5" MK42 Gunnery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Gun Control Officer	0		1110	9252	2
2. Talker (Captain)	E-3		GMG		5
3. Director Officer	0		1110		2
4. Director Tracker	E-3		FTG		2
5. Rangefinder Operator	E-4		GMG	0876	2
6. Plotting Room Supervisor	E-7		FTGG	1131	2
7. Radar Tracker	E-4		FTG		2
8. Radar Operator	E-5		FTG	1132	2
9. Computer Operator	E-4		FTG	1133	2
10. FC Repair	E-6		FTG	1132	4
11. TDS Operator	E-4		FTG		2
12. On Mount Operator	E-5		GMG	0876	4
13. Mount Captain	E-5		GMG	0876	4
14. Gun Repair	E-6		GMG	0876	4
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					

N= 14 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Precise placement of 5" shells.

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
X								

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	X 4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	X 4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	2	3	X 4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Gun Control Officer, Director Officer, Plotting Room
Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct,
Audio and Machine.

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Gun Control Officer, Director Officer, Plotting Room
Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE DD-963

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME NATO Sea Sparrow Missile

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Fire Control Radar	E-5	E-3	FTM	1148	2
2. Firing Console	E-5	E-4	FTM	1148	2
3. Launcher Control	E-4		GMM3	0993	4
4.					
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N= 3 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Swift destruction of air targets.

B. TASK TYPE Complementary

VERY MUCH	X	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	X	—	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	X 5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	X 1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Firing Console Operator

B. STRUCTURAL ARRANGEMENT Parallel; Interactive-Audio and Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Firing Console Operator

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Ammunition Handling

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Petty Officer in Charge	E-4		GMG		2
2. Hoistman	E-3		SN		5
3. Ammunition Passer	E-3(4)		SN		5
4.					
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N= 6 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Supply proper type and quantity of
shells

B. TASK TYPE Complementary

VERY MUCH	1	2	3	X 4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1. ENVIRONMENTAL CONDITIONS			—	—	—	—	—	—	X	
2. BATTLE CASUALTIES TO THE TEAM			—	—	—	X	—	—	—	
3. STIMULUS VARIABILITY			—	—	—	—	X	—	—	
4. EQUIPMENT FAILURE			—	—	—	—	—	X	—	
D. TASK DIFFICULTY		EASY	X 1	2	3	4	5	6	7	DIFFICULT
E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F. OTHER CHARACTERISTICS		_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B. ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Petty Officer in Charge

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Petty Officer in Charge

I. IDENTIFYING DATA

A. SHIP TYPE CV-67

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Basic Point Defense Missile

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Firing Console Operator	0	E-5			2
2. Fire Control Radar Operator	E-4(2)	E-4	FTM	1146	2
3. Launcher Control Operator	E-4		GMM		4
4. Launcher Repair	E-4		GMM	0993	4
5. Fire Control Repair	E-4		FTM	1148	4
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N= 6 N= 2

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to convert target assignment
data to missile intercept

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
		X						

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		X	—	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Firing Console Operator

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Firing Console Operator

I. IDENTIFYING DATA

A. SHIP TYPE DDG-37 (DDG-46)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Missile

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Weapons Control Officer	0				2
2. Fire Control System Coord.	0	E-6	FTM	1109	2
3. Engagement Controller	0	E-6	FTM	1105	2
4. Weapons Control Supervisor	E-7		FTM	1109	3
5. Radar Room Supervisor	E-7	E-5	FTM	1109	2
6. Acquisition/Track Console Opr.	E-4(2)	E-4	FTM	1105	2
7. Search Console Operator	E-4(2)	E-4	FTM	1105	2
8. Radar Technician	E-5		FTM	1105	4
9. Plotting Room Supervisor	E-6		FTM	1109	2
10. Computer Operator	E-4(2)	E-4	FTM	1189	5
11. Computer Technician	E-5		FTM	1189	4
12. Height/Size Equipment Supv.	E-6		FTM	1138	2
13. Radar Technician	E-5		FTM	1138	4
14. Launcher Captain	E-6	E-5	GMM	0986	4
15.					
16.					
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22.					

N= 17 N= 7

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate fire control solution and
missile guidance

B. TASK TYPE Complementary

VERY MUCH	X							VERY LITTLE
	1	2	3	4	5	6	7	

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY								DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED								NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	X							UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY		X						UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Weapons Control Officer, Fire Control System Coordinator,
Engagement Controller

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Weapons Control Officer, Radar Supervisor, Plotting
Supervisor, Height/Size Supervisor, Weapons Control
Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LCC-19

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME MK56/3" 50 MK33 Gunnery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Director Officer	0				2
2. Director Operator	E-4,5		FTG		2
3. Radar Room Supervisor	E-6,7		FTG		2
4. Radar Operator	E-4,5		FTG		2
5. Radar Tracker	E-3,4		FTG		2
6. Mount Captain	E-5,6		GMG		2
7. Local Surface Operator	E-3		SN		4
8. Local Anti-aircraft Operator	E-3		SN		4
9. Sightsetter	E-3		SN		4
10. First Loader	E-3(4)		SN		5
11. Second Loader	E-3(4)		SN		5
12. Ammunition Passer	E-3(2)		SN		5
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N= 19 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate gunnery

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	—	—	—	—	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	—	—	—	—	—	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			—	X	—	—	—	—	—	
C.	ADAPTATION	NECESSARY	1	2	3	4	5	6	7	UNNECESSARY
			X	—	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Director Officer, Radar Room Supervisor, Mount Captain

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct,
Audio, Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Director Officer

I. IDENTIFYING DATA

A. SHIP TYPE LHA-1

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Ammunition Handling

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Ammunition Handling Supervisor	E-4		GMG		2
2. Ammunition Passer	E-3(8)				5
3.					
4.					
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N= 9 N=

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Supply proper type and quantity of
shells

B. TASK TYPE Compensatory

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	—	—	—	X	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	—	X	
D.	TASK DIFFICULTY	EASY	1	X 2	3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	X 3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Ammunition Handling Supervisor

B. STRUCTURAL ARRANGEMENT Parallel or Serial; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Ammunition Handling Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Basic Point Defense Missile

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Acquisition Radar Operator	E-6	E-4	FTM		2
2. Fire Control Panel Operator	E-6(2)	E-3	FTM	1146	2
3. Director/Illuminator Operator	E-3(2)	E-3	FTM		2
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N= 5 N= 3

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to convert target assignment
data to missile intercept

B. TASK TYPE Complementary

VERY MUCH	1	2	3	4	5	6	7	VERY LITTLE
X								

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		X	—	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	X	—	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			—	—	—	—	X	—	—	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			—	—	X	—	—	—	—	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1	—	—	—	—	—	—	
B.	ORGANIZATION	NECESSARY	1	2	X	4	5	6	7	UNNECESSARY
			—	—	—	—	—	—	—	
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1	—	—	—	—	—	—	

V. TEAM STRUCTURE

A. DECISION-MAKERS Acquisition Radar Operator, Fire Control Panel Operator

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio, Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) None

I. IDENTIFYING DATA

A. SHIP TYPE CVN-68

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Basic Point Defense Missile

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Weapons Liaison Officer	0	E-6	FTM	1146	2
2. Weapons Direction Supervisor	E-7		FTM	1146	2
3. Fire Control Talker	E-3		SN		5
4. Fire Control Panel Operator	E-4(3)	E-4	FTM	1146	2
5. Director/Illuminator Operator	E-3(3)	E-3	FTM		2
6. Launcher Control Panel Opr.	E-5(3)	E-5	GMG	0892	4
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N= 12 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to convert weapons direction
information to missile intercepts

B. TASK TYPE Complementary

VERY MUCH										VERY LITTLE
	1	2	3	4	5	6	7			

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	X	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
B.	ORGANIZATION	NECESSARY	1	X	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	
C.	ADAPTATION	NECESSARY	X	2	3	4	5	6	7	UNNECESSARY
			1	2	3	4	5	6	7	

V. TEAM STRUCTURE

A. DECISION-MAKERS Weapons Liaison Officer, Weapons Direction Supervisor,
Fire Control Panel Operator

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio,
Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Weapons Direction Supervisor, Weapons Liaison Officer

I. IDENTIFYING DATA

A. SHIP TYPE AOE-1 (AOE-2)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME Improved Point Defense Missile System (NSSMS)

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Acquisition Radar Operator	E-4	E-4	FTM		2
2. Firing Console Operator	E-3	E-3	FTM	1148	2
3. Fire Control Radar Operator	E-3	E-3	FTM	1148	2
4. Launcher Control Panel Opr.	E-4		GMM	0993	4
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N= 4 N= 3

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Ability to convert target assignment
data to missile intercept

B. TASK TYPE Complementary

VERY MUCH			X						VERY LITTLE
	1	2	3	4	5	6	7		

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	X 3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	X 2	3	4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	2	X 3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Acquisition Radar Operator, Firing Console Operator

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio, Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) None

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LITTON MELLONICS SYSTEMS DEVELOPMENT DIV ARLINGTON VA F/G 5/9
A CLASSIFICATION SYSTEM FOR NAVY TEAMS. VOLUME II. APPENDICES A--ETC(U)
SEP 81 L B NADLER, L E BERGER N00014-80-C-0781

UNCLASSIFIED

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I. IDENTIFYING DATA

A. SHIP TYPE DDG-37 (DDG-46)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME MK68/5" MK42 Gunnery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Gun Control Officer	0				2
2. Target Designation Transmitter Control	E-3		SN		5
3. Target Designation Transmitter Operator	E-3		SN		5
4. Director Officer	0	E-3	FTG		2
5. Director Tracker	E-3		FTG		2
6. Rangefinder	E-3		SN		2
7. Plotting Room Supervisor	E-6		FTG	1151	2
8. Radar Operator	E-5	E-5	FTG	1132	2
9. Radar Tracker	E-4		FTG		2
10. Computer Operator	E-4	E-3	FTG	1133	2
11. Fire Control Repairman	E-5		FTG	1132	4
12. One Man Control Operator	E-4		GMG		4
13. Mount Captain	E-5	E-5	GMG		2
14. Gun Repairman	E-6		GMG	0876	4
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N= 14 N= 4

III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate gunnery

B. TASK TYPE Complementary

VERY MUCH	X	1	2	3	4	5	6	7	VERY LITTLE

C. TASK EMERGENCE		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
1.	ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
2.	BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
3.	STIMULUS VARIABILITY		—	—	—	X	—	—	—	
4.	EQUIPMENT FAILURE		—	—	—	—	—	X	—	

D. TASK DIFFICULTY		EASY	1	2	3	4	5	6	7	DIFFICULT
			1	2	3	4	5	6	7	

E. DEGREE OF EQUIPMENT AUTOMATION		FULLY AUTOMATED	1	2	3	4	5	6	7	NON- AUTOMATED
			1	2	3	4	5	6	7	

F. OTHER CHARACTERISTICS _____

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A. ORIENTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY	
B. ORGANIZATION	NECESSARY		1	2	X	3	4	5	6	7	UNNECESSARY
C. ADAPTATION	NECESSARY	X	1	2	3	4	5	6	7	UNNECESSARY	

V. TEAM STRUCTURE

A. DECISION-MAKERS Gun Control Officer, Director Officer, Plotting Room
Supervisor

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct,
Audio, Machine

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Gun Control Officer, Director Officer, Plotting Room
Supervisor

I. IDENTIFYING DATA

A. SHIP TYPE LPH-2 (LPH-7)

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME 3"/50 Gunnery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Mount Captain	E-5		GMG		2
2. Local Surface Operator	E-3		SN		2
3. Local Anti-aircraft Operator	E-3		SN		2
4. Sightsetter	E-3		SN		2
5. First Loader	E-3(4)		SN		5
6. Second Loader	E-3(4)		SN		5
7. Ammunition Passer	E-3(2)		SN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate gunnery

B. TASK TYPE Complementary

VERY MUCH			X						VERY LITTLE
	1	2	3	4	5	6	7		

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	—	X	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	X	—	—	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	—	X	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	—	X	—	
D.	TASK DIFFICULTY	EASY	1	2	X 3	4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	4	5	X 6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS	_____								

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Mount Captain

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Mount Captain

I. IDENTIFYING DATA

A. SHIP TYPE LHA-1

B. FUNCTIONAL AREA/TEAM TYPE Weapons

C. TEAM NAME 20MM Anti-aircraft Battery

II. TEAM MEMBERS (NEC/PAY GRADE)

READINESS CONDITION

	<u>I</u>	<u>III</u>	<u>RATE/ DESIGNATOR</u>	<u>NEC/ NOBC</u>	<u>CRITICALITY</u>
1. Control Officer	0				2
2. Talker	E-4		BM		5
3. Gunner	E-3(3)		SN		2
4. Loader	E-3(3)		SN		5
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III. TASK DEMANDS

A. TEAM TASK PERFORMANCE CRITERION Accurate anti-aircraft gunnery

B. TASK TYPE Complementary

VERY MUCH	1	2	X 3	4	5	6	7	VERY LITTLE

		MORE EM THAN EST	1	2	3	4	5	6	7	MORE EST THAN EM
C.	TASK EMERGENCE									
	1. ENVIRONMENTAL CONDITIONS		—	—	X	—	—	—	—	
	2. BATTLE CASUALTIES TO THE TEAM		—	—	—	X	—	—	—	
	3. STIMULUS VARIABILITY		—	—	—	X	—	—	—	
	4. EQUIPMENT FAILURE		—	—	—	—	X	—	—	
D.	TASK DIFFICULTY	EASY	1	2	3	X 4	5	6	7	DIFFICULT
E.	DEGREE OF EQUIPMENT AUTOMATION	FULLY AUTOMATED	1	2	3	X 4	5	6	7	NON- AUTOMATED
F.	OTHER CHARACTERISTICS _____									

IV. TEAM INTERACTION PROCESSES

IMPORTANCE FOR TASK COMPLETION OF:

A.	ORIENTATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
B.	ORGANIZATION	NECESSARY	1	X 2	3	4	5	6	7	UNNECESSARY
C.	ADAPTATION	NECESSARY	X 1	2	3	4	5	6	7	UNNECESSARY

V. TEAM STRUCTURE

A. DECISION-MAKERS Control Officer

B. STRUCTURAL ARRANGEMENT Serial within Parallel; Interactive-Direct, Audio

VI. TEAM LEADERSHIP

A. FORMAL LEADER(S) Control Officer

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