

MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

SOFTech

SofTech, Inc.

2000 North Beauregard Street
Alexandria, VA
22311-1794

(703) 931-7372
TWX 710-324-6401

1

AIR FORCE INTEGRATED READINESS MEASUREMENT SYSTEM (AFIRMS)

DATA REQUIREMENTS DOCUMENT

FINAL

**DTIC
ELECTE
AUG 04 1986
S D D**

AD-A170 509

Prepared by

**SofTech, Inc.
2000 N. Beauregard Steet
Alexandria, VA 23111**

**31 May 1985
Change 1
30 September 1985**

**DISTRIBUTION STATEMENT A
Approved for public release
Distribution Unlimited**

Prepared for

**United States Air Force
Readiness Assessment Group**

Contract No. F49642-83-C-0022

CDRL 0006

DTIC FILE COPY

86 7 31 128

PREFACE

This Data Requirements Document (DRD) is based upon the software developed during the AFIRMS Learning Prototype Phase (LPP). The DRD is not limited to this LPP effort, but uses it as a starting point for identifying other data elements needed for AFIRMS.

This document expands on the format outlined in DoD-STD-7935.1. It is organized in a manner to allow easy reference for all of its intended readers and users.

Accession For	
NTIS CRA&I	<input checked="" type="checkbox"/>
DTIC TAB	<input type="checkbox"/>
Unannounced	<input type="checkbox"/>
Justification	
By <i>lth sample</i>	
Distribution:	
Availability Codes	
Dit	Availability and/or Special
<i>A-1</i>	



DATA REQUIREMENTS DOCUMENT

TABLE OF CONTENTS

		<u>Page</u>
PREFACE		
SECTION	1. GENERAL	1-1
	1.1 Purpose of the Data Requirements Document	1-1
	1.2 Project References	1-1
	1.3 Terms and Abbreviations	1-4
	1.3.1 Abbreviations and Acronyms	1-4
	1.3.2 Terms and Definitions	1-7
	1.4 Modifications of Data Requirements	1-8
	1.5 Security and Privacy	1-9
	1.5.1 Policy and Guidance	1-9
	1.5.2 Data Classification	1-9
	1.5.3 Data Access Controls	1-9
	1.5.4 Control of System Output	1-9
SECTION	2. INTRODUCTION TO AFIRMS	2-1
	2.1 AFIRMS Synopsis	2-1
	2.1.1 Key AFIRMS Concepts	2-1
	2.1.2 AFIRMS Functions	2-2
	2.2 AFIRMS Documentation	2-2
SECTION	3. DATA DESCRIPTION	3-1
	3.1 Overview	3-1
	3.1.1 Explanation of the Term Entity Class	3-1
	3.1.2 Explanation of the Term Appearance Class	3-1
	3.1.3 Relationship of IDEF-1 to a Physical Data Record Design	3-2
	3.1.4 Entity Class and Appearance Class Characteristics	3-3
	3.2 Entity Class and Appearance Class Listing	3-5
	3.2.1 Air Force Unit	3-7
	3.2.2 Command Link	3-29
	3.2.3 Unit's Locations	3-33
	3.2.4 Dollars to Readiness Header	3-37
	3.2.5 Resource Type	3-43
	3.2.6 Standard Need for Resource Type by Task Type	3-47
	3.2.7 Task Type	3-57
	3.2.8 Aircraft	3-65
	3.2.9 Airman	3-81
	3.2.10 Unit's Supply of Resource	3-97
	3.2.11 Mission	3-129
	3.2.12 Resource Supply at One Location	3-149
	3.2.13 Resource Relationship Order	3-161
	3.2.14 Sortie	3-167
	3.2.15 Base	3-187
	3.2.16 Order Identification	3-199
	3.2.17 Unit's Piece of Order	3-217
	3.2.18 Order Header's Need for Task Type Sets	3-231

TABLE OF CONTENTS (Continued)

		<u>Page</u>
3.2.19	Role of Task Type on Unit's Piece of Order	3-235
3.2.20	Airman's Skill	3-253
3.2.21	Role of Resource Type on Total Order	3-259
3.2.22	Resource Type Capability on Unit's Piece of Order	3-269
3.2.23	Role of Resource Type on Unit's Piece's Task Type	3-283
3.2.24	Unit's Total Supply of Resource Type in a Given Status	3-295
3.2.25	Schedule	3-301
3.2.26	Version of Schedule	3-319
3.2.27	Part Requisition	3-323
3.2.28	Base Resource Status	3-335
SECTION	4 USER SUPPORT FOR DATA COLLECTION	4-1
APPENDIX	A AFIRMS DATA DICTIONARY	A-1
	A.1 General	A-1
	A.2 Implementation	A-1
	A.3 Process of Gathering Information for the Data Dictionary	A-1
APPENDIX	B AFIRMS DATA IN IDEF-1 FORM	B-1
	B.1 Overview of IDEF-1 Methodology and of this Appendix	B-1
	B.1.1 Background of IDEF-1	B-1
	B.1.2 Elements of IDEF-1 Methodology	B-1
	B.1.3 Organization of this Appendix	B-3
	B.2 Attribute Classes	B-4
	B.3 IDEF-1 Methodology Description	B-5
	B.3.1 Graphics	B-5
	B.3.2 Overlapping Entity Classes	B-8
	B.4 Graphic Presentation	B-10
	B.4.1 Standards	B-12
	B.4.2 The Task	B-16
	B.4.3 The Unit and Its Resources	B-18
	B.4.4 The Plans to Execute the Order	B-22

LIST OF ILLUSTRATIONS

<u>Figure</u>		<u>Page</u>
3-1	IDEF-1 Diagram of the AFIRMS Entity Classes	3-6
3-2	Example of Entity Class 39	3-165
A-1	Identification of Data Items	A-2
A-2	Grouping of Data Items Into Files	A-3
B-1	Overview of Entity Classes	B-11
B-2	Basic Types and Their Standard Relationships	B-15
B-3	Orders and Their Resource Needs	B-17
B-4	Units, Bases, Resources	B-19
B-5	Planning to Carry Out an Order	B-23

SECTION I. GENERAL

1.1 Purpose of the Data Requirements Document. The objectives of this Data Requirements Document (DRD) for the Air Force Integrated Readiness Measurement System (AFIRMS), under contract F49642-83-C-0022, are to list and define data elements which the system must handle and to communicate data collection requirements to the user. The DRD will expand in the AFIRMS Evolutionary Implementation Plan to incorporate all AFIRMS data requirements. This DRD emphasizes the tactical fighter/reconnaissance capability assessment data requirements.

1.2 Project References. Accurate assessment of force readiness and sustainability has been a constant concern of Air Force Commanders and their staffs. This concern has been supported by an intensified DoD-wide interest in capability. In response to this Air Force concern, the Directorate of Operations and Readiness initiated the AFIRMS Program. AFIRMS has been under development through a learning prototype and is being designed to provide Air Force Commanders with a complete, timely, and accurate assessment of their operational readiness and sustainability.

The Program Management Office (PMO) responsible for contract management of the AFIRMS Learning Prototype Phase (LPP) and this DRD is the Data Systems Design Office (DSDO/XO), Gunter Air Force Station (AFS), Alabama; the Office of Primary Responsibility (OPR) is the United States Air Force Readiness Assessment Group (AF/XOOIM). Three operational centers have been in use as LPP testbed sites: The Pentagon, Washington, D.C.; Headquarters United States Air Forces Europe (HQ USAFE), Ramstein Air Base (AB), Germany; and, the 52nd Tactical Fighter Wing (TFW), Spangdahlem AB, Germany.

References applicable to the history and development of the AFIRMS Program are listed below, along with references concerning documentation and programming standards.

Reference List

- a. AFIRMS Data Requirements Document, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- b. AFIRMS Economic Analysis, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- c. AFIRMS Evolutionary Implementation Plan, Final, SofTech Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)

- d. AFIRMS Functional Description, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- e. AFIRMS HQ USAF Database Specification, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- f. AFIRMS HQ USAF Subsystem Specification, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- g. AFIRMS HQ USAFE Database Specification, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- h. AFIRMS HQ USAFE Subsystem Specification, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- i. AFIRMS Product Descriptions, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- j. AFIRMS System Specification, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- k. AFIRMS Transform and Model Descriptions, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- l. AFIRMS Wing Database Specification, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- m. AFIRMS Wing Subsystem Specification, Final, SofTech, Contract No. F49642-83-C-0022, 31 May 1985. (Unclassified)
- n. System Interface Design for the AFIRMS LPP and the Combat Fuels Management System (CFMS), SofTech, Contract No. F49642-83-C-0022, 28 February 1985. (Unclassified)
- o. AFR 700-5, Information System Requirements Board, 9 November 1984. (Unclassified)
- p. System Interface Design for the AFIRMS LPP and the Air Force Operations Resource Management System (AFORMS), SofTech, Contract No. F49642-83-C-0022, 2 November 1984. (Unclassified)
- q. AFR 700-2, Information Systems Planning, 26 October 1984. (Unclassified)
- r. Automated Data Processing (ADP) Security Policy, Procedures, and Responsibilities, AFR 205-16, 1 August 1984. (Unclassified)
- s. AFR 300-4, Vol. 4, Air Force Data Dictionary, 1 May 1984. (FOUO)
- t. Automated Data Systems (ADS) Documentation Standards, DoD-STD-7935.1, 24 April 1984. (Unclassified)

- u. Department of Defense Dictionary of Military and Associated Terms, JCS Pub 1, 24 April 1984. (Unclassified)
- v. AFR 700-1, Managing Air Force Information Systems, 2 March 1984. (Unclassified)
- w. AFIRMS LPP ADP Security Plan, SofTech, Contract No. F49642-83-C-0022, 16 September 1983 (Updated 11 January 1985). (FOUO)
- x. AFR 300-4, Vol. 3, Air Force Data Dictionary, 15 August 1983. (FOUO)
- y. Sustainability Assessment Model (formerly CAC) Functional Description, Contract No. F33700-83-G-002005701, 8 April 1983. (Unclassified)
- z. Planning, Programming, Budgeting, and Funding Communications - Electronics Requirements, AFR 100-5, 15 February 1983. (Unclassified)
- aa. MIL-STD-480 Configuration Control-Engineering Changes, Deviations, and Waivers.
- bb. MIL-STD-483 Configuraton Management Practices for Systems, Equipment, Munitions, and Computer Programs.
- * cc. USAF Operational Major Command Functional Area Requirement (FAR), SofTech, Contract No. F49642-82-C-0045, 15 December 1982. (Unclassified)
- dd. Unit Combat Readiness Reporting (C-Ratings) (Unit Status and Identity Report (UNITREP), RCS:HAF-XOO(AR)7112(DD)), AFR 55-15, 22 November 1982. (Unclassified)
- * ee. USAFE Annex to USAF FAR, SofTech, Contract No. F49642-82-C-0045, 20 August 1982. (Unclassified)
- * ff. AFIRMS FAR, SofTech, Contract No. MDA-903-76-C-0396, 14 March 1980. (Unclassified)
- gg. AFIRMS Data Analysis, SofTech, 15 February 1979. (Unclassified)
- hh. User's View of AFIRMS, SofTech, 1 November 1978. (Unclassified)
- ii. Computer Programming Languages, AFR 300-10, 15 December 1976. (Unclassified)
- jj. U.S. Air Force Glossary of Standardized Terms, AFM 11-1, Vol. 1, 2 January 1976. (Unclassified)

*Material contained in references cc and ee expand on that found in reference ff.

- kk. AFIRMS Data Automation Requirement (DAR), Final, SofTech, Contract No. MDA-903-76-C-0396, 14 March 1980. (Unclassified)
- ll. Military Airlift Command (MAC) AFIRMS Requirements Analysis, SofTech, Contract No. F49642-83-C-0022, 30 September 1985. (Unclassified)
- mm. Analysis of Military Airlift Command (MAC) Capability Assessment Metrics, SofTech, Contract No. F49642-83-C-0022, 30 September 1985. (Unclassified)
- nn. Strategic Air Command (SAC) AFIRMS Requirements Analysis, SofTech, Contract No. F49642-83-C-0022, 30 September 1985. (Unclassified)
- oo. Analysis of Strategic Air Command (SAC) Capability Assessment Metrics, SofTech, Contract No. F49642-83-C-0022, 30 September 1985. (Unclassified)

1.3 Terms and Abbreviations.

1.3.1 Abbreviations and Acronyms.

A/C	-	Aircraft
AD	-	Air Division
ADCOM	-	Air Defense Command
ADP	-	Automated Data Processing
ADTAC	-	Tactical Air Command - Air Defense
AF	-	Air Force
AFB	-	Air Force Base
AFCC	-	Air Force Communications Command
AFESC	-	Air Force Engineering and Services Center
AFIRMS	-	Air Force Integrated Readiness Measurement System
AFLC	-	Air Force Logistics Command
AFM	-	Air Force Manual
AFMPC	-	Air Force Military Personnel Center
AFORMS	-	Air Force Operations Resource Management System
AFOSP	-	Air Force Office of Security Police
AFR	-	Air Force Regulation
AFRES	-	Air Force Reserve
ALC	-	Air Logistics Center
ANG	-	Air National Guard
ARF	-	Air Reserve Forces
ATC	-	Air Training Command
ATO	-	Air Tasking Order
ATOC	-	Allied Tactical Operations Center (NATO); Air Tactical Operations Center (TAC)
CAP Report	-	Capability Report
CAS	-	Combat Ammunition System
CBPO	-	Consolidated Base Personnel Office
CFMS	-	Combat Fuels Management System
COMPES	-	Contingency Operations/Mobility Planning and Execution System
COMSEC	-	Communications Security
CSG	-	Combat Support Group
CSMS	-	Combat Supplies Management System
DAR	-	Data Automation Request
DBS	-	Data Base Specification

DNIF	-	Duty Not Involving Flying
DO	-	Deputy Commander for Operations
DO78	-	ARMS (Ammunition Reporting Management System)
DOC	-	Designed Operational Capability
DoD	-	Department of Defense
DRU	-	Direct Reporting Unit
DSDO	-	Data Systems Design Office
EIP	-	Evolutionary Implementation Plan
EMSEC	-	Emanations Security
ETIC	-	Estimated Time In Commission
ETR	-	Estimated Time of Return
EWO	-	Electronic Warfare Officer
FAR	-	Functional Area Requirement
FMC	-	Fully Mission Capable
FMIS	-	Force Management Information System
FOCAS	-	Force Capability Assessment System
FORSCAP	-	Force Capabilities System
FRAG	-	Fragmentary Order
HOL	-	High Order Language
HQ USAF	-	Headquarters, United States Air Force
HQ USAFE	-	Headquarters, United States Air Forces Europe
IDS	-	Interface Design Specification
IOC	-	Initial Operational Capability
IG	-	Inspector General
ICAM	-	Integrated Computer-Aided Manufacturing
IDEF-1	-	ICAM Definition Method One
JCC	-	Job Control Center
JCS	-	Joint Chiefs of Staff
JCS MOP 172	-	Joint Chiefs of Staff Memorandum of Policy No. 172, "Military Capability Reporting," 1 June 1982
JOPES	-	Joint Operation Planning and Execution System
JOPS	-	Joint Operation Planning System
JRS	-	Joint Reporting System
LCMS	-	Logistics Capability Management System
LIMFAC	-	Limiting Factor
LMC	-	Logistics Management Center

LOGFAC	-	Logistics Feasibility Analysis Capability
LOGMOD	-	Logistics Module
LPP	-	Learning Prototype Phase
MA	-	Deputy Commander for Maintenance
MAC	-	Military Airlift Command
MAJCOM	-	Major Command
MDS	-	Mission Design Series
MEI	-	Management Effectiveness Inspection
MOB	-	Main Operating Base
NAF	-	Numbered Air Force
NCO	-	Non-Commissioned Officer
NMC	-	Non-Mission Capable
OPlan	-	Operations Plan
OPR	-	Office of Primary Responsibility
OPSTAT	-	Operations Status Report
ORI	-	Operational Readiness Inspection
OSD	-	Office of the Secretary of Defense
PACAF	-	Pacific Air Force
PCS	-	Permanent Change of Station
PMC	-	Partially Mission Capable
PMO	-	Program Management Office
POE	-	Port of Embarkation
POL	-	Petroleum, Oil, and Lubricants
POM	-	Program Objectives Memorandum
RCS	-	Reports Control Symbol
RM	-	Deputy Commander for Resources
SAC	-	Strategic Air Command
SCL	-	Standard Conventional Load
SECDEF	-	Secretary of Defense
SQ	-	Squadron
SS	-	System Specification
TAC	-	Tactical Air Command
TACNET	-	Tactical Air Command Network
TAF	-	Tactical Air Forces
TBD	-	To Be Determined
TDY	-	Temporary Duty
TFS	-	Tactical Fighter Squadron

TFW	-	Tactical Fighter Wing
UNITREP	-	Unit Status and Identity Report
USAFE	-	United States Air Forces Europe
WIN	-	WWMCCS Intercomputer Network
WIS	-	WWMCCS Information System
WOC	-	Wing Operations Center
WSMIS	-	Weapon System Management Information Systems
WSO	-	Weapons System Officer
WWMCCS	-	World Wide Military Command and Control System

1.3.2 Terms and Definitions.

Appearance	-	One of the uses of an attribute. This concept is introduced to distinguish between the data and the way in which the data is used. For example, a person's name is an attribute. When the name is paired with things he owns, organizations to which he belongs or skills he possesses, his name <u>appears</u> to show the link between him and the thing, organization, or skill. Each of the appearances is numbered and named differently to show which relationship is identified. In this book, the term is used for all occurrences of an attribute, even those attributes which appear only once. This is done to provide a consistent terminology. (See attribute.)
Attribute	-	A type of data (name, number of gallons, age, etc.), regardless of how used. Any attribute may be seen in one or more appearances. In this document, all references are to appearance.
Decision	-	In an estimate of the situation, a clear and concise statement of the line of action intended to be followed by the commander as the one most favorable to the successful accomplishment of his mission. (JCS Pub 1)
Deployment	-	In a strategic sense, the relocation of forces to desired areas of operation. (JCS Pub 1)
Employment	-	The tactical usage of aircraft in a desired area of operation. (AFM 11-1)
Entity Class	-	A collection of like data "things." In the simplest cases these are physical things, e.g. all aircraft, all Air Force personnel.
Military Capability	-	The ability to achieve a specified wartime objective (win a war or battle, destroy a target set). It includes four major components: force structure, modernization, readiness, and sustainability. (JCS Pub 1)

- a. Force Structure - Numbers, size, and composition of the units that comprise our defense forces, e.g., divisions, ships, airwings.
 - b. Modernization - Technical sophistication of forces, units, weapon systems, and equipment.
 - c. Readiness - The ability of forces, units, weapon systems, or equipment to deliver the outputs for which they were designed (includes the ability to deploy and employ without unacceptable delays).
 - d. Sustainability - The "staying power" of our forces, units, weapon systems, and equipments, often measured in numbers of days. (Note: This is the part 2. definition of sustainability, which is published alphabetically.)
- Mission - The task together with its purpose, thereby clearly indicating the action to be taken and the reason therefor. The dispatching of one or more aircraft to accomplish one particular task. (JCS Pub 1)
- Shortfall - The absence of forces, equipment, personnel, materiel, or capability -- identified as a plan requirement -- that would adversely affect the command's ability to accomplish its mission. (Joint Deployment Agency's Joint Deployment System Procedures Manual, 1 January 82)
- Sortie (air) - An operational flight by one aircraft. (JCS Pub 1)
- Tasking - The process of translating the allocation into orders, and passing these orders to the units involved. Each order normally contains sufficient detailed instructions to enable the executing agency to accomplish the mission successfully. (JCS Pub 1)
- Turnaround (Turn) - The length of time between arriving at a point and being ready to depart from that point. It is used in this sense for the loading, unloading, refueling and rearming, where appropriate, of vehicles, aircraft, and ships. (JCS Pub 1)

1.4 Modifications of Data Requirements. Modifications to this document will flow from four sources:

- a. Analysis of additional product screen requirements during the Evolutionary Implementation of AFIRMS.
- b. Discovery of items needed as inputs to algorithms in the refinement of the Transforms and Model Descriptions document.
- c. Further detailing of items already covered herein.
- d. Corrections based on reader comments and other sources.

Inputs/Comments/Corrections should be sent to:

HQ USAF/XOOIM
PENTAGON WASH D.C. 20330
ATTN: AFIRMS BRANCH.

1.5 Security and Privacy.

1.5.1 Policy and Guidance. The overall security guidance for the AFIRMS operational system is provided by AFR 205-16. This publication applies to all Air Force activities using automated equipment to process, store, use, produce, or transmit classified information requiring protection under the Information Security Program (DoD 5200.1-R/AFR 205-1). It also applies to all activities using automated systems for processing sensitive unclassified information under the direction of Office of Management and Budget Circular A71, Transmittal Memorandum No. 1.AFR 300-13 specifies requirements for safeguarding certain personal information.

1.5.2 Data Classification. A Security Classification Guide was developed to provide instructions and guidance on the security classification of information and material pertaining to the AFIRMS LPP. This document may be used as a baseline for the operational AFIRMS, however it will have to be expanded to include the classification of data requirements for other than fighter/reconnaissance units.

1.5.3 Data Access Controls. Data and/or file access control is essential to maintain a secure environment for the operational AFIRMS. Each database, file, or data set in the AFIRMS ADPS must be identified with an origin, use, and explicitly defined set of access controls. The access controls are based on classification, sensitivity, user clearance, and established need-to-know. Each user's identity must be positively established (Passwords). The AFIRMS automated audit trail shows: data collected in accesses made to files, how and from where these accesses were initiated (i.e., Terminal ID), the identity of the person or process that initiated the access, and all unauthorized access attempts. The audit data should be protected so that read access to it is limited to those who are authorized for audit data.

1.5.4 Control of System Output. All CRT screens and printed output are marked with appropriate classification level. The handling and storage of classified output is in accordance with DoD 5200.1-R/AFR 205-1.

SECTION 2. INTRODUCTION TO AFIRMS

This section provides a brief introduction to the Air Force Integrated Readiness Measurement System (AFIRMS). A more complete description is provided in the AFIRMS Functional Description.

2.1 AFIRMS Synopsis.

2.1.1 Key AFIRMS Concepts. AFIRMS is an automated, tasking based, capability assessment system. As such, AFIRMS evaluates unit and force capability to perform tasked missions based on the availability of specific resources.

- a. The conceptual requirements for AFIRMS are two-fold:
 - (1) Assessment of combat capability against specific tasking. The user can select any planned or ad hoc tasking against which to make capability assessments, i.e., War Mobilization Plan (WMP), Operation Plan (OPlan), Fragmentary Order, Air Tasking Order (ATO), Contingency Plan, etc.
 - (2) Assessment of combat capability based on budget appropriations. AFIRMS provides a tool for computing long-term readiness and sustainability trends, spanning two to six fiscal years. This tool permits comparison of readiness and sustainability by fiscal year and can therefore highlight the impact of appropriation changes. Thus, changes in funding are related to changes in force readiness and sustainability. Also, senior Air Force decision makers are supported during budget deliberations and Air Force budget allocations.
- b. AFIRMS implementation has two key concepts:
 - (1) Integrated approach to tasking based capability assessments. AFIRMS has two integrative dimensions. First, all applicable resources and their usage interactions of such resources are considered. For example, in sortie capability assessment, AFIRMS evaluates capability in terms of all four essential resource types (aircrew, aircraft, munitions, fuel), their interdependencies, and their generative components (such as spares for aircraft, training qualifications for aircrew, load crews for munitions, and hot pits for fuel). Second, other automated systems (such as the Combat Supplies Management System (CSMS), Combat Fuels Management System (CFMS), Weapon System Management Information System (WSMIS), etc.) outputs are integrated into capability assessment calculations through system interfaces between those systems and AFIRMS.

- (2) **Data Quality Assurance.** Capability assessment is no better than the data upon which it is based. Therefore, AFIRMS emphasizes a user orientation toward quality assurance of source data. Unit and other data input level users are provided effective tools to accomplish their daily activities and therefore develop a vested interest in AFIRMS data currency and validity. Capability assessment data can then be extracted for use by higher or parallel users with maximum confidence in its vitality.

2.1.2 AFIRMS Functions. Four basic AFIRMS functions combine to assess readiness capability:

- a. **Translate Tasking.** As a tasking based capability assessment system, tasking must be converted into a standard format recognized by AFIRMS. Tasking is defined in AFIRMS to the unit level and may consist of actual tasking, notional (standard) tasking, or contingency tasking. Any of these taskings can be defined within specified WMP or OPlan constraints, at the option of the user. Likewise, the tasking may be defined by the user for present, historic or future requirements.
- b. **Define Resources.** The resource definition function of AFIRMS ensures that information about inventory status is available and accurate. Wherever possible, this data is obtained by interface with other functional systems. As with tasking, resource information can be defined for actual, notional, or contingency situations, either present, historic, or future.
- c. **Determine Ability to Perform.** Determining the force's ability to perform is the essential function of AFIRMS. The tasking and resource data are processed to determine how much of the specified tasking can be accomplished with the resources available. Ability to perform is evaluated in terms of the task metric (sorties, etc.) and the cost metric (dollars) to provide readiness/sustainability and dollars to readiness assessments.
- d. **Aggregate, Analyze and Present Data.** Aggregation, analysis and presentation ensure the proper grouping and display of information to provide useful information at the unit, major command and HQ USAF. Aggregation refers to the creation of a composite understanding of capability for several units.

2.2 AFIRMS Documentation. A set of nine types of documents describe AFIRMS. A list of these AFIRMS documents is provided below along with a short description of the particular aspects of AFIRMS which are addressed by each document.

- a. **Functional Description (FD).** The FD provides the description of AFIRMS concepts in user terms. It is the baseline document which ties the AFIRMS documents together.

- b. **Economic Analysis (EA).** The EA states AFIRMS estimated costs. It explains the cost factors of AFIRMS implementation alternatives and states the recommended alternative.
- c. **Management Plan.** The Management Plan provides the top-level, integrative frame of reference for the AFIRMS Program. The plan focuses on the processes which provide technical and administrative control of AFIRMS. Key annexes to the Management Plan are the Evolutionary Implementation Plan, the Configuration Management Support Plan, and the Systems Interface Support Plan.
- d. **System Specification.** The AFIRMS System Specification adds the design requirements to the functional concepts in the FD. It divides the system into subsystems (HQ USAF, HQ USAFE (MAJCOM), and Wing (unit)) and assigns functions required within each subsystem. The system specification details the overall architecture, intersite interface gateways, processing logic flows and the communications network specifications.
- e. **Subsystem Specifications.** There are three AFIRMS subsystem specifications: HQ USAF, HQ USAFE (MAJCOM/numbered Air Force), and the Wing (unit/squadron). Subsystem specifications detail the specific design and/or performance requirements of the system at that level. Design details cover the architecture, required functions, the functional users, intrasite interface gateways, and applicable processing logic flows.
- f. **Database Specifications.** There are three AFIRMS database specifications: HQ USAF, HQ USAFE (MAJCOM/numbered Air Force), and Wing (unit/squadron). These specifications describe the database architecture, size, and content, as well as logical data relationships for the functions performed at each of the AFIRMS levels.
- g. **Data Requirements Document (DRD).** The DRD identifies, categorizes, and groups the generic types of data used in AFIRMS. It also defines each type of AFIRMS data element (attribute class).
- h. **Product Descriptions (PDs).** The PDs visually portray the products which implement the AFIRMS functions as input and output tools.
- i. **Transform and Model Descriptions.** The Transform and Model Descriptions Document defines how AFIRMS calculates the output data from the input data. Specific algorithmic calculations are provided. Logical groups of algorithms forming AFIRMS models and transforms are described.

SECTION 3. DATA DESCRIPTION

3.1 Overview. The data elements in this DRD are grouped by "entity class" and consist of entries referred to as "appearance classes." The two terms are taken from the IDEF-1 methodology developed for the Air Force under the ICAM program. Since neither of these terms is universally used, an explanation of each is appropriate. Refer to Appendix B for a more detailed explanation of IDEF-1.

3.1.1 Explanation of the Term Entity Class. The simplest form of an entity class is a group of physical entities of the same basic type. Examples of this simple form of entity class include "Airmen" and "Aircraft." IDEF-1 recognizes that data systems normally group information about such classes of things. For example, it would not be surprising to find data records about airmen or aircraft. For that reason, IDEF-1 uses the identification of these classes of things, or entity classes, as a basic structural unit.

3.1.2 Explanation of the Term Appearance Class. The entity class data, or facts, are grouped in two ways. The first group describes the facts which make up an entity class. The second grouping is by the type, or class of facts. For every airman, the same type of facts are gathered; i.e., name, rank, age, etc. There is a class consisting of all the names, another class for all the ranks, and so on. These facts make up the entity class which describes airmen. The classes of facts associated with the entity classes are referred to as "appearance classes" in this document. A specific appearance class may appear in more than one entity class whenever the entity classes are linked by a relationship.

For example, among the facts of interest may be the unit to which the airmen and aircrafts are assigned. In that case, the name of the unit will be noted in three entity classes as follows:

<u>Entity Class</u>	<u>Appearance Class</u>	<u>Sample Value</u>
Air Force Unit	Unit Name	81 TFS
Aircraft	Unit Name-Aircraft Assigned to	81 TFS
Airman	Unit Name-Airman Assigned to	81 TFS

The unit name appears in three forms. It appears once as a key to the entity class which groups the facts about the unit itself. The other two appearances are as identifiers of the unit to which an aircraft or an airman are linked. Note that the airman entity class and the aircraft entity class each, deal with something quite different from the unit entity class despite the linkage between them. The three appearances represent three different facts, even though each uses the unit name as a component.

Most appearance classes deal with types of facts which appear only once, for example, the date of last overhaul for an aircraft or the date of birth for an airman. The term has become standard, however, because of the need for relationally mapping data to second or third appearance labels appearing elsewhere.

3.1.3 Relationship of IDEF-1 to a Physical Data Record Design. The major objective of this document is to identify the data with which AFIRMS must work. That step has been pursued in isolation from the necessary second step of deciding how the data will be stored. That is, although the discussion above referred to records to motivate the approach, this document is not a design of a group of records. That step will occur when the actual database design is developed.

By way of example, consider the airman's current status. The status could be TDY, DNIF, etc. The value for each airman could be:

- a. Stored as a literal in an appearance item called Z-Airman-Status.
- b. Stored as a number where 1 = TDY, 2 = DNIF, etc.
- c. Indicated by putting an "x" in one of several data elements where one is called Z-Airman-TDY, another is called Z-Airman-DNIF, etc.
- d. Combined with other facts in even more elaborate codes or handled in any number of other ways.

This document records possible codes which may be used for such representations. The objective remains, however, to note the single fact of interest for simple reference. These codes aid the knowledgeable reader to understand the factual data content.

3.1.4 Entity Class and Appearance Class Characteristics. The following describes the characteristics written for each entity and appearance class.

ENTITY CLASS NUMBER:

An arbitrary number assigned to an entity class for reference purposes.

ENTITY CLASS NAME:

The name assigned to the entity class.

ENTITY CLASS DEFINITION:

A brief definition of the purpose and use of the entity class. If the entity class is subject to the Privacy Act, a statement is made here.

ENTITY CLASS SECURITY CLASSIFICATION:

The highest classification level of any appearance class contained within the entity class.

APPEARANCE NAME:

The name assigned to the appearance class.

APPEARANCE DEFINITION:

A brief definition of the purpose and use of the appearance class. If the appearance is subject to the Privacy Act, a statement is made here.

SECURITY CLASSIFICATION:

Classification level of the appearance class.

OTHER NAMES:

A list of other names by which the appearance class is known, e.g., short name, system name. This field is suppressed if no other names are known.

SOURCE:

Identifies whether the appearance class is obtained from another system, derived from a computation involving other data elements or obtained from user input.

DATA TYPE:

Denotes whether the appearance class is numeric, alphabetic, or alphanumeric.

MINIMUM # OF CHARACTERS:

The minimum number of characters required in the appearance class when the data type is either alphabetic or alphanumeric. If this field has a value of zero, the appearance class may have a null value.

MAXIMUM # OF CHARACTERS:

The maximum number of characters allowed in the appearance class when the data type is either alphabetic or alphanumeric.

MINIMUM:

The minimum value for an appearance class when the data type is numeric. This field is suppressed for nonnumeric appearances.

MAXIMUM:

The maximum value for an appearance class when the data type is numeric. This field is suppressed for nonnumeric appearances.

DATA FORMAT:

An editing format for alphabetic and alphanumeric appearance classes. This field is suppressed for numeric appearances. Each character position within a field is defined by one of the following symbols:

- a. "A." Denotes that the position can only be filled by a single letter of the alphabet.
- b. "N." Denotes that the position can only be filled by a single numeric digit.
- c. "X." Denotes that the position can be filled by either a single letter of the alphabet or a numeric digit.
- d. Symbol. (e.g., -, /, \$) Denotes that the position is always filled with a particular symbol.
- e. "FREE FORM ALPHANUMERIC." Denotes that any character position within the appearance class may be filled with any alphanumeric or symbol.

DATA UPDATE FREQUENCY:

The frequency for updating this appearance. This field will take on one of the following values:

- a. PERMANENT. Any item that changes very infrequently (i.e., changes less than once a year).
- b. AS REQUIRED. Any item that changes at an unpredictable frequency.
- c. A standard unit of time (e.g., hourly, monthly). Only appearances that change with a predictable frequency will have the appropriate unit of time value.
- d. N/A. This field is not applicable if the appearance value is not stored.

STORED:

Indicates whether the appearance is stored in the database or is a transient data element computed and used in other computations or displays in the system and subsequently erased.

PRODUCT APPLICATIONS:

Examples of applications which require the appearance. At present, these applications are limited to the LPP. If an appearance item has not been used within the LPP, this fact is stated here. When additional applications from the AFIRMS Product Descriptions undergo further analysis, new applications will be added.

LEGAL VALUES:

The legal values of the appearance. This field may contain all of the legally permissible values. Examples of legal values (in which case the abbreviation "etc." shall follow the list), or the phrase "N/A" when the appearance is free form alphanumeric, will appear in this field.

3.2 Entity Class and Appearance Class Listing. This section describes the AFIRMS appearance classes by entity class. Figure 3-1 illustrates the relationships of the various entity classes in IDEF-1 graphics. Each entity class is depicted by a rectangular box in Figure 3-1. A corresponding subsection lists and describes all the appearance classes for each entity class. Refer to Appendix B for a discussion of IDEF-1.

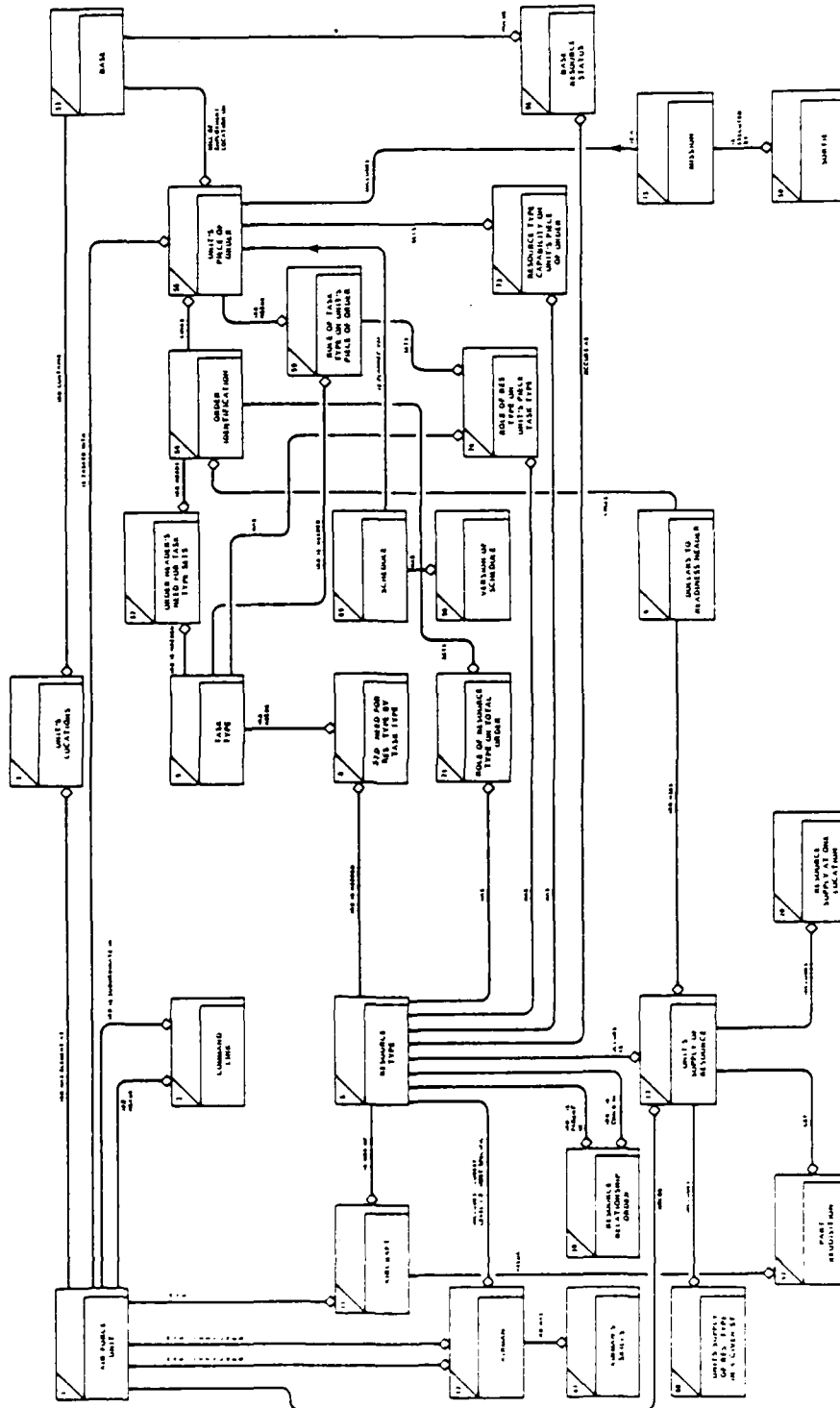


Figure 3-1. IDEF-1 Diagram of the AFIRMS Entity Classes

3.2.1 Entity Class Number 1

Entity Class Name: AIR FORCE UNIT

Entity Class Definition:

INFORMATION ABOUT ANY AIR FORCE UNIT - EG. A SQUADRON, A WING,
MAJCOM.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: UNIT NAME

Appearance Number: 1A

Appearance Definition:

A NAME WHICH PRECISELY IDENTIFIES A UNIT. THIS ENCOMPASSES DATA GIVEN BY 1B, 1C, AND 1D.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR) AT EACH COMMAND LEVEL.

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

HAFHQ	AFECM
PAFCM	TACCM
52 TFGWG	23 TFGSQ
81 TFGSQ	480 TFGSQ
ETC.	

Appearance Name: UNIT LEVEL CODE

Appearance Number: 1B

Appearance Definition:

IDENTIFIES THE HIERARCHICAL LEVEL OF A UNIT IN THE AIR FORCE.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 2

Data format: AA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

SQ = SQUADRON

GP = GROUP

WG = WING

HQ = AIR STAFF

AF = NUMBERED AIR FORCE

AD = AIR DIVISION

CM = MAJOR COMMAND

Appearance Name: UNIT MISSION

Appearance Number: 1C

Appearance Definition:

SPECIFIES THE MISSION OF THE UNIT AND IS PART OF THE UNIT NAME.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHA

Minimum # of characters: 3

Maximum # of characters: 3

Data format: AAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: BASE FUELS CAPABILITY, BASE STATUS, BASE STATUS MAP, CAPABILITY PERSPECTIVE, FUELS CAPABILITY, INDIVIDUAL RESOURCE CAPABILITY, INTEGRATED CAPABILITY

Legal Values:

TFG = TACTICAL FIGHTER

TRN = TACTICAL RECONNAISSANCE

TFT = TACTICAL FIGHTER TRAINING

MAS = MILITARY AIRLIFT SUPPORT

ETC.

TMS = TACTICAL MISSILE

SAL = STRATEGIC AIRLIFT

TAL = TACTICAL AIRLIFT

Appearance Name: UNIT ORGANIZATION NUMBER

Appearance Number: 1D

Appearance Definition:

NUMERICAL DESIGNATOR FOR AN AIR FORCE UNIT NAME.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: NUMERIC

Minimum: 0

Maximum: 9999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

NULL, 0 - 9999

Appearance Name: UNIT OPERATIONS IDENTIFIER

Appearance Number: 1E

Appearance Definition:

THE LABEL WHICH IDENTIFIES A SET OF INFORMATION PERTAINING TO A UNIT TO BE USED IN CONJUNCTION WITH A PARTICULAR TASK OR SET OF TASKS THE AIR FORCE MUST ACCOMPLISH. (EG. THE LABEL WHICH IDENTIFIES ACTUAL OR HYPOTHETICAL FACTS ABOUT THE UNIT TO BE USED IN A PARTICULAR RUN OF THE SORTIE GENERATION MODEL.)

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

INPUT BY USER

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

CINCUSAFE

USAF

AAFCE

OPLAN 4000

WMP 5

ATO 3

Appearance Name: UNIT SHORT NAME

Appearance Number: 1F

Appearance Definition:

AIR FORCE STANDARD ABBREVIATION VERSION OF AIR FORCE UNIT NAME.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 8

Data format: NNNN AAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications:

AIRCRAFT TASKING, BASE FUELS CAPABILITY
BASE STATUS, BASE STATUS MAP, CAPABILIT
PERSPECTIVE, FLYING SCHEDULE, FUELS
CAPABILITY, INDIVIDUAL RESOURCE
CAPABILITY, INTEGRATED CAPABILITY, MICA
FORECAST, MUNITIONS AVAILABILITY
FORECAST, MUNITIONS CAPABILITY,
MUNITIONS STATUS, ORDER ASSIGNMENTS, PC
STATUS, SUPPLY MICAP STATUS, TASKED
MUNITIONS, UNIT STATUS, WING FLYING DAY
WING RESOURCE SUMMARY

Legal Values:

TAC	52 TFW
81 TFS	23 TFS
480 TFS	ETC.

Appearance Name: UNIT HOME LOCATION

Appearance Number: 1G

Appearance Definition:

AIR FORCE BASE TO WHICH UNIT IS PERMANENTLY ASSIGNED.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 40

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

AHLHORN	FLORENNES	GREENHAM COMMON
SPANGDAHLEM	LEIPHEIM	SOESTERBERG
RAMSTEIN	NORVENICH	TORREJON
UPPER HEYFORD	SEMBACH	INCIRLIK
LAKENHEATH	WETHERSFIELD	ZARAGOZA
BITBURG	BENTWATERS	AVIANO
HAHN	WOODBIDGE	CONRISO
ZWEIBRUCKEN	MILDENHALL	FAIRFORD
ALCONBURY	ETC.	

Appearance Name: UNIT TASK PERIOD FROM DAY

Appearance Number: 1H

Appearance Definition:

THE BEGINNING DAY OF THE TASKING SPAN.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

0 - 999

Appearance Name: UNIT TASK PERIOD TO DAY

Appearance Number: 1I

Appearance Definition:

THE ENDING DAY OF THE TASKING SPAN.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

0 - 999

Appearance Name: UNIT TURN TIME

Appearance Number: 1J

Appearance Definition:

THE TIME IN HOURS FROM AIRCRAFT LANDING TO AIRCRAFT TAKE OFF.
(I.E. THE TIME REQUIRED TO MAKE AN AIRCRAFT READY FOR TAKE OFF
AFTER LANDING.)

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING OPERATIONS RATES SCREEN

Data Type: NUMERIC

Minimum: 0.0

Maximum: 9.9

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

0.0 - 9.9

Appearance Name: UNIT MAINTENANCE ATTRITION RATE

Appearance Number: 1K

Appearance Definition:

THE DAILY BREAK RATE FOR AIRCRAFT LOST DUE TO REPAIRABLE DAMAGE, MAINTENANCE OR SUPPLY. EXPRESSED AS A PERCENTAGE (IN WHOLE NUMBERS) OF TOTAL MISSION - CAPABLE AIRCRAFT.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING OPERATIONS RATES SCREEN

Data Type: NUMERIC

Minimum: 0

Maximum: 100

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

0 - 100

Appearance Name: UNIT AIRCRAFT REPAIR RATE

Appearance Number: 1L

Appearance Definition:

THE PERCENTAGE OF MISSION - CAPABLE AIRCRAFT A PARTICULAR UNIT
CAN REPAIR BETWEEN WAVES DURING A DAY.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING OPERATIONS RATES SCREEN

Data Type: NUMERIC

Minimum: 0

Maximum: 100

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

0 - 100

Appearance Name: UNIT MINIMUM TIME BETWEEN TAKE OFFS

Appearance Number: 1M

Appearance Definition:

THE TIME IN MUNUTES THAT EACH AIRCRAFT IN THE UNIT KEEPS THE
RUNWAY OCCUPIED FOR TAKE OFF.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING OPERATIONS RATES SCREEN

Data Type: NUMERIC

Minimum: 00

Maximum: 9999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

00 - 9999

Appearance Name: UNIT DESIRED MDS

Appearance Number: 1N

Appearance Definition:

THE DESIRED MDS FOR A PARTICULAR UNIT (I.E. THE DESIRED MDS FOR A PARTICULAR UNIT FOR A PARTICULAR RUN OF THE SORTIE GENERATION MODEL.)

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 7

Data format: AAANNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

FIELD COL	DEFINITION	VALUES
1-3	MISSION	A-Z
4-6	DESIGN	0-999
7	SERIES	A-Z

NOTE: BLANK FIELDS ARE SUPPRESSED.

Appearance Name: UNIT CREW DAY START TIME
Appearance Number: 10
Appearance Definition:
TIME OF DAY A PARTICULAR UNIT BEGINS ITS WORK DAY.
Security Classification: UNCLASSIFIED
Source:
INPUT BY USER
Data Type: ALPHANUMERIC
Minimum # of characters: 5
Maximum # of characters: 5
Data format: NNNNA
Data Update Frequency: DAILY
Stored: YES
Product Applications: WING FLYING DAY
Legal Values:
0001L - 2400L OR 0001Z - 2400Z

Appearance Name: UNIT DAY DURATION

Appearance Number: 1P

Appearance Definition:

DURATION OF A PARTICULAR UNIT'S DAY.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 00

Maximum: 24

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

0 - 24

Appearance Name: UNIT DESIRED SORTIE DURATION

Appearance Number: 1Q

Appearance Definition:

EXPECTED FLIGHT DURATION (IN HOURS) FOR A PARTICULAR UNIT.

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED FROM LAND AND START TIMES (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 99.9

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

0 - 99.9

Appearance Name: UNIT AIRCREW SHIFT DURATION

Appearance Number: 1R

Appearance Definition:

THE LENGTH, TO THE NEAREST WHOLE HOUR, THAT AIRCREWS ARE AVAILABLE TO FLY. IT IS THE UNIT'S REPORT TIME TO DISMISSAL.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING FLYING DAY SCREEN

Data Type: NUMERIC

Minimum: 1

Maximum: 24

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

1 - 24

Appearance Name: UNIT AIRCREW SHIFT START TIME

Appearance Number: 1S

Appearance Definition:

TIME OF DAY THAT AIRMAN IS TO REPORT FOR DUTY TO NEAREST MINUTE
IN ZULU OR LOCAL TIME.

Security Classification: UNCLASSIFIED

Source:

THE FLYING SQUADRON USER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: DAILY

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

0001L - 2400L OR 0001Z - 2400Z

Appearance Name: UNIT PERCENT FORMED AIRCREW

Appearance Number: 1T

Appearance Definition:

THE MINIMUM PERCENTAGE OF TOTAL AVAILABLE AIRMEN NEEDED IN A
SHIFT TO ACCOMPLISH THE TASK FOR THE UNIT.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING FLYING DAY SCREEN

Data Type: NUMERIC

Minimum: 1
Maximum: 100

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

1 - 100

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.2 Entity Class Number 2

Entity Class Name: COMMAND LINK

Entity Class Definition:

INFORMATION RELATING A PARENT TO A SUBORDINATE UNIT.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: PARENT UNIT NAME

Appearance Number: 2A

Appearance Definition:

NAME OF THE UNIT TO WHICH THE SUBORDINATE UNIT STATED IN 2B REPORTS.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

HAFHQ	AFECM	PAFCM
TACCM	10 TRNWG	20 TFGWG
26 TRNWG	36 TFGWG	48 TFGWG
50 TFGWG	52 TFGWG	81 TFGWG
86 TFGWG	401 TFGWG	ETC.

Appearance Name: SUBORDINATE UNIT NAME
Appearance Number: 2B
Appearance Definition:
NAME OF THE UNIT DIRECTLY SUBORDINATE TO THE UNIT STATED IN 2A
Security Classification: UNCLASSIFIED
Source:
THE USER (DATABASE ADMINISTRATOR)
Data Type: ALPHANUMERIC
Minimum # of characters: 5
Maximum # of characters: 10
Data format: NNNN AAAAA
Data Update Frequency: PERMANENT
Stored: YES
Product Applications: Not contained within the scope of the
LPP.
Legal Values:
HAFHQ AFECM
PAFCM TACCM
52 TFGWG 23 TFGSQ
81 TFGSQ 480 TFGSQ
ETC.

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.3 Entity Class Number 3

Entity Class Name: UNIT'S LOCATIONS

Entity Class Definition:

A CROSS REFERENCE SHOWING THE BASES AT WHICH EACH UNIT IS POTENTIALLY OR CURRENTLY LOCATED (OR AN ENTRY WHICH REPRESENTS THE PRESENCE OF SOME COMPONENT OF A UNIT AT A PARTICULAR BASE).

Entity Class Security Classification: DEPENDENT UPON PLAN/ORDER.

Appearance Name: UNIT NAME - DEPLOYED LOCATION

Appearance Number: 3A

Appearance Definition:

NAME OF UNIT AT A DEPLOYED LOCATION. (SAME AS 1A; ESTABLISHES THE LINK TO THE ENTITY CLASS "AIR FORCE UNIT" (1).)

Security Classification: UNCLASSIFIED

Source:

THE WING USER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: UNIT STATUS

Legal Values:

52 TFGWG	86 TFGWG
50 TFGSQ	36 TFGWG
26 TRW	32 TFGSQ
23 TFGSQ	81 TFGSQ
480 TFGSQ	
ETC.	

Appearance Name: BASE NAME - DEPLOYED LOCATION

Appearance Number: 3B

Appearance Definition:

NAME OF BASE TO WHICH UNIT (OR PART OF UNIT) IS DEPLOYED.

Security Classification: CLASSIFIED AT LEVEL REQUIRED BY
DEPLOYMENT PLAN

Source:

THE WING USER

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 40

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: UNIT STATUS

Legal Values:

SPANGDAHLEM
NORVENICH
ETC.

RAMSTEIN
SEMBACH

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.4 Entity Class Number 4

Entity Class Name: DOLLARS TO READINESS HEADER

Entity Class Definition:

THE GENERAL IDENTIFICATION OF A SPECIFIC RUN OF THE DOLLARS TO READINESS MODEL. ESTABLISHES THE LINK BETWEEN RESOURCE PRICES FOR A SET OF UNITS AND TASKING SPECIFIED FOR THOSE UNITS GENERATED VIA TASK PLAN OR SORTIE GENERATION MODEL.

Entity Class Security Classification: DEPENDENT UPON THE PLAN/ORDER

Appearance Name: DOLLARS TO READINESS IDENTIFIER

Appearance Number: 4A

Appearance Definition:

A LABEL THAT IDENTIFIES A PARTICULAR RUN OF THE DOLLARS TO READINESS MODEL.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (DOLLARS TO READINESS MODEL)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: DOLLARS TO READINESS ASSOCIATION

Legal Values:

CINCUSAFE

USAF

AAFCE

DTR OPORD 4000

WMP 5

ATO 3

Appearance Name: ORDER IDENTIFIER

Appearance Number: 4B

Appearance Definition:

A LABEL WHICH IDENTIFIES A SET OF CAPABILITY INFORMATION PERTAINING TO A UNIT. (E.G. THE LABEL THAT IDENTIFIES ACTUAL OR HYPOTHETICAL FACTS ABOUT THE UNIT THAT WAS USED IN A PARTICULAR RUN OF THE SORTIE GENERATION MODEL. ESTABLISHES THE LINK TO ENTITY CLASS 54 (54A).)

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (DOLLARS TO READINESS MODEL)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: DOLLARS TO READINESS ASSOCIATION

Legal Values:

CINCUSAFE

USAF

AAFCE

DTR OPORD 4000

WMP 5

ATO 3

Appearance Name: RESOURCE PRICE IDENTIFIER

Appearance Number: 4C

Appearance Definition:

A LABEL THICH IDENTIFIES PRICE INFORMATION ABOUT A SET OF RESOURCES WHICH ARE AVAILABLE TO ACCOMPLISH A TASK OR SET OF TASKS. (E.G. PRICE INFORMATION ABOUT A RESOURCE AVAILABLE FOR A PARTICULAR RUN OF THE DOLLARS TO READINESS MODEL. ESTABLISHES THE LINK TO ENTITY CLASS 13 (13D).)

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (DOLLARS TO READINESS MODEL)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: DOLLARS TO READINESS ASSOCIATION

Legal Values:

CINCUSAFE

USAF

AAFCE

DTR OPORD 4000

WMP 5

ATO 3

Appearance Name: DOLLARS TO READINESS REMARKS
Appearance Number: 4D
Appearance Definition:
REMARKS FOR A PARTICULAR RUN OF THE DOLLARS TO READINESS MODEL
Security Classification: UNCLASSIFIED
Source:
INPUT BY USER (DOLLARS TO READINESS MODEL)
Data Type: ALPHANUMERIC
Minimum # of characters: 0
Maximum # of characters: 40
Data format: FREE FORM ALPHANUMERIC
Data Update Frequency: AS REQUIRED
Stored: YES
Product Applications: DOLLARS TO READINESS ASSOCIATION
Legal Values:
N/A

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.5 Entity Class Number 5

Entity Class Name: RESOURCE TYPE

Entity Class Definition:

PROVIDES GENERIC INFORMATION ABOUT RESOURCES (PILOTS, FUEL, AIRCRAFT, TRUCKS, ETC.) THIS ENTITY CLASS RECORDS THE LEGAL RESOURCE TYPES REFERENCED BY ENTITY CLASSES 8, 13, 20, 73, 74, 88, AND 96.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: RESOURCE TYPE

Appearance Number: 5A

Appearance Definition:

FIELD THAT UNIQUELY IDENTIFIES A TYPE OF RESOURCE BY NAME.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT TASKING, BASE FUELS CAPABILITY, CAPABILITY PERSPECTIVE, FUELS CAPABILITY, INDIVIDUAL RESOURCE CAPABILITY, INTEGRATED CAPABILITY, MISCAL FORECAST, MUNITIONS CAPABILITY, POL STATUS, RESOURCE REALLOCATION, RESOURCE UNIT PRICE, SUPPLY MICAP STATUS, UNIT STATUS

Legal Values:

MUNITIONS	TRAP
FUELS	AIRCRAFT SPARES
AIRCREW	MAINTENANCE SUPPORT
JP4	MK85
PILOT	F4E
AIM-7	AGM-45

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

Appearance Name: RESOURCE UNITS OF MEASURE

Appearance Number: 5E

Appearance Definition:

INDICATES THE UNIT OF MEASUREMENT WHEN A QUANTITY OF THIS RESOURCE TYPE IS DEFINED. MAY BE AN ABBREVIATION OF A UNIT (E.G., "OZ" FOR OUNCE).

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 2

Maximum # of characters: 8

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: MUNITIONS STATUS, POL STATUS, RESOURCE REALLOCATION

Legal Values:

EACH	GALLON
QUART	OUNCE
BBL	OZ
ETC.	

Appearance Name: RESOURCE USAGE

Appearance Number: 5H

Appearance Definition:

THE CATEGORY OF USAGE OF THE RESOURCE. DIFFERENT GROUPS OF CATEGORIES MAY APPLY TO DIFFERENT USERS OF THE RESOURCE. PRIMARILY APPLIES TO MUNITIONS.

Security Classification: UNCLASSIFIED

Source:

WING RESOURCE MANAGERS AND USERS

Data Type: ALPHA

Minimum # of characters: 0

Maximum # of characters: 9

Data format: AAAAAAAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

PRIMARY
SUPPORT

PREFERRED
TRAINING

3.2.6 Entity Class Number 8

Entity Class Name: STANDARD NEED FOR RESOURCE TYPE BY TASK TYPE

Entity Class Definition:

CHARACTERISTICS OF A STANDARD REQUIREMENT FOR THE RESOURCE TYPE BY A STANDARD TASK TYPE. (E.G., STANDARD AMOUNT AND TYPE OF FU FOR A SORTIE.)

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: RESOURCE TYPE NEEDED FOR A TASK

Appearance Number: 8A

Appearance Definition:

IDENTIFIER OF A RESOURCE TYPE REQUIRED FOR THE ACCOMPLISHMENT OF A TASK TYPE, I.E., SORTIE. (SAME AS 5A; ESTABLISHES THE LINK TO THE ENTITY CLASS "RESOURCE TYPE" (5).)

Security Classification: UNCLASSIFIED

Source:

AFIRMS DERIVES THIS FROM THE TASK ORDER INPUT BY THE WING, MAJCC OR HQ USAF OPERATIONS USER.

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: MISSION PROFILE DEFINITION

Legal Values:

AIRCRAFT SPARES

JP4

TRAP

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

MAINTENANCE SUPPORT

MK82

AIM7

AIRCREW

AGM45

ETC.

Appearance Name: TASK TYPE SET IDENTIFIER

Appearance Number: 8B

Appearance Definition:

THE IDENTIFIER THAT UNIQUELY DEFINES THE TASK OR A SET OF TASKS THE AIR FORCE MUST ACCOMPLISH. THIS LABEL IS ALSO USED TO DEFINE HYPOTHETICAL TASKING THAT MAY BE USED IN THE SORTIE GENERATION MODEL.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (SORTIE GENERATION MODEL)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: MISSION PROFILE DEFINITION

Legal Values:

CINCUSAFE	OPORD 4000
USAF	WMP 5
AAFCE	ATO 3

Appearance Name: TASK TYPE NEEDING RESOURCE

Appearance Number: 8C

Appearance Definition:

AN ACTIVITY OR JOB THAT REQUIRES THE RESOURCE TYPE. MAY ALSO INCLUDE OTHER RESOURCES THAT REQUIRE STANDARD AMOUNTS OF ADDITIONAL RESOURCES. (I.E. AN F-4G REQUIRES "X" AMOUNT OF JP- FUEL TO PERFORM A WILD WEASEL SORTIE).

Security Classification: UNCLASSIFIED

Source:

AFIRMS DERIVES THIS FROM THE TASK ORDER INPUT BY THE WING, MAJCC OR HQ USAF OPERATIONS USER.

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 15

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

BAI SORTIE	INT SORTIE
WILD WEASEL SORTIE	F-15
F-4G	ETC.

Appearance Name: RESOURCE PRIORITY

Appearance Number: 8D

Appearance Definition:

THE PRIORITY ASSIGNED TO A SPECIFIC RESOURCE (I.E. THE PRIORITY OF A SPECIFIC SCL TO BE USED FOR A SPECIFIC TASK).

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0
Maximum: 99

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: MISSION PROFILE DEFINITION

Legal Values:

0 - 99

Appearance Name: STANDARD QUANTITY OF RESOURCE REQUIRE

Appearance Number: 8E

Appearance Definition:

THE NORMAL AMOUNT OF THE PARTICULAR RESOURCE (8A) THAT IS
REQUIRED TO PERFORM THE PARTICULAR TASK (8C), ONCE.

Security Classification: DEPENDENT UPON THE TASK WHICH REQUIRES
THE RESOURCE.

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: NUMERIC

Minimum: 1

Maximum: 9999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: MISSION PROFILE DEFINITION

Legal Values:

1 - 9999

Appearance Name: TASK PERIOD FROM DAY

Appearance Number: 8F

Appearance Definition:

THE BEGINNING DAY OF THE TASKING SPAN.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: MISSION PROFILE DEFINITION

Legal Values:

0 - 999

Appearance Name: TASK PERIOD TO DAY

Appearance Number: 8G

Appearance Definition:

THE ENDING DAY OF THE TASKING SPAN.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: MISSION PROFILE DEFINITION

Legal Values:

0 - 999

Appearance Name: RESOURCE COMBAT ATTRITION RATE

Appearance Number: 8H

Appearance Definition:

COMBAT ATTRITION RATE FOR A PARTICULAR RESOURCE FOR A PARTICULAR UNIT. (I.E. COMBAT ATTRITION RATE FOR A RESOURCE IN A PARTICULAR RUN OF THE SORTIE GENERATION MODEL.)

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

0 - 999

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.7 Entity Class Number 9

Entity Class Name: TASK TYPE

Entity Class Definition:

CHARACTERISTICS OF THE TASKS PERFORMED BY THE AIR FORCE TO
ACCOMPLISH THE MISSION.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: TASK TYPE

Appearance Number: 9A

Appearance Definition:

AN IDENTIFIER OR JOB THAT THE AIR FORCE MUST ACCOMPLISH. THIS IS THE GENERAL CATEGORY FOR EACH JOB TYPE, NOT THE SPECIFIC JOB REQUIRED AT A SPECIFIC TIME OR DATE.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 18

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW GENERATION

Legal Values:

BAI SORTIE INT SORTIE
WILD WEASEL SORTIE

Appearance Name: TASK PRIORITY

Appearance Number: 9B

Appearance Definition:

THE PRIORITY ASSIGNED TO A SPECIFIC TASK.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 99

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: MISSION PROFILE DEFINITION

Legal Values:

0 - 99

Appearance Name: TASK TYPE EXECUTION TIME

Appearance Number: 9C

Appearance Definition:

THE AVERAGE TIME IN MINUTES FOR THE TASK TYPE TO BE EXECUTED.
THIS IS THE STANDARD USED FOR MODELING RUNS.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: NUMERIC

Minimum: 1
Maximum: 999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW GENERATION

Legal Values:

1 - 999

Appearance Name: TASK TYPE SET IDENTIFIER

Appearance Number: 9D

Appearance Definition:

THE IDENTIFIER THAT UNIQUELY DEFINES THE TASK OR A SET OF TASKS THE AIR FORCE MUST ACCOMPLISH. THIS LABEL IS ALSO USED TO DEFINE HYPOTHETICAL TASKING THAT MAY BE USED IN THE SORTIE GENERATION MODEL.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (SORTIE GENERATION MODEL)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: MISSION PROFILE DEFINITION

Legal Values:

CINCUSAFE

OPLAN 4000

USAF

WMP 5

AAFCE

ATO 3

Appearance Name: TASK PERIOD FROM DAY
Appearance Number: 9E
Appearance Definition:
THE BEGINNING DAY OF THE TASKING SPAN.
Security Classification: UNCLASSIFIED
Source:
INPUT BY USER (SORTIE GENERATION MODEL)
Data Type: NUMERIC
Minimum: 0
Maximum: 999
Data Update Frequency: PERMANENT
Stored: YES
Product Applications: MISSION PROFILE DEFINITION
Legal Values:
0 - 999

Appearance Name: TASK PERIOD TO DAY
Appearance Number: 9F
Appearance Definition:
THE ENDING DAY OF THE TASKING SPAN.
Security Classification: UNCLASSIFIED
Source:
INPUT BY USER (SORTIE GENERATION MODEL)
Data Type: NUMERIC
Minimum: 0
Maximum: 999
Data Update Frequency: PERMANENT
Stored: YES
Product Applications: MISSION PROFILE DEFINITION
Legal Values:
0 - 999

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.8 Entity Class Number 11

Entity Class Name: AIRCRAFT

Entity Class Definition:

CHARACTERIZES A PARTICULAR AIRCRAFT.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: AIRCRAFT UNIT NAME

Appearance Number: 11A

Appearance Definition:

IDENTIFIES THE AIR FORCE UNIT TO WHICH THE AIRCRAFT IS ASSIGNED.
(SAME AS 1A; ESTABLISHES THE LINK TO THE ENTITY CLASS "AIR FORCE
UNIT" (1).)

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS
THE JOB CONTROL CENTER).

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT STATUS, BASE STATUS MAP, FLYING
SCHEDULE, INTEGRATED CAPABILITY, SUPPLY
MICAP STATUS, WING FLYING DAY

Legal Values:

HAFHQ	PAFCM
AFECM	TACCM
52 TFGWG	81 TFGSQ
23 TFGSQ	480 TFGSQ

Appearance Name: AIRCRAFT SERIAL NUMBER

Appearance Number: 11B

Appearance Definition:

AIR FORCE SERIAL NUMBER OF THE AIRCRAFT.

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN
THE JOB CONTROL CENTER).

Data Type: NUMERIC

Minimum: 0
Maximum: 99999999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT STATUS, SUPPLY MICAP STATUS

Legal Values:

0 - 99999999

Appearance Name: AIRCRAFT MDS

Appearance Number: 11C

Appearance Definition:

MISSION DESIGN SERIES OF AN AIRCRAFT.

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS THE JOB CONTROL CENTER).

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 7

Data format: AAANNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT STATUS, BASE STATUS MAP,
INTEGRATED CAPABILITY, WING FLYING DAY

Legal Values:

FIELD COL	DEFINITION	VALUES
1-3	MISSION	A-Z
4-6	DESIGN	0-999
7	SERIES	A-Z

NOTE: BLANK FIELDS ARE SUPPRESSED.

Appearance Name: AIRCRAFT CONFIGURATION

Appearance Number: 11D

Appearance Definition:

THE AIRCRAFT CONFIGURATION CURRENTLY LOADED ON OR PLANNED FOR A AIRCRAFT.

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN THE JOB CONTROL CENTER).

Data Type: ALPHANUMERIC

Minimum # of characters: 6

Maximum # of characters: 6

Data format: AAXXXA

Data Update Frequency: DAILY

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1	NATIONAL CODE	U = UNITED STATES
2	AIRCRAFT CODE	A-Z
3-5	CONFIGURATION	001-009 OR A-ZZZ
6	ADDITIONAL REQUIREMENTS	A-Z

AIRCRAFT CODE IS AN AIRCRAFT MDS,
I.E. AIRCRAFT CODE "D" = MDS "F4E/G".

Appearance Name: AIRCRAFT OPERATIONAL STATUS

Appearance Number: 11E

Appearance Definition:

OPERATIONAL STATUS OF THE AIRCRAFT.

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS THE JOB CONTROL CENTER).

Data Type: ALPHA

Minimum # of characters: 3

Maximum # of characters: 8

Data format: AAAAAAAAA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT STATUS

Legal Values:

NMCM = NOT MISSION CAPABLE - MAINTENANCE

NMCS = NOT MISSION CAPABLE - SUPPLY

NMCB = NOT MISSION CAPABLE - BOTH, SUPPLY & MAINTENANCE

PMCM = PARTIALLY MISSION CAPABLE - MAINTENANCE

PMCS = PARTIALLY MISSION CAPABLE - SUPPLY

PMCB = PARTIALLY MISSION CAPABLE - BOTH, SUPPLY & MAINTENANCE

FMC = FULLY MISSION CAPABLE

OTHER

TRANSFER

Appearance Name: AIRCRAFT OPERATIONAL STATUS REMARKS

Appearance Number: 11F

Appearance Definition:

COMMENTS CLARIFYING AN AIRCRAFT OPERATION AND AIRCRAFT
OPERATIONAL STATUS.

Security Classification: UNCLASSIFIED

Source:

MAY BE DERIVED FROM 11B BUT IN CASE OF DUPLICATION WING USER AT
THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS THE JOB
CONTROL CENTER).

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 80

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT STATUS

Legal Values:

0001A - 9999Z

Appearance Name: AIRCRAFT LOCATION

Appearance Number: 11G

Appearance Definition:

BASE (IN ABBREVIATED FORMAT) WHERE AIRCRAFT IS LOCATED.

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS
THE JOB CONTROL CENTER).

Data Type: ALPHA

Minimum # of characters: 4

Maximum # of characters: 4

Data format: AAAA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT STATUS

Legal Values:

ALCO = ALCONBURY

AHLH = AHLHORN

BITB = BITBURG

RAMS = RAMSTEIN

SPAN = SPANGDAHLEM

ETC.

Appearance Name: AIRCRAFT ETIC

Appearance Number: 11H

Appearance Definition:

ESTIMATED TIME IN COMMISSION - TIME THAT AN NMC AIRCRAFT IS ESTIMATED TO BECOME PMC OR FMC. MAY ALSO BE GIVEN AS A NUMBER OF HOURS TO REPAIR WHEN A NEEDED PART IS RECEIVED (E.G., P+12).

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS THE JOB CONTROL CENTER).

Data Type: ALPHANUMERIC

Minimum # of characters: 4

Maximum # of characters: 5

Data format: NNNNA OR A+NN

Data Update Frequency: DAILY OR AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT STATUS

Legal Values:

0001L - 2400L, 0001Z - 2400Z OR P+01 - P+99

Appearance Name: AIRCRAFT DOC

Appearance Number: 11I

Appearance Definition:

AIRCRAFT DESIGNATED OPERATIONAL CAPABILITY CODE.

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS THE JOB CONTROL CENTER).

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 4

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

AA = AIR TO AIR

AG = AIR TO GROUND

Appearance Name: AIRCRAFT SPECIAL CAPABILITY

Appearance Number: 11J

Appearance Definition:

A TERM INDICATING THE SPECIAL CAPABILITIES OF AN AIRCRAFT TO DELIVER OR EMPLOY A MUNITION.

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN THE JOB CONTROL CENTER).

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 3

Data format: AAA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

MAV = MAVERICK

LOR = LORAN

PP = PAVE PENNEY

PS = PAVE SPIKE

PT = PAVE TRACK

(MAY BE MORE)

Appearance Name: AIRCRAFT TANK CONFIGURATION

Appearance Number: 11K

Appearance Definition:

A CODE WHICH DEFINES THE SET OF FUEL TANKS CURRENTLY ATTACHED TO THE AIRCRAFT.

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS THE JOB CONTROL CENTER).

Data Type: ALPHA

Minimum # of characters: 1

Maximum # of characters: 1

Data format: A

Data Update Frequency: DAILY OR AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT STATUS

Legal Values:

A = CLEAN (NO EXTERNAL TANKS)

B = ONE CENTERLINE TANK

C = 2/370 OUTBOARD TANKS

D = 2/370 OUTBOARD TANKS AND ONE CENTERLINE TANK

Appearance Name: AIRCRAFT STATION STATUS

Appearance Number: 11L

Appearance Definition:

INDICATES WHETHER THE AIRCRAFT IS ON OR OFF THE BASE (1G) OF THE UNIT TO WHICH THE AIRCRAFT IS ASSIGNED.

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS THE JOB CONTROL CENTER).

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 3

Data format: AAA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT STATUS, SUPPLY MICAP STATUS

Legal Values:

ON, OFF

Appearance Name: AIRCRAFT PRESELECT INDICATOR

Appearance Number: 11M

Appearance Definition:

AN INTEGER WHICH INDICATES THE ORDER IN WHICH THE AIRCRAFT IS TO BE SELECTED FOR SCHEDULING.

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS THE JOB CONTROL CENTER).

Data Type: NUMERIC

Minimum: 0

Maximum: 99

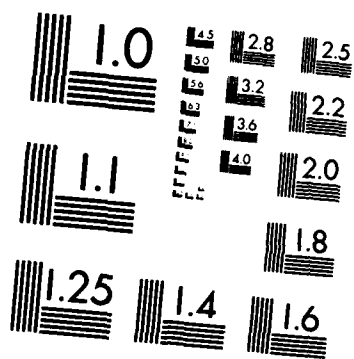
Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT STATUS

Legal Values:

0-99



MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

Appearance Name: AIRCRAFT GENERATION FACTOR

Appearance Number: 11N

Appearance Definition:

ESTIMATED NUMBER OF HOURS TO RETURN NON-MISSION CAPABLE AIRCRAFT TO MISSION CAPABLE AFTER THE UNIT HAS GONE TO AN ALERT STATUS.

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS THE JOB CONTROL CENTER).

Data Type: NUMERIC

Minimum: 0
Maximum: 24

Data Update Frequency: DAILY

Stored: YES

Product Applications: AIRCRAFT STATUS

Legal Values:

NULL, 0 - 24

Appearance Name: AIRCRAFT TAIL NUMBER

Appearance Number: 11P

Appearance Definition:

THE NUMBER AS PRINTED ON THE TAIL OF AN AIRCRAFT.

Security Classification: UNCLASSIFIED

Source:

MAY BE DERIVED FROM 11B BUT IN CASE OF DUPLICATION WING USER AT THE MAINTENANCE OPERATIONS CENTER (FORMERLY KNOWN AS THE JOB CONTROL CENTER).

Data Type: ALPHANUMERIC

Minimum # of characters: 4

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

0001A - 9999Z

3.2.9 Entity Class Number 12

Entity Class Name: AIRMAN

Entity Class Definition:

CHARACTERIZES AN INDIVIDUAL IN THE AIR FORCE (EITHER COMMISSION
OR ENLISTED).

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: AIRMAN LAST NAME

Appearance Number: 12A

Appearance Definition:

AIR FORCE OFFICER OR ENLISTED PERSON'S LAST NAME.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 16

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW STATUS, FLYING SCHEDULE

Legal Values:

N/A

Appearance Name: AIRMAN UNIT NAME

Appearance Number: 12B

Appearance Definition:

THE AIR FORCE UNIT TO WHICH THE AIRMAN IS ASSIGNED (SAME AS 1F;
ESTABLISHES THE LINK TO THE ENTITY CLASS "AIR FORCE UNIT.")

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 8

Data format: NNNN AAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW AVAILABILITY, AIRCREW STATUS

Legal Values:

TAC	23 TFS
52 TFW	480 TFS
81 TFS	

Appearance Name: AIRMAN AVAILABILITY STATUS

Appearance Number: 12C

Appearance Definition:

CURRENT DUTY AVAILABILITY STATUS OF AIRMAN.

Security Classification: UNCLASSIFIED

Source:

AFORMS OR THE FLYING SQUADRON USER

Data Type: ALPHA

Minimum # of characters: 0

Maximum # of characters: 1

Data format: A

Data Update Frequency: DAILY

Stored: YES

Product Applications: AIRCREW AVAILABILITY, AIRCREW
GENERATION, AIRCREW STATUS

Legal Values:

NULL = UNAVAILABLE

X = AVAILABLE

Appearance Name: AIRMAN CREW DAY START

Appearance Number: 12D

Appearance Definition:

TIME OF DAY THAT AIRMAN IS TO REPORT FOR DUTY TO NEAREST MINUTE
IN ZULU OR LOCAL TIME.

Security Classification: UNCLASSIFIED

Source:

THE FLYING SQUADRON USER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: DAILY

Stored: YES

Product Applications: AIRCREW STATUS

Legal Values:

0001L - 2400L OR 0001Z - 2400Z

Appearance Name: AIRMAN CREW DAY DURATION

Appearance Number: 12E

Appearance Definition:

DURATION OF THE AIRMAN'S (12A) CREW DAY.

Security Classification: UNCLASSIFIED

Source:

THE FLYING SQUADRON USER

Data Type: NUMERIC

Minimum: 00

Maximum: 24

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

0 - 24

Appearance Name: AIRMAN STATUS REMARKS
Appearance Number: 12F
Appearance Definition:
REMARKS ABOUT AIRMAN'S DUTY STATUS.
Security Classification: UNCLASSIFIED
Source:
AFORMS OR THE FLYING SQUADRON USER
Data Type: ALPHANUMERIC
Minimum # of characters: 0
Maximum # of characters: 80
Data format: FREE FORM ALPHANUMERIC
Data Update Frequency: AS REQUIRED
Stored: YES
Product Applications: Not contained within the scope of the
LPP.
Legal Values:
N/A

Appearance Name: AIRMAN RANK

Appearance Number: 12G

Appearance Definition:

AIRMAN'S MILITARY RANK IN THE AIR FORCE.

Security Classification: UNCLASSIFIED

Source:

AFORMS OR THE FLYING SQUADRON USER

Data Type: ALPHANUMERIC

Minimum # of characters: 2

Maximum # of characters: 5

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCREW STATUS

Legal Values:

2LT	AB
1LT	AMN
CPT	ALC
MAJ	SRA
LTC	SGT
COL	SSGT
BG	TSGT
MG	MSGT
LG	SMSGT
GEN	CMSGT

Appearance Name: AIRMAN ETR

Appearance Number: 12H

Appearance Definition:

THE ESTIMATED TIME OF RETURN FROM LEAVE, DNIF, TDY, LUNCH BREAK
REQUIRED RECUPERATION, ETC.

Security Classification: UNCLASSIFIED

Source:

AFORMS OR THE FLYING SQUADRON USER

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 11

Data format: NNNNNNA AAA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCREW STATUS

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	1-31
3-6	TIME	0000-2359
7	ZONE	L (LOCAL) OR Z (ZULU)
8	BLANK SPACE	
9-11	MONTH	JAN-DEC

NOTE: FIELD IS NULL IF BASE IS FULLY OPERATIONAL.

Appearance Name: AIRMAN CREW POSITION

Appearance Number: 12I

Appearance Definition:

IDENTIFIES AIRMAN AS PILOT (AC), WEAPON OFFICER (WSO), OR
ELECTRONIC WARFARE OFFICER (EWO).

Security Classification: UNCLASSIFIED

Source:

AFORMS OR THE FLYING SQUADRON USER

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 3

Data format: AAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW AVAILABILITY, AIRCREW
GENERATION, AIRCREW STATUS, FLYING
SCHEDULE

Legal Values:

AC, WSO, EWO

Appearance Name: AIRMAN DUTY STATUS

Appearance Number: 12J

Appearance Definition:

CURRENT DUTY STATUS OF AN AIRMAN.

Security Classification: UNCLASSIFIED

Source:

AFORMS OR THE FLYING SQUADRON USER

Data Type: ALPHA

Minimum # of characters: 3

Maximum # of characters: 5

Data format: AAAAA

Data Update Frequency: DAILY

Stored: YES

Product Applications: AIRCREW STATUS

Legal Values:

LEAVE

DNIF

DUTY

TDY

Appearance Name: AIRMAN ATTACHED UNIT NAME

Appearance Number: 12K

Appearance Definition:

STAFF ASSIGNED OR ATTACHED. THE UNIT TO WHICH THE AIRMAN IS ATTACHED. (IF THE AIRMAN IS NOT ATTACHED TO ANY UNIT, THIS ITEM IS NULL.)

Security Classification: UNCLASSIFIED

Source:

AFORMS OR THE FLYING SQUADRON USER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW AVAILABILITY

Legal Values:

HAFHQ	AFECM
PAFCM	TACCM
52 TFGWG	23 TFGSQ
81 TFGSQ	480 TFGSQ

Appearance Name: AIRMAN ASSIGNMENT TYPE

Appearance Number: 12L

Appearance Definition:

CODE INDICATING WHETHER OR NOT AIRCREW ASSIGNMENT INDICATED BY
12B IS A SQUADRON OR WING STAFF ASSIGNMENT.

Security Classification: UNCLASSIFIED

Source:

AFORMS OR THE FLYING SQUADRON USER

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 2

Data format: AA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW STATUS

Legal Values:

AS = ASSIGNED

AT = ATTACHED WING STAFF

ST = SQUADRON STAFF

Appearance Name: AIRMAN EXPECTED MR DATE

Appearance Number: 12M

Appearance Definition:

THE EXPECTED MISSION READY DATE OF A NON-MISSION READY AIRMAN.

Security Classification: UNCLASSIFIED

Source:

AFORMS OR THE FLYING SQUADRON USER

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 5

Data format: NNAAA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCREW STATUS

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	0-31
3-5	MONTH	JAN-DEC

NOTE: FIELD WILL BE NULL IF AIRMAN IS MISSION READY.

Appearance Name: AIRMAN DUTY STATUS QUALIFIER

Appearance Number: 12N

Appearance Definition:

INDICATES IF AN AIRMAN ON LEAVE OR TDY IS CONSIDERED IMMEDIATELY AVAILABLE FOR DUTY IN AN EMERGENCY.

Security Classification: UNCLASSIFIED

Source:

AFORMS OR THE FLYING SQUADRON USER

Data Type: ALPHA

Minimum # of characters: 1

Maximum # of characters: 2

Data format: AA

Data Update Frequency: DAILY OR AS REQUIRED

Stored: YES

Product Applications: AIRCREW STATUS

Legal Values:

A = AVAILABLE

NA = NOT AVAILABLE

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.10 Entity Class Number 13

Entity Class Name: UNIT'S SUPPLY OF RESOURCE

Entity Class Definition:

LINKS THE AIR FORCE UNIT FILE AND RESOURCE FILE BY IDENTIFYING THE AMOUNT OF A PARTICULAR RESOURCE THAT A SPECIFIC UNIT HAS ON-HAND.

Entity Class Security Classification: DEPENDENT UPON THE PLAN/ORDER

Appearance Name: UNIT NAME OWNING RESOURCE

Appearance Number: 13A

Appearance Definition:

AIR FORCE UNIT THAT OWNS RESOURCE. (SAME AS 1A; ESTABLISHES THE LINK TO THE ENTITY CLASS "AIR FORCE UNIT" (1).)

Security Classification: UNCLASSIFIED

Source:

THE UNIT USER OWNING THE RESOURCE

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: POL STATUS, RESOURCE REALLOCATION, UNIT STATUS, WING RESOURCE SUMMARY

Legal Values:

HAFHQ	PAFCM
AFECM	TACCM
52 TFGWG	23 TFGSQ
81 TFGSQ	480 TFGSQ

Appearance Name: TASKING DAY

Appearance Number: 13AA

Appearance Definition:

THE DAY ON WHICH THE PARTICULAR UNIT IS TO BEGIN ITS DESIGNATED TASKING. (E.G. DAY 1, 7, 23, 70, ETC.)

Security Classification: SECRET

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 1

Maximum: 999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

1 - 999

Appearance Name: RESOURCE DESIGNATOR

Appearance Number: 13B

Appearance Definition:

UNIQUE IDENTIFIER FOR THE UNIT'S RESOURCE. (SAME AS 5A;
ESTABLISHES THE LINK TO THE ENTITY CLASS "RESOURCE TYPE" (5).)

Security Classification: UNCLASSIFIED

Source:

THE UNIT USER OWNING THE RESOURCE

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: MUNITIONS STATUS, POL STATUS, RESUPPLY
SCHEDULE (TASKING), UNIT STATUS, WING-
RESOURCE SUMMARY

Legal Values:

TRAP	AIRCRAFT SPARES
AIRCREW	MAINTENANCE SUPPORT
JP4	MK85
PILOT	F4E
AIM-7	AGM-45

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

Appearance Name: RESOURCE UNIT PRICE

Appearance Number: 13BB

Appearance Definition:

THE PRICE (IN DOLLARS) OF A SPECIFIC RESOURCE THAT BELONGS TO A PARTICULAR UNIT. (E.G. PRICE OF A SPECIFIC RESOURCE FOR A UNIT BASED ON A PARTICULAR RUN OF THE DOLLARS TO READINESS MODEL.)

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED (DOLLARS TO READINESS MODEL)

Data Type: NUMERIC

Minimum: .01

Maximum: 99999999.99

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: RESOURCE UNIT PRICE

Legal Values:

.01 - 99999999.99

3-101

SOFTech

Appearance Name: RESOURCE AUTHORIZED AMOUNT

Appearance Number: 13C

Appearance Definition:

QUANTITY OF THIS RESOURCE AUTHORIZED TO THIS UNIT. UNITS FOR THE RESOURCE ARE FOUND IN THE ENTITY CLASS "RESOURCE TYPE" (5). ALSO KNOWN AS PRIMARY AIRCRAFT AUTHORIZATION (PAA) WHEN REFERRING TO AIRCRAFT.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR) AND OTHER SYSTEM INTERFACES E.G. CFMS, CSMS, CAS, ETC.

Data Type: NUMERIC

Minimum: 0
Maximum: 9999999999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT STATUS, AIRCREW STATUS, UNIT STATUS, WING RESOURCE SUMMARY

Legal Values:

0 - 9999999999

Appearance Name: RESOURCE DOLLARS REQUIRED

Appearance Number: 13CC

Appearance Definition:

THE AMOUNT (IN DOLLARS) REQUIRED TO PURCHASE A SPECIFIC RESOURCE
(E.G. AMOUNT REQUIRED TO PURCHASE A SPECIFIC RESOURCE BASED ON
PARTICULAR RUN OF THE DOLLARS TO READINESS MODEL.)

Security Classification: DEPENDS UPON THE RESOURCE

Source:

AFIRMS COMPUTED (DOLLARS TO READINESS MODEL)

Data Type: NUMERIC

Minimum:

.01

Maximum:

9999999999.99

Data Update Frequency:

DEPENDENT UPON THE TASK WHICH REQUIRES
THE RESOURCE.

Stored:

YES

Product Applications:

DOLLARS TO READINESS - FYxx, DOLLARS TO
READINESS, FYxx - FYzz, DOLLARS TO
READINESS-FUELS

Legal Values:

.01 - 9999999999.99

Appearance Name: RESOURCE SET IDENTIFIER

Appearance Number: 13D

Appearance Definition:

A LABEL WHICH IDENTIFIES A SET OF RESOURCES WHICH ARE AVAILABLE TO ACCOMPLISH A TASK OR SET OF TASKS THE AIR FORCE MUST PERFORM. (E.G. A SET OF RESOURCES AVAILABLE FOR A PARTICULAR RUN OF THE SORTIE GENERATION MODEL OR DOLLARS TO READINESS MODEL.)

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: MUNITIONS STATUS, WING RESOURCE SUMMARY

Legal Values:

CINCUSAFE

OPLAN 4000

USAF

WMP 5

AAFCE

ATO 3

3-104

SOFTech

Appearance Name: RESOURCE DOLLARS SHORT

Appearance Number: 13DD

Appearance Definition:

THE SHORTFALL AMOUNT (IN DOLLARS) FOR A SPECIFIC RESOURCE. (E. SHORTFALL AMOUNT COMPUTED FOR A SPECIFIC RESOURCE BASED ON A PARTICULAR RUN OF THE DOLLARS TO READINESS MODEL.)

Security Classification: DEPENDS UPON THE RESOURCE

Source:

AFIRMS COMPUTED (DOLLARS TO READINESS MODEL)

Data Type: NUMERIC

Minimum:

.01

Maximum:

9999999999.99

Data Update Frequency:

DEPENDENT UPON THE TASK WHICH REQUIRES THE RESOURCE.

Stored:

YES

Product Applications:

DOLLARS TO READINESS - FYxx, DOLLARS TO READINESS, FYxx - FYzz, DOLLARS TO READINESS-FUELS

Legal Values:

.01 - 9999999999.99

Appearance Name: RESOURCE LAST INVENTORY DATE

Appearance Number: 13E

Appearance Definition:

CALENDAR DATE WHEN THE LAST PHYSICAL INVENTORY WAS MADE OF THIS RESOURCE.

Security Classification: UNCLASSIFIED

Source:

WING MANAGER OF THE RESOURCE

Data Type: ALPHANUMERIC

Minimum # of characters: 7

Maximum # of characters: 7

Data format: NNAAANN

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: MUNITIONS AVAILABILITY FORECAST

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	1-31
3-5	MONTH	JAN-DEC
6-7	YEAR	00-99

Appearance Name: RESOURCE USAGE RATE

Appearance Number: 13F

Appearance Definition:

THE AMOUNT OF A RESOURCE USED BY A UNIT TO PERFORM A PARTICULAR TASK.

Security Classification: DEPENDENT UPON THE TASK WHICH REQUIRES THE RESOURCE.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum:

0

Maximum:

9999

Data Update Frequency:

DEPENDENT UPON THE TASK WHICH REQUIRES THE RESOURCE.

Stored:

YES

Product Applications:

Not contained within the scope of the LPP.

Legal Values:

0 - 9999

3-107

SOFTech

Appearance Name: RESOURCE ASSIGNED AMOUNT

Appearance Number: 13G

Appearance Definition:

THE AMOUNT OF A RESOURCE ASSIGNED TO A UNIT (NOT NECESSARILY THE AMOUNT ON HAND)

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE RESOURCE STATUS SCREENS OR OTHER SYSTEMS INTERFACES.

Data Type: NUMERIC

Minimum: 0
Maximum: 9999999999

Data Update Frequency: DEPENDENT UPON THE TASK WHICH REQUIRES THE RESOURCE.

Stored: YES

Product Applications: AIRCRAFT STATUS, AIRCREW AVAILABILITY, AIRCREW STATUS

Legal Values:

0 - 9999999999

Appearance Name: RESOURCE CURRENT AMOUNT

Appearance Number: 13H

Appearance Definition:

THE QUANTITY OF A RESOURCE CURRENTLY POSSESSED ON-BASE INCLUDING THE AMOUNT THAT COULD BE ASSEMBLED FROM COMPONENTS BUT NOT INCLUDING THE AMOUNT OWNED BY ANOTHER UNIT.

Security Classification: DEPENDENT UPON THE TASK WHICH REQUIRES THE RESOURCE.

Source:

AFIRMS COMPUTED (MUNITIONS: CAS, AIRCREWS: AFORMS, FUELS: CFMS, AIRCRAFT SPARES: CSMS)

Data Type: NUMERIC

Minimum: 0
Maximum: 9999999999

Data Update Frequency: DAILY

Stored: YES

Product Applications: AIRCRAFT STATUS, AIRCREW AVAILABILITY, MUNITIONS AVAILABILITY FORECAST, MUNITIONS STATUS, POL STATUS, RESOURCE REALLOCATION, TASKED MUNITIONS, UNIT STATUS, WING RESOURCE SUMMARY

Legal Values:

0 - 9999999999

Appearance Name: RESOURCE CURRENT OFF BASE AMOUNT

Appearance Number: 131

Appearance Definition:

THE QUANTITY OF A RESOURCE POSSESSED OFF-BASE INCLUDING THE AMOUNT THAT COULD BE ASSEMBLED FROM COMPONENTS.

Security Classification: DEPENDENT UPON THE TASK WHICH REQUIRES THE RESOURCE.

Source:

AFIRMS COMPUTED (MUNITIONS: CAS, AIRCREWS: AFORMS, FUELS: CFMS, AIRCRAFT SPARES: CSMS)

Data Type: NUMERIC

Minimum: 0
Maximum: 9999999999

Data Update Frequency: DAILY

Stored: YES

Product Applications: AIRCRAFT STATUS, MUNITIONS AVAILABILITY FORECAST

Legal Values:

0 - 9999999999

Appearance Name: BASE NAME - UNIT'S RESOURCE LOCATION

Appearance Number: 13J

Appearance Definition:

THE NAME OF THE BASE AND BUILDING ON BASE WHERE THE UNIT'S RESOURCE IS LOCATED. (SAME AS 53A; ESTABLISHES THE LINK TO THE ENTITY CLASS "BASE" (53).)

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE RESOURCE STATUS SCREEN OR OTHER SYSTEM INTERFACES.

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 15

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: MUNITIONS STATUS, UNIT STATUS, WING RESOURCE SUMMARY

Legal Values:

SPANG-BLG 3026
BIT AB-BLG 4930

Appearance Name: RESOURCE REALLOCATED AMOUNT

Appearance Number: 13K

Appearance Definition:

THE PROPOSED QUANTITY OF A UNIT'S RESOURCE. BASED ON MOVING A QUANTITY FROM ONE THEATRE TO ANOTHER IN A TRANSIENT, WHAT-IF EXERCISE.

Security Classification: DEPENDENT UPON THE TASK WHICH REQUIRES THE RESOURCE.

Source:

INPUT THROUGH THE RESOURCE REALLOCATION SCREEN

Data Type: NUMERIC

Minimum: 0
Maximum: 9999999999

Data Update Frequency: N/A

Stored: NO

Product Applications: RESOURCE REALLOCATION

Legal Values:

NULL, 0 - 9999999999

Appearance Name: UNIT PRORATA SHARE OF RESOURCE

Appearance Number: 13L

Appearance Definition:

THE UNIT'S SHARE OF THE TOTAL RESOURCE EXPRESSED AS A PERCENT.
(E.G., USAFE'S SHARE OF AIM-7'S WOULD BE THE USAFE TOTAL DIVIDE
BY THE USAF TOTAL OF AIM-7'S. SIMILARLY, SPANGDAHLEM'S SHARE WO
BE CALCULATED BY DIVIDING SPANGDAHLEM'S AIM-7 TOTAL BY USAFE'S
TOTAL.

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED

Data Type: NUMERIC

Minimum: 0
Maximum: 100.0

Data Update Frequency: AS REQUIRED

Stored: NO

Product Applications: RESOURCE REALLOCATION

Legal Values:

0 - 100.0

Appearance Name: RESOURCE POSSESSED TOTAL

Appearance Number: 13M

Appearance Definition:

THE QUANTITY OF A RESOURCE OWNED BY THE UNIT (13A) THAT IS POSSESSED ON AND OFF BASE. THIS INCLUDES THE AMOUNT THAT COULD BE ASSEMBLED FROM COMPONENTS. (THIS FIELD IS THE SUM OF 13H AND 13I.)

Security Classification: DEPENDENT UPON THE TASK WHICH REQUIRES THE RESOURCE.

Source:

AFIRMS COMPUTED

Data Type: NUMERIC

Minimum: 0
Maximum: 9999999999

Data Update Frequency: N/A

Stored: NO

Product Applications: AIRCRAFT STATUS

Legal Values:

0 - 9999999999

Appearance Name: RESOURCE ROLL-UP DTG

Appearance Number: 13N

Appearance Definition:

THE DATE AND TIME WHEN RESOURCE INFORMATION WAS COLLECTED BY THE ROLL-UP PROGRAM TO BE TRANSMITTED TO EITHER THE MAJCOM OR HQ USAF.

Security Classification: UNCLASSIFIED

Source:

AFIRMS (RESOURCE ROLL-UP)

Data Type: ALPHANUMERIC
Minimum # of characters: 13
Maximum # of characters: 13

Data format: NNAAANNNNNNA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING RESOURCE SUMMARY

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY	1 - 31
3-6	MONTH	JAN - DEC
7-8	YEAR	0 - 99
9-12	HOUR	0001 - 2400
13	TIME ZONE	L (LOCAL) OR Z (ZULU)

Appearance Name: RESOURCE TRANSMIT DTG

Appearance Number: 130

Appearance Definition:

THE DATE AND TIME WHEN RESOURCE INFORMATION WAS TRANSMITTED TO
EITHER THE MAJCOM OR HQ USAF BY THE ROLL-UP.

Security Classification: UNCLASSIFIED

Source:

AFIRMS (RESOURCE ROLL-UP)

Data Type: ALPHANUMERIC

Minimum # of characters: 13

Maximum # of characters: 13

Data format: NNAAANNNNNNA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING RESOURCE SUMMARY

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY	1 - 31
3-6	MONTH	JAN - DEC
7-8	YEAR	0 - 99
9-12	HOUR	0001 - 2400
13	TIME ZONE	L (LOCAL) OR Z (ZULU)

Appearance Name: AIRCREWS MR

Appearance Number: 13P

Appearance Definition:

THE NUMBER OF UNIT AIRCREWS WSO THAT ARE MISSION READY AND AVAILABLE (HOME OR DEPLOYED). FOR MULTI-MEMBER FIGHTER CREWS TH AIRCREW NUMBER IS EQUAL TO THE SMALLEST NUMBER FOR ANY CREW POSITION.

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED

Data Type: NUMERIC

Minimum: 0
Maximum: 99

Data Update Frequency: DAILY

Stored: YES

Product Applications: AIRCREW AVAILABILITY, UNIT STATUS, WIN
RESOURCE SUMMARY

Legal Values:

0 - 99

Appearance Name: AIRCRAFT MC

Appearance Number: 13Q

Appearance Definition:

THE NUMBER OF UNIT AIRCRAFT (AT ONE LOCATION) THAT ARE MISSION CAPABLE (FMC + PMC).

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED

Data Type: NUMERIC

Minimum: 0

Maximum: 99

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: UNIT STATUS, WING RESOURCE SUMMARY

Legal Values:

0 - 99

Appearance Name: H_EXPENDED SUPPLY

Appearance Number: 13R

Appearance Definition:

AMOUNT OF RESOURCE ACTUALLY EXPENDED ON A SPECIFIC DATE FOR A
SPECIFIC UNIT. THIS HISTORICAL ITEM WILL HAVE AN ASSOCIATED DAT

Security Classification: UNCLASSIFIED

Source:

WING RESOURCE PERSONNEL

Data Type: NUMERIC

Minimum: 0

Maximum: 99999999

Data Update Frequency: HOURLY

Stored: YES

Product Applications: Not contained within the scope of the
LPP.

Legal Values:

NULL, 0 - 99999999

Appearance Name: RESOURCE CURRENT BUILT AMOUNT

Appearance Number: 13S

Appearance Definition:

THE AMOUNT OF A RESOURCE TYPE, (E.G., MUNITIONS), WHICH ARE BUILT UP FROM COMPONENTS. THIS IS THE AMOUNT ACTUALLY ASSEMBLED.

Security Classification: UNCLASSIFIED

Source:

WING RESOURCE PERSONNEL

Data Type: NUMERIC

Minimum: 0
Maximum: 99999999

Data Update Frequency: DAILY

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

NULL, 0 - 99999999

Appearance Name: H_OFF BASE AMOUNT

Appearance Number: 13T

Appearance Definition:

THE AMOUNT OF A RESOURCE HELD AT ANY OF A VARIETY OF OFF-BASE LOCATIONS WHICH IS DESIGNATED TO BE SHIPPED TO AND EXPENDED BY THE UNIT. UP TO 60 DAYS OF THIS ITEM WILL BE STORED.

Security Classification: UNCLASSIFIED

Source:

WING RESOURCE PERSONNEL

Data Type: NUMERIC

Minimum:

0

Maximum:

999999999

Data Update Frequency: MONTHLY

Stored: YES

Product Applications: MUNITIONS AVAILABILITY FORECAST

Legal Values:

NULL, 0 - 99999999

Appearance Name: RESOURCE REMARKS1

Appearance Number: 13U

Appearance Definition:

REMARKS ABOUT THE UNIT'S SUPPLY OF THE RESOURCE TYPE.

Security Classification: UNCLASSIFIED

Source:

RESOURCE MANAGEMENT PERSONNEL

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 30

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

N/A

Appearance Name: RESOURCE SUPPLY CRITICAL LEVEL

Appearance Number: 13V

Appearance Definition:

NUMERIC QUANTITY OF A RESOURCE FOR A UNIT WHICH IS CONSIDERED
MINIMUM NECESSARY SUPPLY.

Security Classification: UNCLASSIFIED

Source:

RESOURCE MANAGEMENT PERSONNEL

Data Type: NUMERIC

Minimum:

0

Maximum:

99999999

Data Update Frequency: N/A

Stored: NO

Product Applications: MUNITIONS AVAILABILITY FORECAST

Legal Values:

NULL, 0 - 99999999

Appearance Name: RESOURCE TOTAL CURRENTLY AVAILABLE

Appearance Number: 13W

Appearance Definition:

AMOUNT OF "RESOURCE POSSESSED TOTAL" (13M) AVAILABLE FOR USE.
SUM OF ON-BASE AND DESIGNATED OFF-BASE INVENTORY OF THE RESOURCE
WHICH ARE AVAILABLE FOR USE BY THE BASE.

Security Classification: UNCLASSIFIED

Source:

AFIRMS CALCULATED

Data Type: NUMERIC

Minimum: 1
Maximum: 9999999999

Data Update Frequency: N/A

Stored: NO

Product Applications: MUNITIONS AVAILABILITY FORECAST

Legal Values:

1 - 9999999999

Appearance Name: RESOURCE SUPPLY DAYS REMAINING

Appearance Number: 13X

Appearance Definition:

THE NUMBER OF DAYS UNTIL THE AMOUNT OF RESOURCE IN 13W IS TOTAL
DEPLETED AT THE DAILY EXPENDITURE RATE IN 13Y.

Security Classification: SECRET

Source:

AFIRMS CALCULATED

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: N/A

Stored: NO

Product Applications: MUNITIONS AVAILABILITY FORECAST

Legal Values:

0 - 999

Appearance Name: RESOURCE DAILY EXPENDITURE RATE

Appearance Number: 13Y

Appearance Definition:

DAILY EXPENDITURE OR DEPLETION RATE OF AN EXPENDABLE RESOURCE
BASED ON AVERAGE EXPENDITURE OVER USER DESIGNATED PERIOD OF
HISTORY OR BY USER DESIGNATED EXPENDITURE RATE.

Security Classification: UNCLASSIFIED

Source:

AFIRMS CALCULATION OR USER INPUT

Data Type: NUMERIC

Minimum: 0

Maximum: 999999

Data Update Frequency: N/A

Stored: NO

Product Applications: MUNITIONS AVAILABILITY FORECAST

Legal Values:

0 - 999999

Appearance Name: RESOURCE SUPPLY DAYS UNTIL CRITICAL

Appearance Number: 13Z

Appearance Definition:

NUMBER OF DAYS UNTIL THE CURRENTLY AVAILABLE INVENTORY OF THE RESOURCE FALLS BELOW 13V, THE CRITICAL QUANTITY DESIGNATED BY THE USER.

Security Classification: SECRET

Source:

AFIRMS CALCULATED

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: N/A

Stored: NO

Product Applications: MUNITIONS AVAILABILITY FORECAST

Legal Values:

0 - 999

3-127

SOFTech

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.11 Entity Class Number 15

Entity Class Name: MISSION

Entity Class Definition:

A SPECIFIC FLIGHT ASSIGNMENT CONSISTING OF ONE OR MORE SORTIES ALL DIRECTED TO THE SAME GOAL. (THIS IS A SPECIFIC TYPE OF MISSION FROM AMONG THE MANY TYPES OF UNIT MISSIONS. THIS DATA REQUIRED TO COMPLETE THE FLIGHT SCHEDULE.)

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: MISSION ORDER IDENTIFICATION

Appearance Number: 15A

Appearance Definition:

A UNIQUE IDENTIFICATION FOR AN ORDER.

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.G.
EIFEL, FRAG ORDER, ETC.

Data Type: NUMERIC

Minimum: 1

Maximum: 9999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the
LPP.

Legal Values:

1 - 9999

3-130

SOFTech

Appearance Name: ORDER CHANGE NUMBER

Appearance Number: 15B

Appearance Definition:

AUGMENTS THE ORDER IF A CHANGE OR UPDATE TO THE ORDER IS NECESSARY.

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.G. EIFEL, FRAG ORDER, ETC.

Data Type: NUMERIC

Minimum: 1

Maximum: 99

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

1 - 99

Appearance Name: MISSION NUMBER

Appearance Number: 15C

Appearance Definition:

UNIQUE MISSION NUMBER ASSIGNED FROM THE ORDER.

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.G. EIFEL, FRAG ORDER, ETC.

Data Type: ALPHANUMERIC

Minimum # of characters: 4

Maximum # of characters: 7

Data format: NNAANN

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	TYPE OF MISSION	1-12
3-4	TASKING AGENCY	A-E, G-J, L, N, P-R, V-Z, AA-AC, FD, FS, TK, TM, TZ, UC
5-7	MISSION	001-999

REFER TO AAFCE MANUAL 80-3 (NATO SECRET) FOR DESCRIPTION OF MISSION NUMBERS.

Appearance Name: PRIMARY MISSION TYPE ASSIGNED

Appearance Number: 15D

Appearance Definition:

TYPE OF MISSION TO BE FLOWN.

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.C
EIFEL, FRAG ORDER, ETC.

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 5

Data format: AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE, TASKED MISSIONS,
TASKING INFORMATION

Legal Values:

BAI, INTD, WW, OCA, AD, DCA

Appearance Name: MISSION UNIT NAME

Appearance Number: 15E

Appearance Definition:

THE AIR FORCE UNIT DESIGNATED TO CARRY OUT THE MISSION. (SAME AS
1A; ESTABLISHES THE LINK TO THE ENTITY CLASS "AIR FORCE UNIT"
(1).)

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.G.
EIFEL, FRAG ORDER, ETC.

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

HAFHQ	AFECM
PAFCM	TACCM
52 TFGWG	23 TFGSQ
81 TFGSQ	480 TFGSQ

Appearance Name: MISSION NUMBER OF AIRCRAFT

Appearance Number: 15F

Appearance Definition:

THE REQUIRED NUMBER OF AIRCRAFT FOR A PARTICULAR MISSION.

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.G.
EIFEL, FRAG ORDER, ETC.

Data Type: NUMERIC

Minimum: 0
Maximum: 99

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

0 - 99

Appearance Name: MISSION START TIME OVER TARGET

Appearance Number: 15G

Appearance Definition:

THE TIME THAT THE AIRCRAFT THAT COMPRISE A MISSION ARE TO INITIALLY ARRIVE OVER THEIR ASSIGNED TARGET (IN LOCAL OR ZULU TIME).

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.G. EIFEL, FRAG ORDER, ETC.

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

0001L - 2400L OR 0001Z - 2400Z

Appearance Name: MISSION STOP TIME OVER TARGET

Appearance Number: 15H

Appearance Definition:

THE TIME REQUIRED TO DEPART THE ASSIGNED TARGET AREA FOR AN AIRCRAFT THAT COMPRISE A MISSION (IN LOCAL OR ZULU TIME).

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM (E.G. EIFEL, FRAG ORDER, ETC) OR THE WING WOC USER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

0001L - 2400L OR 0001Z - 2400Z

Appearance Name: MISSION TAKE-OFF TIME

Appearance Number: 15I

Appearance Definition:

THE TIME THAT AN AIRCRAFT MUST TAKE-OFF IN ORDER TO MEET ITS REQUESTED START TIME OVER TARGET (IN LOCAL OR ZULU TIME).

Security Classification: UNCLASSIFIED

Source:

THE WING WOC USER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

0001L - 2400L OR 0001Z - 2400Z

Appearance Name: MISSION LAND TIME

Appearance Number: 15J

Appearance Definition:

THE TIME THAT AN AIRCRAFT IS EXPECTED TO LAND AFTER IT HAS COMPLETED ITS MISSION (IN LOCAL OR ZULU TIME).

Security Classification: UNCLASSIFIED

Source:

THE WING WOC USER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

0001L - 2400L OR 0001Z - 2400Z

Appearance Name: MISSION FLIGHT DURATION

Appearance Number: 15K

Appearance Definition:
THE BLOCK OF TIME BETWEEN AIRCRAFT TAKE-OFF AND LANDING (IN TENTHS OF HOURS).

Security Classification: UNCLASSIFIED

Source:
COMPUTED BY AFIRMS

Data Type: NUMERIC
Minimum: 0
Maximum: 99.9

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:
0 - 99.9

Appearance Name: SUPPORT MISSION NUMBER

Appearance Number: 15L

Appearance Definition:

THE NUMBER WHICH IDENTIFIES THE MISSION ASSIGNED BY AN ORDER TO SUPPORT THIS PARTICULAR MISSION (E.G., THE 15C FOR THE MISSION TO SUPPORT THIS PARTICULAR MISSION.)

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.G. EIFEL, FRAG ORDER, ETC.

Data Type: ALPHANUMERIC

Minimum # of characters: 7

Maximum # of characters: 7

Data format: NNAANNN

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	TYPE OF MISSION	1-12
3-4	TASKING AGENCY	A-E, A-J, L, N, P-R, V-Z, AA-AC, FD, FS, TK, TM, TZ, UC
5-7	MISSION	001-999

REFER TO AAFCE MANUAL 80-3 (NATO SECRET) FOR DESCRIPTION OF MISSION NUMBERS.

Appearance Name: MISSION TARGET DESCRIPTION

Appearance Number: 15N

Appearance Definition:

NAME OF TARGET ASSIGNED TO THE MISSION.

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.G.
EIFEL, FRAG ORDER, ETC.

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 15

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

N/A

Appearance Name: ALTERNATE MISSION TYPE

Appearance Number: 15P

Appearance Definition:

THE SCHEDULED ALTERNATIVE PEACETIME TRAINING MISSION THE AIRCREW
WILL FLY IN THE EVENT THE PRIMARY TRAINING MISSION CANNOT BE
COMPLETED.

Security Classification: UNCLASSIFIED

Source:

THE WING OR SQUADRON SCHEDULING USER

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 5

Data format: AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

INT	NRBS	RBS
CAS	RNG	PROF
BFM	ACM	ACT
DACT	INST	LL
NLL		
(CAN BE MORE)		

Appearance Name: MISSION TARGET COORDINATE

Appearance Number: 155

Appearance Definition:

MISSION TARGET LOCATION. (THIS FIELD MAY BE EXPRESSED AS A LATITUDE/LONGITUDE COORDINATE PAIR OR A WORLD GEOGRAPHIC REFERENCE (GEOREF) SYSTEM COORDINATE.)

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.G. EIFEL, FRAG ORDER, ETC.

Data Type: ALPHANUMERIC

Minimum # of characters: 6

Maximum # of characters: 11

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

FOR GEOGRAPHIC REFERENCE: AA0000 - ZZZZ999999

FOR LATITUDE/LONGITUDE REFERENCE:

FIELD COL	DEFINITION	EXAMPLES
1-4	LATITUDE	000 - 18000
5	HEMISPHERE	N, S
7-10	LONGITUDE	000 - 9000
11	HEMISPHERE	E, W

Appearance Name: MISSION TURN BACK FLAG

Appearance Number: 15U

Appearance Definition:

A SIGNAL THAT THIS MISSION CANNOT OR WILL NOT BE FLOWN BY THE UNIT.

Security Classification: UNCLASSIFIED

Source:

THE SGM OR WING WOC USER

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 1

Data format: A

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: TASKED MISSIONS, TASKED MUNITIONS,
TASKING INFORMATION

Legal Values:

Y = MISSION ACCEPTED

N = MISSION REJECTED

NULL

Appearance Name: MISSION REMARKS

Appearance Number: 15V

Appearance Definition:

COMMENTS ABOUT THE MISSION.

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM, (E.G. EIFEL, FRAG ORDER, ETC) AND WING WOC USER

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 60

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

N/A

Appearance Name: MISSION TASKED MUNITION CODE

Appearance Number: 15W

Appearance Definition:

STANDARD CONVENTIONAL LOAD (SCL) CODE STATED IN TASKING.

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM (E.G. EIFEL, FRAG ORDER, ETC.) AND WING WOC USER

Data Type: ALPHANUMERIC

Minimum # of characters: 6

Maximum # of characters: 6

Data format: AAXXXA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1	NATIONAL CODE	U = UNITED STATES
2	AIRCRAFT CODE	A-Z
3-5	CONFIGURATION	001-999 OR A-ZZZ
6	ADDITIONAL REQUIREMENTS	A-Z

AIRCRAFT CODE IS AN AIRCRAFT MDS,
I.E. AIRCRAFT CODE "D" IS MDS "F4E/G".

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.12 Entity Class Number 20

Entity Class Name: RESOURCE SUPPLY AT ONE LOCATION

Entity Class Definition:

CHARACTERISTICS OF A QUANTITY OF A UNIT'S RESOURCE THAT IS A
SUBSET OF THE UNIT'S TOTAL QUANTITY OF THE RESOURCE ON A BASE (OR
BASES).

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: UNIT NAME OF SUPPLY OWNER AT THIS LOCATION

Appearance Number: 20A

Appearance Definition:

THE UNIT WHICH MUST ACCOUNT FOR A SUPPLY OF A PARTICULAR RESOURCE AT THE LOCATION STATED IN 20D. (SAME AS 13A; ESTABLISHES THE LINK TO THE ENTITY CLASS "UNIT'S SUPPLY OF RESOURCE" (13).)

Security Classification: UNCLASSIFIED

Source:

THE UNIT IN CHARGE OF THE PARTICULAR RESOURCE

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: POL STATUS

Legal Values:

HAFHQ	PAFCM
AFECM	TACCM
52 TFGWG	81 TFGSQ
23 TFGSQ	480 TFGSQ

Appearance Name: RESOURCE TYPE OF SUPPLY AT THIS LOCATION

Appearance Number: 20B

Appearance Definition:

THE TYPE OF THE RESOURCE AT THIS LOCATION ON BASE. (SAME AS 5A;
ESTABLISHES THE LINK TO THE ENTITY CLASS "RESOURCE TYPE" (5).)

Security Classification: UNCLASSIFIED

Source:

THE UNIT IN CHARGE OF THE PARTICULAR RESOURCE

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: POL STATUS

Legal Values:

TRAP	AIRCRAFT SPARES
AIRCREW	MAINTENANCE SUPPORT
JP4	MK85
PILOT	F4E
AIM-7	AGM-45

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

Appearance Name: SUPPLY LOCATION TYPE

Appearance Number: 20C

Appearance Definition:

TYPE OR CLASS OF A LOCATION FOR UNIT'S SUPPLY.

Security Classification: UNCLASSIFIED

Source:

THE UNIT IN CHARGE OF THE PARTICULAR RESOURCE

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 15

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: POL STATUS

Legal Values:

BUILDING
TRUCK

R-5
TABVEE

Appearance Name: SUPPLY LOCATION NUMBER

Appearance Number: 20D

Appearance Definition:

NUMERIC DESIGNATOR FOR A SUPPLY LOCATION TYPE THAT POSITIVELY SPECIFIES LOCATION OF UNIT'S QUANTITY OF RESOURCE SUPPLY. (CAN BE BASE PLUS BUILDING NUMBER OR VEHICLE SERIAL NUMBER.)

Security Classification: UNCLASSIFIED

Source:

THE UNIT IN CHARGE OF THE PARTICULAR RESOURCE

Data Type: ALPHANUMERIC

Minimum # of characters: 7

Maximum # of characters: 12

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: POL STATUS

Legal Values:

RAMS130, SPAN325, BITB214
(4 LETTER BASE CODE + BUILDING #'S (5 NUMBERS MAX.))

RAMS942847, SPAN29381, BITB92702408
(4 LETTER BASE CODE + TRUCK SERIAL NUMBER (8 NUMBERS MAX.))

Appearance Name: SUPPLY LOCATION RESOURCE CAPACITY

Appearance Number: 20E

Appearance Definition:

THE TOTAL CAPACITY OF THE REFERENCED LOCATION FOR THE RESOURCE
TYPE OF THE UNIT.

Security Classification: UNCLASSIFIED

Source:

THE UNIT IN CHARGE OF THE PARTICULAR RESOURCE

Data Type: NUMERIC

Minimum: 0

Maximum: 999999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: POL STATUS

Legal Values:

NULL, 0 - 999999

Appearance Name: T_SUPPLY LOCATION RESOURCE INVENTORY

Appearance Number: 20F

Appearance Definition:

THE FORECAST OF A PARTICULAR RESOURCE (20B) AT A PARTICULAR TIME
AND AT A PARTICULAR LOCATION (20D).

Security Classification: UNCLASSIFIED

Source:

THE UNIT IN CHARGE OF THE PARTICULAR RESOURCE

Data Type: NUMERIC

Minimum: 0
Maximum: 999999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: POL STATUS

Legal Values:

0 - 999999

Appearance Name: SUPPLY LOCATION RESOURCE INVENTORY D

Appearance Number: 20G

Appearance Definition:

THE DATE OF THE RESOURCE INVENTORY AT THE TIME IT CHANGED.

Security Classification: UNCLASSIFIED

Source:

THE UNIT IN CHARGE OF THE PARTICULAR RESOURCE

Data Type: ALPHANUMERIC

Minimum # of characters: 6

Maximum # of characters: 7

Data format: NNAAANN

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: POL STATUS

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	0-31
3-5	MONTH	JAN-DEC
6-7	YEAR	0-99

Appearance Name: RESOURCE SUPPLY IDENTIFIER

Appearance Number: 20H

Appearance Definition:

THE IDENTIFIER THAT UNIQUELY DEFINES THE SUPPLY OF A PARTICULAR RESOURCE FOR A TASK OR SET OF TASK THE AIR FORCE MUST ACCOMPLISH. THIS LABEL IS ALSO USED TO DEFINE HYPOTHETICAL TASKING THAT MAY BE USED IN THE SORTIE GENERATION MODEL.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: RESUPPLY SCHEDULE (TASKING).

Legal Values:

CINCUSAFE

USAF

AAFCE

OPLAN 4000

WMP 5

ATO 3

Appearance Name: STORAGE CONTAINER SERVICEABILITY

Appearance Number: 20J

Appearance Definition:

STATUS OF STORAGE CONTAINER.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE POL STATUS SCREEN

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 15

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: POL STATUS

Legal Values:

NMC

MR

Appearance Name: STORAGE CONTAINER ETIC

Appearance Number: 20K

Appearance Definition:

DATE TIME GROUP WHEN STORAGE CONTAINER IS EXPECTED TO RETURN TO MR FROM NMC.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE POL STATUS

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 12

Data format: NNAAANNNNNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: POL STATUS

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY	1 - 31
3-5	MONTH	JAN - DEC
6-7	YEAR	0 - 99
8-11	HOUR	0001 - 2400
12	TIME ZONE	L (LOCAL) OR Z (ZULU)

NOTE: FIELD WILL BE NULL IF MR.

Appearance Name: STORAGE CONTAINER REMARKS

Appearance Number: 20L

Appearance Definition:

REMARKS ABOUT THE STORAGE CONTAINER.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE APPLICABLE RESOURCE STATUS SCREENS

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 15

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: POL STATUS

Legal Values:

N/A

3-160

SOFTech

3.2.13 Entity Class Number 39

Entity Class Name: RESOURCE RELATIONSHIP ORDER

Entity Class Definition:

DEFINES COMBINATION OF RESOURCES TO CREATE "HIGHER LEVEL" RESOURCES. (E.G. COMPONENTS OF A BOMB: BODY, FINS, SEEKER. THEN, WHAT GOES INTO A SEEKER, ETC.) ALSO, FUEL TRUCKS "BELONG TO" THE TYPE OF FUEL.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: OWNING RESOURCE DESIGNATOR

Appearance Number: 39A

Appearance Definition:

NAME OF ASSEMBLED RESOURCE.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW GENERATION, POL STATUS

Legal Values:

TRAP	AIRCRAFT SPARES
AIRCREW	MAINTENANCE SUPPORT
JP4	MK85
PILOT	F4E
AIM-7	AGM-45

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

Appearance Name: SUBORDINATE RESOURCE DESIGNATOR

Appearance Number: 39B

Appearance Definition:

PART USED IN ASSEMBLED RESOURCE (MAY BE SUB ASSEMBLY).

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW GENERATION, POL STATUS

Legal Values:

TRAP	AIRCRAFT SPARES
AIRCREW	MAINTENANCE SUPPORT
JP4	MK85
PILOT	F4E
AIM-7	AGM-45

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

Appearance Name: QUANTITY OF SUBORDINATE RESOURCE

Appearance Number: 39C

Appearance Definition:

QUANTITY OF PARTS (39B) REQUIRED IN ASSEMBLED RESOURCE (39A).

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: NUMERIC

Minimum: 1

Maximum: 9999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

1 - 9999

OWNING RESOURCE DESIGNATOR	SUBORDINATE RESOURCE DESIGNATOR	QUANTITY OF SUBORDINATE RESOURCE
MK-825E	MK-825E 1	2
MK-825E	MK-825E 2	1
MK-825E	MK-825E 3	2
MK-825E 1	MK-825E 1A	8
MK-825E 1	MK-825E 1B	4
FUEL	DIESEL	NULL
FUEL	JP4	NULL
FUEL	LOX	NULL
FUEL	GAS	NULL
GAS	MOGAS	NULL
GAS	AVGAS	NULL

Figure 3-2. Example of Entity Class 39

The example of Figure 3-2 serves to demonstrate this component part breakdown. The first three entries under the column "Owning Resource Designator" are MK-825E. We note from these three entries in sequence that the MK-825E is built from the following component parts:

<u>COMPONENT PART IDENTIFICATION</u>	<u>NUMBER OF COMPONENT PARTS</u>
MK-825E 1	2
MK-825E 2	1
MK-825E 3	2

Now the MK-825E 1 is itself an assembly of parts as follows, as observed from the fourth and fifth entries in this table.

<u>COMPONENT PART IDENTIFICATION</u>	<u>NUMBER OF COMPONENT PARTS</u>
MK-825E 1A	8
MK-825E 1B	4

One can now observe how these breakdowns can continue through any number of levels.

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.14 Entity Class Number 50

Entity Class Name: SORTIE

Entity Class Definition:

ASSIGNMENT OF PHYSICAL AIRCRAFT TO SATISFY A MISSION AND THE
PHYSICAL RESULTS OF THE ASSIGNMENT. THIS DATA IS REQUIRED TO
COMPLETE THE FLYING SCHEDULE.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: SORTIE SEQUENCE NUMBER

Appearance Number: 50A

Appearance Definition:

A SEQUENCE NUMBER ASSIGNED ON A FLYING SCHEDULE TO UNIQUELY IDENTIFY A SORTIE WITHIN THAT SCHEDULE LINE.

Security Classification: UNCLASSIFIED

Source:

THE WING MAINTENANCE PLANS AND SCHEDULER

Data Type: NUMERIC

Minimum: 1

Maximum: 999

Data Update Frequency: PERMANANENT

Stored: YES

Product Applications: AIRCREW GENERATION, FLYING SCHEDULE

Legal Values:

1 - 999

Appearance Name: SORTIE ASSIGNED CALL SIGN

Appearance Number: 50B

Appearance Definition:

RADIO IDENTIFICATION NAME.

Security Classification: UNCLASSIFIED

Source:

WING SCHEDULING USER

Data Type: ALPHANUMERIC

Minimum # of characters: 7

Maximum # of characters: 7

Data format: AAAAAANN

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

BUICK52

PINT011

(ACTUALLY, ANY UP TO 5 CHARACTERS THAT CAN BE
PRONOUNCED FOLLOWED BY TWO NUMBERS)

Appearance Name: SORTIE TURN NUMBER

Appearance Number: 50C

Appearance Definition:

THE TURN NUMBER APPLICABLE TO A GIVEN SORTIE (APPEARS AS SORTIE NUMBER ON FLYING SCHEDULE).

Security Classification: UNCLASSIFIED

Source:

WING MAINTENANCE OPERATIONS USER

Data Type: NUMERIC

Minimum: 1
Maximum: 99

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

1 - 99

Appearance Name: SORTIE ASSIGNED TAKE-OFF TIME
Appearance Number: 50D
Appearance Definition:
TIME AT WHICH A SORTIE IS EXPECTED TO TAKE-OFF (IN LOCAL OR ZULU).
Security Classification: UNCLASSIFIED
Source:
WING SCHEDULING USER
Data Type: ALPHANUMERIC
Minimum # of characters: 5
Maximum # of characters: 5
Data format: NNNNA
Data Update Frequency: AS REQUIRED
Stored: YES
Product Applications: AIRCREW GENERATION, FLYING SCHEDULE
Legal Values:
0001L - 2400L OR 0001Z - 2400Z

Appearance Name: SORTIE EXPECTED LAND TIME

Appearance Number: 50E

Appearance Definition:

EXPECTED TIME OF LANDING (IN LOCAL OR ZULU).

Security Classification: UNCLASSIFIED

Source:

WING SCHEDULING USER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCREW GENERATION

Legal Values:

0001L - 2400L OR 0001Z - 2400Z

Appearance Name: SORTIE EXPECTED FLIGHT DURATION
Appearance Number: 50F
Appearance Definition:
EXPECTED FLIGHT DURATION (IN HOURS).
Security Classification: UNCLASSIFIED
Source:
AFIRMS COMPUTED FROM LAND AND START TIMES
Data Type: NUMERIC
Minimum: 0
Maximum: 99.9
Data Update Frequency: AS REQUIRED
Stored: YES
Product Applications: WAR MOBILIZATION PLAN, WING FLYING DAY
Legal Values:
0 - 99.9

Appearance Name: SORTIE ACTUAL TAKE-OFF TIME

Appearance Number: 50G

Appearance Definition:

TIME AIRCRAFT TOOK OFF (IN LOCAL OR ZULU).

Security Classification: UNCLASSIFIED

Source:

TBD

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

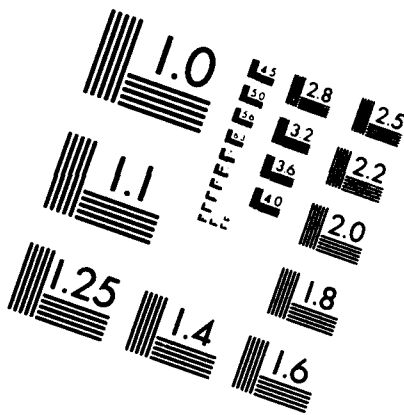
Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

0001L - 2400L OR 0001Z - 2400Z



MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

Appearance Name: SORTIE ACTUAL LAND TIME

Appearance Number: 50H

Appearance Definition:

TIME AIRCRAFT LANDED (IN LOCAL OR ZULU).

Security Classification: UNCLASSIFIED

Source:

TBD

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

0001L - 2400L OR 0001Z - 2400Z

Appearance Name: SORTIE ACTUAL FLIGHT DURATION

Appearance Number: 501

Appearance Definition:

DURATION OF AIRCRAFT'S FLIGHT (IN HOURS).

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED FROM ACTUAL TAKE-OFF AND LAND TIMES

Data Type: NUMERIC

Minimum: 0.1

Maximum: 99.9

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

0.1 - 99.9

Appearance Name: EFFECTIVENESS PRIMARY MISSION

Appearance Number: 50J

Appearance Definition:

TRAINING SORTIE EFFECTIVENESS EVALUATION.

Security Classification: UNCLASSIFIED

Source:

SQUADRON USER

Data Type: ALPHA

Minimum # of characters: 1

Maximum # of characters: 2

Data format: AA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

E, NE

Appearance Name: EFFECTIVENESS GCC

Appearance Number: 50K

Appearance Definition:

EFFECTIVENESS FOR GRADUATED COMBAT CAPABILITY TRAINING EVENTS.

Security Classification: UNCLASSIFIED

Source:

SQUADRON USER

Data Type: ALPHA

Minimum # of characters: 1

Maximum # of characters: 2

Data format: AA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

E, NE

Appearance Name: SCHEDULE DEVIATION CODE

Appearance Number: 50L

Appearance Definition:

MAINTENANCE ANALYSIS CODE FOR EFFECTIVENESS OF SCHEDULE.

Security Classification: UNCLASSIFIED

Source:

WING WOC USER

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 2

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

NULL, WX, MX

Appearance Name: OPS/COMMAND POST REMARKS

Appearance Number: 50M

Appearance Definition:

REMARK BY OPS-COMMAND POST USERS. (E.G. WHERE DID THEY GO AND HOW WELL DID THEY DO?)

Security Classification: UNCLASSIFIED

Source:

WING WOC USER

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 80

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

N/A

3-180

SOFTech

Appearance Name: MAINTENANCE REMARKS

Appearance Number: 50N

Appearance Definition:

REMARKS BY MAINTENANCE PERSONNEL. (E.G. DESIGNATING AIRCRAFT TO BE FUELED IN HOTPITS.)

Security Classification: UNCLASSIFIED

Source:

WING MAINTENANCE OPERATIONS CENTER USER

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 80

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

N/A

Appearance Name: SORTIE ASSIGNED CONFIGURATION TYPE

Appearance Number: 500

Appearance Definition:

THE AIRCRAFT CONFIGURATION ASSIGNED ON AIRCRAFT. CAN INCLUDE MUNITIONS, WEAPONS SUPPORT EQUIPMENT, AND TRAP. THIS CONFIGURATION MAY BE EXPRESSED WITH AN SCL (STANDARD CONFIGURATION LOAD) CODE NUMBER OR CONFIGURATION CODE (TRAINING ALPHANUMERIC CODE).

Security Classification: UNCLASSIFIED

Source:

WING MAINTENANCE OPERATIONS CENTER USER

Data Type: ALPHANUMERIC

Minimum # of characters: 6

Maximum # of characters: 6

Data format: AANNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1	NATIONAL CODE	U = UNITED STATES
2	AIRCRAFT CODE	A-Z
3-5	CONFIGURATION	001-999
6	ADDITIONAL REQUIREMENTS	A-Z

AIRCRAFT CODE IS AN AIRCRAFT MDS,
I.E. AIRCRAFT CODE "D" = MDS "F4E/G".

Appearance Name: SORTIE AIRCREW SHOW TIME

Appearance Number: 50P

Appearance Definition:

SCHEDULED TIME OF DAY IN ZULU TIME WHEN THE AIRCREW ASSIGNED TO THE SORTIE SHOULD BE BUSY EXECUTING PRE-FLIGHT ACTIVITY OR TASK-TYPE, "PRE-FLIGHT."

Security Classification: UNCLASSIFIED

Source:

SQUADRON USER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW GENERATION

Legal Values:

0001Z - 2400Z

Appearance Name: SORTIE AIRCREW COMPLETION TIME

Appearance Number: 50Q

Appearance Definition:

SCHEDULED TIME OF DAY IN ZULU TIME WHEN THE AIRCREW SHOULD BE FINISHED WITH THE SCHEDULED SORTIE. SPECIFICALLY, THE AIRCREW WILL FINISH THEIR TASK TYPE, "POST-FLIGHT," AT THIS TIME AND CAN START A NEW "PRE-FLIGHT".

Security Classification: UNCLASSIFIED

Source:

SQUADRON USER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW GENERATION

Legal Values:

0001L - 2400L OR 0001Z - 2400Z

Appearance Name: SORTIE MISSION NUMBER

Appearance Number: 50R

Appearance Definition:

UNIQUE MISSION NUMBER ASSIGNED FROM THE ORDER ASSIGNED TO THE SORTIE. (ESTABLISHES LINK TO ENTITY CLASS MISSION (15).)

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.G. EIFEL, FRAG ORDER, ETC.

Data Type: ALPHANUMERIC

Minimum # of characters: 4

Maximum # of characters: 7

Data format: NNAANNN

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	TYPE OF MISSION	1-12
3-4	TASKING AGENCY	A-E,G-J,L,N, P-R,V-Z,AA-AC, FD,FS,TK,TM,TZ,UC
5-7	MISSION	001-999

REFER TO AAFCE MANUAL 80-3 (NATO SECRET) FOR DESCRIPTION OF MISSION NUMBERS.

Appearance Name: SORTIE MISSION AIRCRAFT MDS

Appearance Number: 50S

Appearance Definition:

MISSION DESIGN SERIES OF THE AIRCRAFT ASSIGNED FOR A PARTICULAR SORTIE FOR A MISSION.

Security Classification: UNCLASSIFIED

Source:

THE ORDER AS RECEIVED FROM THE APPROPRIATE TASKING SYSTEM. E.G. EIFEL, FRAG ORDER, ETC.

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 7

Data format: AAANNNA

Data Update Frequency: FREE FORM ALPHANUMERIC

Stored: YES

Product Applications: TASKING INFORMATION

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-3	MISSION	A-Z
4-5	DESIGN	0-999
7	SERIES	A-Z

NOTE: BLANK FIELDS ARE SUPPRESSED.

3.2.15 Entity Class Number 53

Entity Class Name: BASE

Entity Class Definition:

THE LOCALITY AND THE INSTALLATIONS ON WHICH ONE OR MORE AIR FORCE OPERATIONAL UNITS RELY FOR SUPPLIES AND FROM WHICH THEY INITIATE SORTIES.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: BASE NAME

Appearance Number: 53A

Appearance Definition:

THE NAME OF AN AIR FORCE OPERATING BASE OR LOCATION.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 15

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: BASE STATUS, BASE STATUS MAP, MUNITIONS STATUS, UNIT STATUS

Legal Values:

GREENHAM COMMON
SPANGDAHLEM
RAMSTEIN
UPPER HEYFORD
LAKENHEATH
BITBURG
HAHN
ZWEIBRUCKEN
ETC.

AHLHORN
LEIPHEIM
NORVENICH
SEMBACH
WETHERSFIELD
BENTWATERS
WOODBIDGE
FAIRFORD

FLORENNES
SOESTERBERG
TORREJON
INCIRLIK
ZARAGOZA
AVIANO
CONRISO
ALCONBURY

Appearance Name: BASE TYPE

Appearance Number: 53B

Appearance Definition:

THE CLASS OR TYPE OF OPERATING BASE THAT A UNIT'S BASE BELONGS IN.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHA

Minimum # of characters: 3

Maximum # of characters: 3

Data format: AAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: BASE STATUS, BASE STATUS MAP

Legal Values:

MOB = MAIN OPERATING BASE

COB = COLLOCATED OPERATING BASE

Appearance Name: BASE GEOGRAPHIC AREA

Appearance Number: 53C

Appearance Definition:

THE GEOGRAPHIC AREA THAT THE UNIT'S OPERATING BASE IS LOCATED IN

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 21

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: BASE STATUS, BASE STATUS MAP, UNIT STATUS

Legal Values:

USAFE CENTRAL REGION
USAFE NORTHERN REGION

CONUS
USAFE SOUTHERN REGION

Appearance Name: BASE OPERATIONAL STATUS

Appearance Number: 53D

Appearance Definition:

A VALUE GIVING THE OVERALL ABILITY OF THE BASE TO PERFORM ITS OPERATIONAL MISSION.

Security Classification: SECRET

Source:

WING BATTLE STAFF

Data Type: ALPHANUMERIC

Minimum # of characters: 2

Maximum # of characters: 3

Data format: AAA

Data Update Frequency: DAILY

Stored: YES

Product Applications: BASE STATUS, UNIT STATUS, WING RESOURCE SUMMARY

Legal Values:

NMC = NOT MISSION CAPABLE

FOP = FULL OPERATIONS

LOP = LIMITED OPERATIONS

UNK = UNKNOWN

NA = NOT APPLICABLE

Appearance Name: BASE NBC STATUS

Appearance Number: 53E

Appearance Definition:

THE CONDITIONAL STATUS OF A BASE WITH RESPECT TO THE PRESENCE OF
NUCLEAR FALLOUT, BIOLOGICAL OR CHEMICAL AGENTS.

Security Classification: UNCLASSIFIED

Source:

WING BATTLE STAFF

Data Type: ALPHA

Minimum # of characters: 0

Maximum # of characters: 3

Data format: AAA

Data Update Frequency: DAILY DURING EXERCISE OR WAR

Stored: YES

Product Applications: BASE STATUS

Legal Values:

NUC = NUCLEAR

BIO = BIOLOGICAL

CHM = CHEMICAL

UNK = UNKNOWN

NULL = OK OR CLEAR

Appearance Name: BASE ETIC

Appearance Number: 53F

Appearance Definition:

THE TIME A BASE IS EXPECTED TO RETURN TO FULL OPERATIONAL STATUS
(IN LOCAL OR ZULU).

Security Classification: SECRET

Source:

WING BATTLE STAFF

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 11

Data format: NNNNNNA AAA

Data Update Frequency: DAILY, IF BASE IS NOT OPERATIONAL

Stored: YES

Product Applications: BASE STATUS, UNIT STATUS, WING RESOURCE
SUMMARY

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	1-31
3-6	TIME ZONE	0000-2359 L (LOCAL) OR Z (ZULU)
8	BLANK SPACE	
9	MONTH	JAN-DEC

NOTE: FIELD IS NULL IF BASE IS FULLY OPERATIONAL.

Appearance Name: BASE STATUS REMARKS

Appearance Number: 53G

Appearance Definition:

REMARKS EXPLAINING THE BASE OPERATIONAL OR NBC STATUS RATINGS.

Security Classification: SECRET

Source:

WING BATTLE STAFF

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 140

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: DAILY

Stored: YES

Product Applications: BASE STATUS

Legal Values:

N/A

Appearance Name: BASE STATUS AS OF DTG

Appearance Number: 53H

Appearance Definition:

THE EFFECTIVE DATE AND TIME OF THE BASE OPERATIONAL STATUS RATING.

Security Classification: UNCLASSIFIED

Source:

WING BATTLE STAFF

Data Type: ALPHANUMERIC

Minimum # of characters: 10

Maximum # of characters: 10

Data format: NNNNNNA AAA

Data Update Frequency: DAILY

Stored: YES

Product Applications: BASE STATUS

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	1-31
3-6	TIME	0000-2359
7	ZONE	L (LOCAL) OR Z (ZULU)
8	BLANK SPACE	
9	MONTH	JAN-DEC

Appearance Name: BASE SHORT NAME

Appearance Number: 53J

Appearance Definition:

A FOUR CHARACTER CODE COMPOSED FROM THE BASE'S FULL NAME. (IT IS USUALLY THE FIRST FOUR CHARACTERS OF THE BASE NAME.)

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 4

Maximum # of characters: 4

Data format: AAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: UNIT STATUS, WING RESOURCE SUMMARY

Legal Values:

ALCO = ALCONBURY
AHLH = AHLHORN
BITB = BITBURG
RAMS = RAMSTEIN
SPAN = SPANGDAHLEM
ETC.

Appearance Name: BASE COUNTRY NAME

Appearance Number: 53K

Appearance Definition:

NAME OF THE COUNTRY THE BASE IS LOCATED IN.

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 15

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: BASE STATUS, UNIT STATUS

Legal Values:

BELGIUM	DENMARK	GERMANY
GREECE	ICELAND	LUXEMBOURG
NETHERLANDS	NORWAY	PORTUGAL
SPAIN	TURKEY	UNITED KINGDOM
ETC.		

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.16 Entity Class Number 54

Entity Class Name: ORDER IDENTIFICATION

Entity Class Definition:

THE GENERAL IDENTIFICATION OF AN ORDER WHICH LINKS THE PORTIONS
DIRECTED TO SPECIFIC UNITS. (SEE 56)

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: ORDER IDENTIFIER

Appearance Number: 54A

Appearance Definition:

A NAME THAT IDENTIFIES AN ORDER. THIS ENCOMPASSES DATA GIVEN BY 54B, 54C, 54D.

Security Classification: DEPENDENT UPON THE PLAN/ORDER

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT TASKING, BASE FUELS CAPABILITY CAPABILITY PERSPECTIVE, FUELS CAPABILITY, INDIVIDUAL RESOURCE CAPABILITY, INTEGRATED CAPABILITY, MICA FORECAST, MUNITIONS CAPABILITY, ORDER ASSIGNMENTS, RESOURCE REALLOCATION, TASKED MISSIONS, TASKED MUNITIONS, TASKING INFORMATION, WAR MOBILIZATION PLAN, WING FLYING DAY, WING OPERATIONS RATES

Legal Values:

CINCUSAFE
USAF
AAFCE

OPLAN 4000
WMP 5
ATO 3

3-200

SOFTech

Appearance Name: ORDER OWNER

Appearance Number: 54B

Appearance Definition:

IDENTIFIES THE AIR FORCE UNIT OR INDIVIDUAL THAT ORIGINATED THE ORDER.

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, PO MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 10

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

CINCUSAFE
HQ USAF

CINCPACAF

3-201

SOFTech

Appearance Name: ORDER TYPE

Appearance Number: 54C

Appearance Definition:

THE ACRONYM FOR THE TYPE OF ORDER.

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 7

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: CAPABILITY PERSPECTIVE, MICAP FORECAST, TASKED MISSIONS, TASKED MUNITIONS

Legal Values:

OPLAN

OPORD

WMP

ATO

WHAT-IF

3-202

SOFTech

Appearance Name: ORDER ID NUMBER

Appearance Number: 54D

Appearance Definition:

THE NUMBER ASSIGNED EITHER BY THE SOURCE OR DESTINATION UNITS. USED TO UNIQUELY IDENTIFY THIS ORDER FROM OTHER ORDERS OF THE SAME TYPE WITH THE SAME OWNER. (SAME AS 15A; ESTABLISHES THE LINK TO THE ENTITY CLASS "MISSION" (15).)

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, PO MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: NUMERIC

Minimum: 1
Maximum: 9999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: CAPABILITY PERSPECTIVE, MICAP FORECAST
TASKED MISSIONS, TASKED MUNITIONS

Legal Values:

1 - 9999

3-203

SOFTech

Appearance Name: ORDER DATE

Appearance Number: 54E

Appearance Definition:

THE DATE THAT THE ORDER WAS ISSUED.

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 7

Maximum # of characters: 7

Data format: NNAAANN

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT TASKING, BASE FUELS CAPABILITY, CAPABILITY PERSPECTIVE, FUELS CAPABILITY, INDIVIDUAL RESOURCE CAPABILITY, INTEGRATED CAPABILITY, MICA FORECAST, MUNITIONS CAPABILITY, ORDER ASSIGNMENTS, RESOURCE REALLOCATION, TASKED MISSIONS, TASKED MUNITIONS, TASKING INFORMATION, WAR MOBILIZATION PLAN, WING FLYING DAY, WING OPERATIONS RATES

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	1-31
3-5	MONTH	JAN-DEC
6-7	YEAR	00-99

3-204

SOFTech

Appearance Name: ORDER TIME

Appearance Number: 54F

Appearance Definition:

DATE ORDER ISSUED OR TRANSMITTED (APPLICABLE TO MESSAGES ONLY).

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, PO MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

NULL, 0001L - 2400L OR 0001Z - 2400Z

Appearance Name: ORDER CHANGE NUMBER

Appearance Number: 54G

Appearance Definition:

UNIQUE NUMBER THAT IDENTIFIES ANY CHANGE TO AN ORDER (MAY BE BLANK).

Security Classification: UNCLASSIFIED

Source:

THE ORDER CHANGE. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: NUMERIC

Minimum: 1

Maximum: 99

Data Update Frequency:

AS REQUIRED (DEPENDS UPON ORDER TYPE WILL VARY FROM DAILY TO ANNUALLY.)

Stored:

YES

Product Applications:

AIRCRAFT TASKING, AIRCREW GENERATION, BASE FUELS CAPABILITY, CAPABILITY PERSPECTIVE, FUELS CAPABILITY, INDIVIDUAL RESOURCE CAPABILITY, INTEGRATED CAPABILITY, MICAP FORECAST, MUNITIONS CAPABILITY, ORDER ASSIGNMENTS, RESOURCE REALLOCATION, TASKED MISSIONS, TASKED MUNITIONS, TASKING INFORMATION, WAR MOBILIZATION PLAN, WING FLYING DAY, WING OPERATIONS RATES

Legal Values:

NULL, 1 - 99

Appearance Name: ORDER CHANGE DATE

Appearance Number: 54H

Appearance Definition:

DATE ORDER CHANGE IS ISSUED. IF 54G BLANK, THIS WILL BE BLANK.

Security Classification: UNCLASSIFIED

Source:

THE ORDER CHANGE. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 7

Maximum # of characters: 7

Data format: NNAAANN

Data Update Frequency: DAILY

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	1-31
3-5	MONTH	JAN-DEC
6-7	YEAR	00-99

3-207

SOFTech

Appearance Name: ORDER CHANGE TIME

Appearance Number: 54J

Appearance Definition:

TIME OF DAY THAT ORDER IS ISSUED. MAY BE BLANK BECAUSE THIS IS APPLICABLE TO MESSAGES ONLY. IN ANY CASE, IF 54G IS BLANK THIS IS BLANK. (TIME MAY BE LOCAL OR ZULU.)

Security Classification: UNCLASSIFIED

Source:

THE ORDER CHANGE. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

NULL, 0001L - 2400L OR 0001Z - 2400Z

Appearance Name: ORDER CLASSIFICATION

Appearance Number: 54K

Appearance Definition:

THE SECURITY CLASSIFICATION OF THE ORDER.

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, PROGRAM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 6

Maximum # of characters: 21

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT TASKING, BASE FUELS CAPABILITY, CAPABILITY PERSPECTIVE, FUELS CAPABILITY, INDIVIDUAL RESOURCE CAPABILITY, INTEGRATED CAPABILITY, MIO FORECAST, MUNITIONS CAPABILITY, ORDER ASSIGNMENTS, RESOURCE REALLOCATION, TASKED MISSIONS, TASKED MUNITIONS, TASKING INFORMATION, WAR MOBILIZATION PLAN, WING FLYING DAY, WING OPERATIONS RATES

Legal Values:

UNCLASSIFIED
CONFIDENTIAL
TOP SECRET

FOR OFFICIAL USE ONLY
SECRET

3-209

SOFTech

Appearance Name: ORDER CLASSIFIED BY

Appearance Number: 54L

Appearance Definition:

THE NAME OF THE INDIVIDUAL AGENCY, OR DOCUMENT THAT DETERMINED THE SECURITY CLASSIFICATION.

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 21

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

N/A

3-210

SOFTech

Appearance Name: ORDER DECLASSIFICATION DATE

Appearance Number: 54M

Appearance Definition:

DATE THIS ORDER MAY BE DECLASSIFIED. MAY BE USED IN LIEU OF 54N
IF SO, IT WILL BE BLANK IF 54K ENTRY IS UNCLASSIFIED.

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER
PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM
MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING
INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 7

Maximum # of characters: 7

Data format: NNAAANN

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the
LPP.

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	1-31
3-5	MONTH	JAN-DEC
6-7	YEAR	00-99

NOTE: THIS FIELD WILL BE NULL IF 54K IS UNCLASSIFIED.

Appearance Name: ORDER CLASSIFICATION REVIEW DATE

Appearance Number: 54N

Appearance Definition:

DATE THIS ORDER WILL BE REVIEWED FOR RECLASSIFICATION. MAY BE IN LIEU OF 54M. IT WILL BE BLANK IF 54K ENTRY IS UNCLASSIFIED.

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 7

Maximum # of characters: 7

Data format: NNAAANN

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	1-31
3-5	MONTH	JAN-DEC
6-7	YEAR	00-99

NOTE: THIS FIELD WILL BE NULL IF 54K IS UNCLASSIFIED.

Appearance Name: ORDER THEATRE NAME

Appearance Number: 54P

Appearance Definition:

THE NAME OF THE ORDER'S THEATRE OR GEOGRAPHICAL AREA OF OPERATION.

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, PO MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 25

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

USAFE CENTRAL REGION
USAFE NORTHERN REGION

CONUS
USAFE SOUTHERN REGION

Appearance Name: NUMBER OF DAYS TO RUN SGM MODEL

Appearance Number: 54Q

Appearance Definition:

THE NUMBER OF DAYS THE SORTIE GENERATION MODEL IS RUN FOR AGAINST THE TASKING AND RESOURCES SPECIFIED IN 13D, 8B, 56D, 1E, AND 20H.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 1
Maximum: 999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

1 - 999

Appearance Name: SORTIE GENERATION MODEL RUN REMARKS

Appearance Number: 54R

Appearance Definition:

REMARKS ABOUT A PARTICULAR RUN OF THE SORTIE GENERATION MODEL.

Security Classification: UNCLASSIFIED

Source:

INPUT BY THE USER (SORTIE GENERATION MODEL)

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 45

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

N/A

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.17 Entity Class Number 56

Entity Class Name: UNITS PIECE OF ORDER

Entity Class Definition:

THE INFORMATION SUMMARIZING THE PORTION OF AN ORDER DIRECTED TO SPECIFIC UNIT. (MORE DETAILED THAN 54, LESS DETAILED THAN THE LIST OF INDIVIDUAL MISSIONS SHOWN BY 15.)

Entity Class Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Appearance Name: TASKED UNIT NAME

Appearance Number: 56A

Appearance Definition:

IDENTIFIES THE AIR FORCE UNIT TO WHICH THIS PART OF THE ORDER APPLIES. (SAME AS 1A; ESTABLISHES THE LINK TO THE ENTITY CLASS "AIR FORCE UNIT" (1).)

Security Classification: UNCLASSIFIED

Source:

THE ORDER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: CAPABILITY PERSPECTIVE, RESOURCE REALLOCATION

Legal Values:

HAFHQ	AFECM
PAFCM	TACCM
52 TFGWG	23 TFGSQ
81 TFGSQ	480 TFGSQ

Appearance Name: UNIT TASK ASSIGNMENT SET IDENTIFIER

Appearance Number: 56C

Appearance Definition:

THE LABEL WHICH UNIQUELY IDENTIFIES A SET OF INFORMATION PERTAINING TO A UNIT TO BE USED IN CONJUNCTION WITH A PARTICULAR TASK OR SET OF TASKS THE AIR FORCE MUST ACCOMPLISH. (E.G. THE LABEL WHICH IDENTIFIES ACTUAL OR HYPOTHETICAL FACTS ABOUT THE UNIT TO BE USED IN A PARTICULAR RUN OF THE SORTIE GENERATION MODEL.)

Security Classification: UNCLASSIFIED

Source:

DEPENDENT UPON THE PLAN/ORDER

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: ORDER ASSIGNMENTS

Legal Values:

CINCUSAFE

USAF

AAFCE

OPLAN 4000

WMP 5

ATO 3

Appearance Name: UNIT ORDER IDENTIFICATION

Appearance Number: 56D

Appearance Definition:

A UNIQUE IDENTIFICATION FOR AN ORDER. A CONCATENATION OF 54B, 54C, AND 54D. (SAME AS 54A; ESTABLISHES A LINK TO THE ENTITY CLASS "ORDER" (54).)

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

CINCUSAFE

HQ USAF

AAFCE

OPLAN 4000

WMP 5

ATO 3

3-220

SOFTech

Appearance Name: BASE NAME - UNIT EMPLOYMENT LOCATION

Appearance Number: 56E

Appearance Definition:

THE NAME OF THE BASE AT WHICH THE UNIT IS EMPLOYED IN THE ORDER

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, PC MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 15

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

SPANGDAHLEM
RAMSTEIN
ETC.

BITBURG
PENTAGON

Appearance Name: UNIT EMPLOYMENT DAY

Appearance Number: 56F

Appearance Definition:

THE DAY ON WHICH THE UNIT IS EXPECTED TO BE EMPLOYED AT THE UNIT'S EMPLOYMENT LOCATION (56C).

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 5

Data format: NNN

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: MUNITIONS CAPABILITY, WAR MOBILIZATION PLAN

Legal Values:

D - D+180

Appearance Name: T UNIT DAILY SORTIE TASK

Appearance Number: 56G

Appearance Definition:

THE NUMBER OF SORTIES FOR EACH DAY OF THE TASK, THAT THE UNIT
TASKED TO COMPLETE.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED

Data Type: NUMERIC

Minimum:

0

Maximum:

99999

Data Update Frequency: DAILY

Stored: YES

Product Applications: AIRCRAFT CAPABILITY, AIRCREW CAPABILITY
CAPABILITY PERSPECTIVE, INDIVIDUAL
RESOURCE CAPABILITY, INTEGRATED
CAPABILITY

Legal Values:

0 - 99999

Appearance Name: T UNIT DAILY INTEGRATED SORTIE
CAPABILITY

Appearance Number: 56H

Appearance Definition:

THE NUMBER OF SORTIES FOR EACH DAY OF THE TASK THE UNIT CAN
COMPLETE WITH ALL OF ITS RESOURCES.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED

Data Type: NUMERIC

Minimum: 0
Maximum: 99999

Data Update Frequency: DAILY

Stored: YES

Product Applications: CAPABILITY PERSPECTIVE, INTEGRATED
CAPABILITY

Legal Values:

0 - 99999

Appearance Name: UNIT WMP SORTIE DURATION

Appearance Number: 561

Appearance Definition:

THE OFFICIAL USAF PROJECTED FLYING TIME EXPECTED TO BE FLOWN WHEN
EXECUTING A WMP.

Security Classification: SECRET

Source:

INPUT THROUGH THE WING FLYING DAY SCREEN

Data Type: NUMERIC

Minimum: 00.01

Maximum: 99.99

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WAR MOBILIZATION PLAN, WING FLYING DAY

Legal Values:

00.01 - 99.99

Appearance Name: UNIT PLANNED SORTIE DURATION

Appearance Number: 56J

Appearance Definition:

THE ACTUAL SORTIE DURATION THAT IS EXPECTED BY SCHEDULERS WHEN EXECUTING A FLYING SCHEDULE.

Security Classification: SECRET

Source:

INPUT THROUGH THE WING FLYING DAY SCREEN

Data Type: NUMERIC

Minimum: 00.01

Maximum: 99.99

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

00.01 - 99.99

Appearance Name: UNIT SHIFT DURATION

Appearance Number: 56K

Appearance Definition:

THE LENGTH, TO THE NEAREST WHOLE HOUR, THAT AIRCREWS ARE AVAILABLE TO FLY. IT IS REPORT TIME TO DISMISSAL.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING FLYING DAY SCREEN

Data Type: NUMERIC

Minimum: 1

Maximum: 24

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

1 - 24

3-227

SOFTech

Appearance Name: UNIT FLY DAY NUMBER

Appearance Number: 56L

Appearance Definition:

THE NUMBERED DAY OF THE GIVEN TASKING, E.G., DAY 1, 7, 23, 70,
ETC.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

INPUT THROUGH THE WING FLYING DAY SCREEN

Data Type: NUMERIC

Minimum: 1
Maximum: 999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

1 - 999

Appearance Name: T_UNIT DAILY RESOURCE QUANTITY TASKED

Appearance Number: 56M

Appearance Definition:

THE QUANTITY OF A RESOURCE FOR EACH DAY OF THE TASK THAT THE UN
IS TASKED TO COMPLETE.

Security Classification: SECRET

Source:

AFIRMS COMPUTED

Data Type: NUMERIC

Minimum:

0

Maximum:

999999999

Data Update Frequency: DAILY

Stored: YES

Product Applications: MUNITIONS CAPABILITY

Legal Values:

0 - 999999999

THIS PAGE INTENTIONALLY LEFT BLANK

3-230

SOFTech

3.2.18 Entity Class Number 57

Entity Class Name: ORDER HEADER'S NEED FOR TASK TYPE SETS

Entity Class Definition:

DEFINES THE TASKS REQUIRED TO SATISFY A PARTICULAR ORDER

Entity Class Security Classification: DEPENDENT UPON THE PLAN/ORDER

Appearance Name: UNIT ORDER IDENTIFIER LABEL

Appearance Number: 57A

Appearance Definition:

A NAME THAT IDENTIFIES AN ORDER.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

THE ORDER, INPUT BY HQ USAF, MAJCOM OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT TASKING, BASE FUELS CAPABILITY, CAPABILITY PERSPECTIVE, FUELS CAPABILITY, INDIVIDUAL RESOURCE CAPABILITY, INTEGRATED CAPABILITY, MUNITIONS CAPABILITY, ORDER ASSIGNMENTS, RESOURCE REALLOCATION, TASKED MISSIONS, TASKED MUNITIONS, TASKING INFORMATION, WAR MOBILIZATION PLAN, WING FLYING DAY, WING OPERATIONS RATES

Legal Values:

CINCUSAFE

USAF

AAFCE

OPLAN 4000

WMP 5

ATO 3

Appearance Name: TASK TYPE SET IDENTIFIER

Appearance Number: 57B

Appearance Definition:

THE IDENTIFIER THAT UNIQUELY DEFINES THE TASK OR A SET OF TASKS THE AIR FORCE MUST ACCOMPLISH. THIS LABEL IS ALSO USED TO DEFINE HYPOTHETICAL TASKING THAT MAY BE USED IN THE SORTIE GENERATION MODEL.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

THE ORDER, INPUT BY HQ USAF, MAJCOM OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, PROGRAM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT TASKING, BASE FUELS CAPABILITY, CAPABILITY PERSPECTIVE, FUELS CAPABILITY, INDIVIDUAL RESOURCE CAPABILITY, INTEGRATED CAPABILITY, MUNITIONS CAPABILITY, ORDER ASSIGNMENT, RESOURCE REALLOCATION, TASKED MISSIONS, TASKED MUNITIONS, TASKING INFORMATION, WAR MOBILIZATION PLAN, WING FLYING DATA, WING OPERATIONS RATES

Legal Values:

CINCUSAFE

USAF

AAFCE

OPLAN 4000

WMP 5

ATO 3

3-233

SOFTech

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.19 Entity Class Number 59

Entity Class Name: ROLE OF TASK TYPE ON UNIT'S PIECE OF ORDER

Entity Class Definition:

CHARACTERISTICS OF THE TASK TYPE FOR THE UNIT'S PIECE OF THE
ORDER/TASKING.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: ORDER IDENTIFIER

Appearance Number: 59A

Appearance Definition:

A NAME THAT UNIQUELY IDENTIFIES AN ORDER.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

INPUT THROUGH THE WING OPERATION RATES SCREEN

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: NO

Product Applications: WING OPERATIONS RATES

Legal Values:

USAF WMP5
CINC USAFE OPLAN 4000

Appearance Name: UNIT NAME

Appearance Number: 59B

Appearance Definition:

A NAME THAT UNIQUELY IDENTIFIES A UNIT.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING OPERATION RATES SCREEN

Data Type: ALPHANUMERIC

Minimum # of characters: 4

Maximum # of characters: 7

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: NO

Product Applications: WING OPERATIONS RATES

Legal Values:

HAFHQ

PAFCM

52TEGWG

Appearance Name: UNIT TURN TIME FOR ORDER

Appearance Number: 59C

Appearance Definition:

THE TIME IN HOURS FROM AIRCRAFT LANDING TO AIRCRAFT TAKE-OFF.
THIS TIME IS ASSIGNED FOR A TASKING TO ADJUST TO THE SPECIAL
CONDITIONS OF THE SPECIFIC TASKING.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING OPERATION RATES SCREEN

Data Type: NUMERIC

Minimum: 0.0

Maximum: 0.9

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

0.0 - 0.9

Appearance Name: PERIOD START DAY FOR UNIT'S PIECE OF ORDER

Appearance Number: 59D

Appearance Definition:

THE BEGINNING OF THE TIME SEGMENT DURING WHICH THE SPECIFIC VALUES OF THE RELATION BETWEEN THE TASK TYPE AND THE UNIT'S PIECE OF THE ORDER APPLY.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING OPERATION RATES SCREEN

Data Type: NUMERIC

Minimum: 1

Maximum: 3

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

0 - 999

3-239

SOFTech

Appearance Name: PERIOD END DAY FOR UNIT'S PIECE OF O

Appearance Number: 59E

Appearance Definition:

THE END OF THE TIME SEGMENT DURING WHICH THE SPECIFIC VALUES OF
THE RELATION BETWEEN THE TASK TYPE AND THE UNIT'S PIECE OF THE
ORDER APPLY.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING OPERATION RATES SCREEN

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

0 - 999

3-240

SOFTech

Appearance Name: UNIT MAINT ATTRIT RATE FOR ORDER

Appearance Number: 59F

Appearance Definition:

THE DAILY BREAK RATE FOR AIRCRAFT LOST DUE TO REPAIRABLE DAMAGE
MAINTENANCE OR SUPPLY. EXPRESSED AS A PERCENTAGE (IN WHOLE
NUMBERS) OF TOTAL MISSION-CAPABLE AIRCRAFT.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING OPERATION RATES SCREEN

Data Type: NUMERIC

Minimum: 0

Maximum: 100

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

0 - 100

Appearance Name: MISSION TYPE

Appearance Number: 59G

Appearance Definition:

TYPE OF MISSION TO BE FLOWN.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 5

Data format: AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: ORDER ASSIGNMENTS

Legal Values:

BAI, INTD, WW, OCA, AD, DCA

Appearance Name: UNIT AIRCRAFT REPAIR RATE FOR ORDER

Appearance Number: 59H

Appearance Definition:

THE PERCENTAGE OF MISSION-CAPABLE AIRCRAFT THE UNIT CAN REPAIR
BETWEEN WAVES DURING A DAY OF THE TASKING.

Security Classification: CONFIDENTIAL

Source:

INPUT THROUGH THE WING OPERATION RATES SCREEN

Data Type: NUMERIC

Minimum: 0

Maximum: 100

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

0 - 100

Appearance Name: UNIT MIN TIME BETWEEN TAKEOFFS

Appearance Number: 591

Appearance Definition:

THE TIME IN MINUTES THAT EACH AIRCRAFT IN THE UNIT KEEPS THE RUNWAY OCCUPIED FOR TAKE-OFF IN EXECUTING THE ORDER.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

INPUT THROUGH THE WING OPERATION RATES SCREEN

Data Type: NUMERIC

Minimum: 00

Maximum: 9999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

00 - 9999

Appearance Name: UNIT COMBAT ATTRIT RATE FOR ORDER

Appearance Number: 59J

Appearance Definition:

THE DAILY ATTRITION RATE OF AIRCRAFT AND AIRCREWS LOST IN COMBAT
EXPRESSED AS A PERCENTAGE OF THE UNIT'S MISSION CAPABLE AIRCRAFT

Security Classification: CONFIDENTIAL

Source:

INPUT THROUGH THE WING OPERATION RATES

Data Type: NUMERIC

Minimum: .00

Maximum: .99

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: WING OPERATIONS RATES

Legal Values:

.00 - .99

Appearance Name: SORTIES PER DAY

Appearance Number: 59K

Appearance Definition:

EXPECTED NUMBER OF SORTIES TO BE FLOWN ACCORDING TO AN ORDER.
(E.G. NUMBER OF SORTIES TO BE FLOWN ACCORDING TO A SPECIFIC RUN
OF THE SORTIE GENERATION MODEL.)

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: ORDER ASSIGNMENTS

Legal Values:

0 - 999

Appearance Name: MISSION PRIORITY

Appearance Number: 59L

Appearance Definition:

THE PRIORITY ASSIGNED TO A SPECIFIC MISSION.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 99

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: ORDER ASSIGNMENTS, TASKING INFORMATION

Legal Values:

0 - 99

Appearance Name: TASKING DAY

Appearance Number: 59M

Appearance Definition:

THE DAY ON WHICH THE PARTICULAR UNIT IS TO BEGIN ITS DESIGNATED TASKING. (E.G. DAY 1, 7, 23, 70, ETC.)

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 1

Maximum: 999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: BASE FUELS CAPABILITY, INTEGRATED CAPABILITY

Legal Values:

1 - 999

Appearance Name: PRIMARY RESOURCE TYPE

Appearance Number: 59N

Appearance Definition:

NAME OF PRIMARY RESOURCE TYPE. (E.G. A SPECIFIC SCL.)

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: BASE FUELS CAPABILITY, INTEGRATED
CAPABILITY

Legal Values:

MUNITIONS

FUELS

AIRCREW

JP4

PILOT

AIM-7

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

TRAP

AIRCRAFT SPARES

MAINTENANCE SUPPORT

MK85

F4E

AGM-45

Appearance Name: MISSION SORTIES PRODUCED

Appearance Number: 590

Appearance Definition:

THE TOTAL NUMBER OF SORTIES A PARTICULAR MISSION PRODUCES.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: BASE FUELS CAPABILITY, INTEGRATED
CAPABILITY

Legal Values:

0 - 999

Appearance Name: MISSION SORTIES SHORTFALL

Appearance Number: 59P

Appearance Definition:

THE TOTAL NUMBER OF SHORTFALL SORTIES FOR A PARTICULAR MISSION.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: BASE FUELS CAPABILITY, INTEGRATED
CAPABILITY

Legal Values:

0 - 999

THIS PAGE INTENTIONALLY LEFT BLANK

3-252

 **SOFTech**

3.2.20 Entity Class Number 61

Entity Class Name: AIRMAN'S SKILL

Entity Class Definition:

THE RECORD OF EACH SKILL WHICH EACH AIRMAN IS RECOGNIZED AS POSSESSING. (E.G., CAPT. DOE IS QUALIFIED AS AN EWO.)

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: AIRMAN LAST NAME - POSSESSOR OF SKILL

Appearance Number: 61A

Appearance Definition:

LAST NAME OF AN AIRMAN POSSESSING A SPECIFIC SKILL. (SAME AS
12A; ESTABLISHES THE LINK TO THE ENTITY CLASS "AIRMAN" (12).)

Security Classification: UNCLASSIFIED

Source:

AFORMS

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 16

Data format: FREE FORM ALHPANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW AVAILABILITY

Legal Values:

N/A

Appearance Name: SKILL IDENTIFIER - SKILL POSSESSED

Appearance Number: 61B

Appearance Definition:

CODED SKILL IDENTIFIER FOR A SPECIFIC SKILL POSSESSED BY A
SPECIFIC AIRMAN.

Security Classification: UNCLASSIFIED

Source:

AFORMS

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 3

Data format: AAA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCREW STATUS, FLYING SCHEDULE

Legal Values:

GBU = GUIDED BOMB UNIT
IP = INSTRUCTION PILOT
MQ = MISSION QUALIFIED
FL = FLIGHT HEAD
STK = STRIKE
FE = FLIGHT EXAMINER
ETC.

Appearance Name: SKILL LEVEL

Appearance Number: 61C

Appearance Definition:

A CODE, APPROPRIATE TO THE SKILL POSSESSED SHOWING THE PROFICIENCY OF THE AIRMAN IN THE SKILL.

Security Classification: UNCLASSIFIED

Source:

AFORMS

Data Type: ALPHA

Minimum # of characters: 1

Maximum # of characters: 1

Data format: A

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

E = EXPERIENCED

I = INEXPERIENCED

NULL = N/A

Appearance Name: SKILL IDENTIFIER - RESOURCE

Appearance Number: 61D

Appearance Definition:

THE RESOURCE TYPE TO WHICH THE SKILL IS RELATED. THIS COULD APPLY TO AIRCREWS, MUNITION LOAD CREW MEMBERS, OR CREWS, ETC.

Security Classification: UNCLASSIFIED

Source:

AFORMS

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 13

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCREW AVAILABILITY

Legal Values:

F4E F4G
MK82

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.21 Entity Class Number 71

Entity Class Name: ROLE OF RESOURCE TYPE ON TOTAL ORDER

Entity Class Definition:

CHARACTERISTICS OF THE RESOURCE TYPE FOR THE TOTAL ORDER/TASKING

Entity Class Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Appearance Name: ORDER IDENTIFIER

Appearance Number: 71A

Appearance Definition:

A NAME THAT UNIQUELY IDENTIFIES AN ORDER OR OPERATIONAL PLAN.
(SAME AS 54A; ESTABLISHES THE LINK TO ENTITY CLASS "ORDER
IDENTIFICATION" (54).)

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: NO

Product Applications: ORDER ASSIGNMENTS, WAR MOBILIZATION
PLAN, WING FLYING DAY

Legal Values:

CINCUSAFE

USAF

AAFCE

OPLAN 4000

WMP 5

ATO 3

3-260

SOFTech

Appearance Name: TASK PERIOD START DAY
Appearance Number: 71B
Appearance Definition:
THE BEGINNING DAY OF THE TASKING SPAN.
Security Classification: UNCLASSIFIED
Source:
INPUT BY USER
Data Type: NUMERIC
Minimum: 0
Maximum: 999
Data Update Frequency: PERMANENT
Stored: YES
Product Applications: ORDER ASSIGNMENTS, WAR MOBILIZATION
PLAN, WING FLYING DAY
Legal Values:
0 - 999

Appearance Name: TASK PERIOD END DAY

Appearance Number: 71C

Appearance Definition:

THE ENDING DAY OF THE TASKING SPAN.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: ORDER ASSIGNMENTS, WAR MOBILIZATION
PLAN, WING FLYING DAY

Legal Values:

0 - 999

Appearance Name: RESOURCE TYPE REQUIRED FOR TOTAL ORDER

Appearance Number: 71D

Appearance Definition:

THE RESOURCE NAME REQUIRED BY AN ORDER OR OPERATIONAL PLAN.
(SAME AS 5A; ESTABLISHES THE LINK TO THE ENTITY CLASS "RESOURCE
TYPE" (5).)

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (SORTIE GENERATION MODEL)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: N/A

Stored: YES

Product Applications: ORDER ASSIGNMENTS, WAR MOBILIZATION
PLAN, WING FLYING DAY

Legal Values:

AGM JP

AIM MK

BGM GBU

MAINTENANCE SUPPORT

AIRCRAFT SPARES F4

AIRCREW

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

Appearance Name: RESOURCE QUANTITY REQUIRED FOR TOTAL ORDER

Appearance Number: 71E

Appearance Definition:

THE AMOUNT OF A RESOURCE THAT A UNIT REQUIRES FOR AN ORDER OR OPERATIONAL PLAN.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0
Maximum: 99999999

Data Update Frequency: N/A

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

NULL, 0 - 99999999

Appearance Name: SORTIE AIRCRAFT RATE

Appearance Number: 71F

Appearance Definition:

THE RATE AT WHICH A PARTICULAR AIRCRAFT IS UTILIZED WITH RESPECT
TO AN ORDER OR OPERATIONAL PLAN.

Security Classification: UNCLASSIFIED

Source:

INPUT BY USER

Data Type: NUMERIC

Minimum:

001

Maximum:

999999

Data Update Frequency:

DEPENDENT UPON THE USER

Stored:

YES

Product Applications:

ORDER ASSIGNMENTS, WAR MOBILIZATION
PLAN, WING FLYING DAY

Legal Values:

001 - 999999

Appearance Name: SORTIE DURATION

Appearance Number: 71G

Appearance Definition:

THE OFFICIAL USAF PROJECTED FLYING TIME EXPECTED TO BE FLOWN WHEN
EXECUTING A WMP.

Security Classification: SECRET

Source:

INPUT BY USER

Data Type: NUMERIC

Minimum: 00.1

Maximum: 99.9

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: ORDER ASSIGNMENTS, WAR MOBILIZATION
PLAN, WING FLYING DAY

Legal Values:

00.1 - 99.9

3-266

SOFTech

Appearance Name: TASKING DAY

Appearance Number: 71H

Appearance Definition:

THE DAY ON WHICH THE PARTICULAR UNIT IS TO BEGIN ITS DESIGNATED TASKING. (E.G. DAY 1, 7, 23, 70, ETC.)

Security Classification: SECRET

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 1

Maximum: 999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

1 - 999

3-267

SOFTech

Appearance Name: MISSION TYPE

Appearance Number: 711

Appearance Definition:

TYPE OF MISSION TO BE FLOWN TO SATISFY A PARTICULAR ORDER OR OPERATIONAL PLAN.

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 5

Data format: AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

BAI, INTD, WW, OCA, AD, DCA

3.2.22 Entity Class Number 73

Entity Class Name: RESOURCE TYPE CAPABILITY ON UNIT'S PIECE OF ORDER

Entity Class Definition:

LINKS THE RESOURCE TYPE FILE WITH THE UNIT'S PIECE OF THE ORDER
FILE TO GIVE THE RESOURCE'S CAPABILITY TO SUPPORT THE UNIT'S TASK
IN AN ORDER.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: UNIT NAME - FOR TASKED UNIT

Appearance Number: 73A

Appearance Definition:

NAME OF THE UNIT TASKED IN AN ORDER IDENTIFIED BY 73B. (SAME AS 1A; ESTABLISHES THE LINK TO THE ENTITY CLASS "AIR FORCE UNIT" (1).)

Security Classification: UNCLASSIFIED

Source:

AFIRMS VIA THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, POM MANAGER OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC
Minimum # of characters: 5
Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT TASKING, CAPABILITY PERSPECTIVE, MUNITIONS CAPABILITY, WAR MOBILIZATION PLAN

Legal Values:

HQTAC
52 TFGWG 81 TFGSQ
23 TFGSQ 480 TFGSQ

AD-A170 509

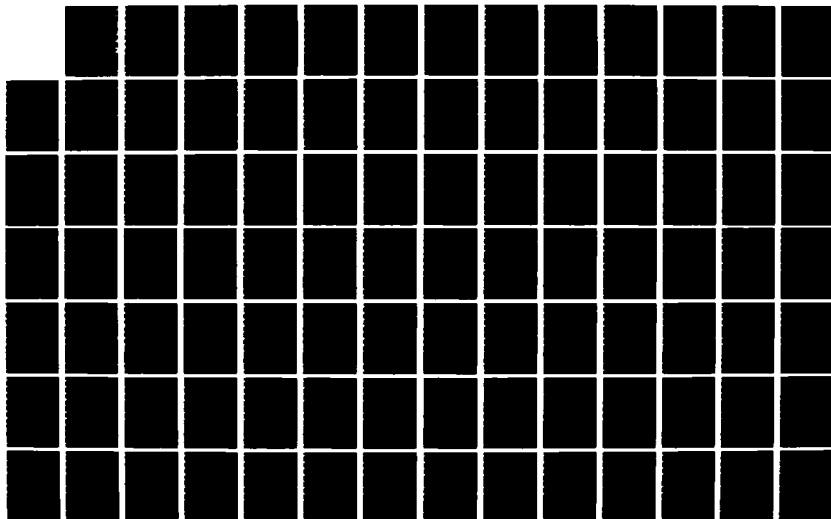
AIR FORCE INTEGRATED READINESS MEASUREMENT SYSTEM
(AFIRMS) DATA REQUIREMENTS DOCUMENT(U) SOFTECH INC
ALEXANDRIA VA 30 SEP 85 F49642-83-C-0022

4/4

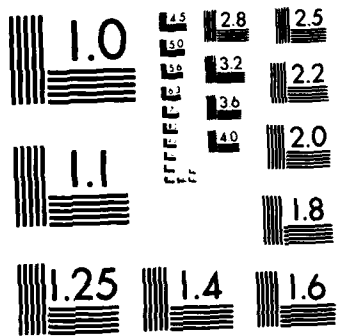
UNCLASSIFIED

F/G 5/2

NL



171



MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

Appearance Name: ORDER IDENTIFICATION FOR TASKED UNIT

Appearance Number: 73B

Appearance Definition:

ID OF ORDER TASKING THE UNIT. (SAME AS 54A; ESTABLISHES THE LINK WITH THE ENTITY CLASS "ORDER" (54).)

Security Classification: UNCLASSIFIED

Source:

THE ORDER. INPUT BY HQ USAF, MAJCOM, OR WING OPERATIONS CENTER PERSONNEL, HQ USAF OR MAJCOM CONTINGENCY PLANNING PERSONNEL, PROGRAM MANAGERS OR ANYONE ELSE WITH SYSTEM PERMISSION TO INPUT TASKING INFORMATION.

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT TASKING, CAPABILITY PERSPECTIVE, MUNITIONS CAPABILITY, WAR MOBILIZATION PLAN

Legal Values:

CINCUSAFE

USAF

AAFCE

OPLAN 4000

WMP 5

ATO 3

Appearance Name: RESOURCE TYPE SUPPORTING UNIT TASK

Appearance Number: 73C

Appearance Definition:

NAME OF RESOURCE TYPE.

Security Classification: UNCLASSIFIED

Source:

AFIRMS (MIGRATES FROM 5A.)

Data Type: ALPHNUMERIC

Minimum # of characters: 3

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT TASKING, CAPABILITY
PERSPECTIVE, MUNITIONS CAPABILITY, WAR
MOBILIZATION PLAN

Legal Values:

MUNITIONS	TRAP
FUELS	AIRCRAFT SPARES
AIRCREW	MAINTENANCE SUPPORT
JP4	MK85
PILOT	F4E
AIM-7	AGM-45

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

Appearance Name: T_UNIT DAILY RESOURCE SORTIE CAPABILIT

Appearance Number: 73D

Appearance Definition:

THE DAILY NUMBER OF SORTIES THE UNIT'S RESOURCE(S) CAN SUPPORT
BASED ON THE UNIT'S TASK. FOR ORDERS COVERING SEVERAL DAYS, THE
INFORMATION IS FOR EACH DAY OF THE TASK.

Security Classification: SECRET

Source:

AFIRMS SORTIE GENERATION MODEL.

Data Type: NUMERIC

Minimum: 0

Maximum: 999999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT TASKING, CAPABILITY
PERSPECTIVE, INDIVIDUAL RESOURCE
CAPABILITY

Legal Values:

0 - 999999

Appearance Name: UNIT RESOURCE REQUIREMENT FILLED

Appearance Number: 73E

Appearance Definition:

THE TOTAL AMOUNT OF A RESOURCE REQUIRED BY A TASK OR ORDER.

Security Classification: DEPENDENT UPON THE TASK WHICH REQUIRES THE RESOURCE.

Source:

USAF WMP, USAF INVENTORY MANAGEMENT PLAN

Data Type: NUMERIC

Minimum: 0

Maximum: 999999999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: RESOURCE REALLOCATION

Legal Values:

NULL, 0 - 999999999

Appearance Name: T_UNIT DAILY RESOURCE QUANTITY CAPABLE

Appearance Number: 73F

Appearance Definition:

THE DAILY QUANTITY OF A SPECIFIC RESOURCE THE UNIT'S RESOURCE(S)
CAN SUPPORT BASED ON THE UNIT'S TASK. FOR ORDERS COVERING SEVERAL
DAYS THE INFORMATION IS FOR EACH DAY OF THE TASK.

Security Classification: SECRET

Source:

AFIMS SORTIE GENERATION MODEL

Data Type: NUMERIC

Minimum: 0

Maximum: 999999999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: BASE FUELS CAPABILITY, FUELS CAPABILITY
MUNITIONS CAPABILITY

Legal Values:

0 - 999999999

Appearance Name: TASKING DAY

Appearance Number: 73G

Appearance Definition:

THE DAY ON WHICH THE PARTICULAR UNIT IS TO BEGIN ITS DESIGNATED TASKING. (E.G. DAY 1, 7, 23, 70, ETC.)

Security Classification: SECRET

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 1
Maximum: 999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT TASKING, CAPABILITY
PERSPECTIVE, FUELS CAPABILITY

Legal Values:

1 - 999

Appearance Name: MISSION TYPE

Appearance Number: 73H

Appearance Definition:

TYPE OF MISSION TO BE FLOWN BY A UNIT (SPECIFIED IN 73A) TO
SATISFY A PARTICULAR ORDER OR SPERATIONAL PLAN.

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 5

Data format: AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT TASKING, CAPABILITY
PERSPECTIVE, FUELS CAPABILITY

Legal Values:

BAI, INTD, WW, OCA, AD, DCA

Appearance Name: UNIT RESOURCE AMOUNT USED

Appearance Number: 73I

Appearance Definition:

THE TOTAL AMOUNT OF A RESOURCE USED BY A TASK OR ORDER. REFERS TO RESOURCE SPECIFIED IN 73C.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 99999999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT TASKING, CAPABILITY PERSPECTIVE, FUELS CAPABILITY

Legal Values:

0 - 99999999

Appearance Name: UNIT RESOURCE AMOUNT SHORT

Appearance Number: 73J

Appearance Definition:

THE TOTAL SHORTFALL AMOUNT OF A RESOURCE USED. REFERS TO THE RESOURCE SPECIFIED IN 73C.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0
Maximum: 99999999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT TASKING, CAPABILITY
PERSPECTIVE, FUELS CAPABILITY

Legal Values:

0 - 99999999

Appearance Name: NUMBER OF SCRTIES SHORFALL DUE TO RESOURCES

Appearance Number: 73K

Appearance Definition:

THE TOTAL NUMBER OF SHORFALL SORTIES DUE TO A RESOURCE. THE QUANTITY SPECIFIED REFERS TO THE RESOURCE SPECIFIED IN 73C.

Security Classification: SECRET

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0
Maximum: 99999999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: AIRCRAFT TASKING, CAPABILITY PERSPECTIVE, FUELS CAPABILITY

Legal Values:

0 - 99999999

Appearance Name: UNIT RESOURCE AMOUNT TASKED

Appearance Number: 73L

Appearance Definition:

THE TOTAL AMOUNT OF A RESOURCE THAT IS TASKED FOR A PARTICULAR TASK OR ORDER. REFERS TO RESOURCE SPECIFIED IN 73C.

Security Classification: DEPENDENT UPON THE TASK WHICH REQUIRES THE RESOURCE.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0
Maximum: 99999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: CAPABILITY PERSPECTIVE, MUNITIONS
CAPABILTIY

Legal Values:

0 - 99999

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.23 Entity Class Number 74

Entity Class Name: ROLE OF RESOURCE TYPE ON UNIT'S PIECE'S TASK TYPE

Entity Class Definition:

CHARACTERISTICS OF THE RELATION BETWEEN A RESSOURCE TYPE AND A SPECIFIC TYPE OF ACTIVITY REQUIRED TO ACCOMPLISH A UNIT'S PIECE OF A SPECIFIC TASKING ORDER. (E.G., THE RELATIONSHIP OF JP4 TO THE BAI MISSIONS IN ATO #3 22 JUN 83. THIS RELATIONSHIP COULD INCLUDE CAPABILITY INFORMATION.)

Entity Class Security Classification: DEPENDENT UPON THE PLAN/ORDER

Appearance Name: TASKED UNIT NAME

Appearance Number: 74A

Appearance Definition:

UNIT WHOSE PIECE OF THE ORDER TASKING HAS THE RESOURCE TYPE RELATED TO THE ORDER TASKING. (SAME AS 1A; ESTABLISHES THE LINK TO THE ENTITY CLASS "AIR FORCE UNIT" (1).)

Security Classification: UNCLASSIFIED

Source:

AFIRMS (MIGRATES FROM 1A.)

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: N/A

Stored: YES

Product Applications: ORDER ASSIGNMENTS, TASKED MUNITIONS

Legal Values:

HAFHQ	AFECM
PAFCM	TACCM
52 TFGWG	23 TFGSQ
81 TFGSQ	480 TFGSQ

Appearance Name: RESOURCE TYPE IN UNIT'S TASKING PIECE

Appearance Number: 74B

Appearance Definition:

RESOURCE TYPE RELATED TO THE UNIT'S PIECE OF A SPECIFIC ORDER TASKING.

Security Classification: UNCLASSIFIED

Source:

AFIRMS (MIGRATES FROM 5A.)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: N/A

Stored: YES

Product Applications: TASKED MUNITIONS

Legal Values:

MUNITIONS	TRAP
FUELS	AIRCRAFT SPARES
AIRCREW	MAINTENANCE SUPPORT
JP4	MK85
PILOT	F4E
AIM-7	AGM-45

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

Appearance Name: TASK TYPE IN UNIT'S TASKING

Appearance Number: 74C

Appearance Definition:

THE NAME OF THE TYPE OF MISSIONS TASKED IN THE ORDER.

Security Classification: UNCLASSIFIED

Source:

AFIRMS

Data Type: ALPHANUMERIC

Minimum # of characters: 2

Maximum # of characters: 5

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: N/A

Stored: YES

Product Applications: ORDER ASSIGNMENTS

Legal Values:

SORTIE	MISSION
BAI	INTD
WW	AD
GENERATE AIRCRAFT	

Appearance Name: RESOURCE QUANTITY REQUIRED FOR TASK T
IN UNIT'S PIECE OF ORDER

Appearance Number: 74D

Appearance Definition:

THE AMOUNT OF A RESOURCE A UNIT NEEDS TO PERFORM A PARTICULAR
MISSION TYPE IN THE TASK.

Security Classification: DEPENDENT UPON THE TASK WHICH REQUIRES
THE RESOURCE.

Source:

AFIRMS

Data Type: NUMERIC

Minimum: 0
Maximum: 999999999

Data Update Frequency: N/A

Stored: YES

Product Applications: TASKED MUNITIONS

Legal Values:

0 - 999999999

Appearance Name: TASK RESOURCE

Appearance Number: 74E

Appearance Definition:

THE IDENTIFIER THAT UNIQUELY DEFINES THE PARTICULAR RESOURCE(S)
TO BE USED WITH A PARTICULAR TASK OR SET OF TASKS THE AIR FORCE
MUST ACCOMPLISH.

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: INDIVIDUAL RESOURCE CAPABILITY

Legal Values:

CINCUSAFE

USAF

AAFCE

OPLAN 4000

WMP 5

ATO 3

Appearance Name: TASKING DAY

Appearance Number: 74F

Appearance Definition:

THE DAY ON WHICH THE PARTICULAR UNIT IS TO BEGIN ITS DESIGNATED TASKING. (E.G. DAY 1, 7, 23, 70, ETC.)

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 1

Maximum: 999

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: INDIVIDUAL RESOURCE CAPABILITY

Legal Values:

1 - 999

Appearance Name: FLY DAY WAVE

Appearance Number: 74G

Appearance Definition:

IDENTIFIES A PARTICULAR WAVE IN A DAY SPECIFIED IN 56L.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 1

Maximum: 99

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: INDIVIDUAL RESOURCE CAPABILITY

Legal Values:

1 - 99

3-290

SOFTech

Appearance Name: DAILY SORTIE TASK TOTAL

Appearance Number: 74H

Appearance Definition:

THE NUMBER OF TOTAL SORTIES FOR EACH DAY OF THE TASK THAT THE UNIT IS TASKED TO COMPLETE.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0
Maximum: 9999

Data Update Frequency: DAILY

Stored: YES

Product Applications: INDIVIDUAL RESOURCE CAPABILITY

Legal Values:

0 - 9999

Appearance Name: DAILY TOTAL SORTIE RESOURCES SHORT

Appearance Number: 74I

Appearance Definition:

THE SHORTFALL QUANTITY OF A RESOURCE (FOR THE DAY SPECIFIED IN 74F) THAT THE UNIT IS TASKED TO COMPLETE.

Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 9999

Data Update Frequency: DAILY

Stored: YES

Product Applications: INDIVIDUAL RESOURCE CAPABILITY

Legal Values:

0 - 9999

Appearance Name: DAILY TOTAL SORTIE RESOURCES PRODUCED

Appearance Number: 74J

Appearance Definition:

THE NUMBER OF SORTIES (FOR THE DAY SPECIFIED IN 74F) THAT THE UNIT IS CAPABLE OF COMPLETING BASED UPON THE RESOURCE SPECIFIED IN 74E.

Security Classification: SECRET

Source:

AFIRMS COMPUTED (SORTIE GENERATION MODEL)

Data Type: NUMERIC

Minimum: 0

Maximum: 9999

Data Update Frequency: DAILY

Stored: YES

Product Applications: INDIVIDUAL RESOURCE CAPABILITY

Legal Values:

0 - 9999

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.24 Entity Class Number 88

Entity Class Name: UNIT'S TOTAL SUPPLY OF RESOURCE TYPE IN A GIVEN STATUS

Entity Class Definition:

A COLLECTION POINT FOR THE SUMS OF VARIOUS INFORMATION USED BY AFIRMS. IN PARTICULAR, THIS ENTITY CLASS STORES TALLIES OF AIRCREW OR AIRCRAFT BY VARYING STATUS.

Entity Class Security Classification: DEPENDENT UPON THE PLAN/ORDER.

Appearance Name: STATUS ID OF UNIT'S RESOURCE SUPPLY

Appearance Number: 88A

Appearance Definition:

THE STATUS IDENTIFIER AS APPLIED TO A PORTION OF A UNIT'S SUPPLY OF A RESOURCE.

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 30

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: N/A

Stored: NO

Product Applications: AIRCRAFT STATUS, AIRCREW AVAILABILITY

Legal Values:

+12 MC TOTAL
NMC TOTAL
OFF STATION +12 MC
OFF STATION NMC
OFF STATION NMCS
ON STATION FMC
ON STATION NMCM
PMC TOTAL
ETC.

FMC TOTAL
NMCB TOTAL
OFF STATION FMC
OFF STATION NMCB
OFF STATION PMC
ON STATION NMC
ON STATION NMCS

MC TOTAL
NMCS TOTAL
OFF STATION MC
OFF STATION NMCM
ON STATION +12 MC
ON STATION NMCB
ON STATION PMC

Appearance Name: UNIT NAME OF UNIT OWNING SUPPLY IN STATUS

Appearance Number: 88B

Appearance Definition:

UNIT NAME OF UNIT WHICH HOLDS SUPPLY OF A SPECIFIC RESOURCE TYPE IN A SPECIFIC CONDITION. (SAME AS 1A; ESTABLISHES THE LINK TO THE ENTITY CLASS "AIR FORCE UNIT" (1).)

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED

Data Type: ALPHANUMERIC

Minimum # of characters: 5
Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: N/A

Stored: NO

Product Applications: AIRCRAFT STATUS, AIRCREW AVAILABILITY

Legal Values:

HAFHQ	AFECM
PAFCM	TACCM
52 TFGWG	23 TFGSQ
81 TFGSQ	480 TFGSQ

Appearance Name: QUANTITY OF TYPE IN STATUS

Appearance Number: 88C

Appearance Definition:

THE NUMBER OR AMOUNT OF A RESOURCE TYPE WHICH A UNIT HOLDS IN A SPECIFIC STATUS.

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED

Data Type: NUMERIC

Minimum: 0

Maximum: 999999999

Data Update Frequency: N/A

Stored: NO

Product Applications: AIRCRAFT STATUS, AIRCREW AVAILABILITY

Legal Values:

0 - 999999999

Appearance Name: RESOURCE TYPE OF UNIT'S SUPPLY IN STAT

Appearance Number: 88D

Appearance Definition:

THE RESOURCE IDENTIFIER APPLICABLE TO A UNIT'S SUPPLY OF THE
RESOURCE IN A SPECIFIC STATUS.

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: N/A

Stored: NO

Product Applications: AIRCRAFT STATUS, AIRCREW AVAILABILITY

Legal Values:

MUNITIONS

FUELS

AIRCREW

JP4

PILOT

AIM-7

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

TRAP

AIRCRAFT SPARES

MAINTENANCE SUPPORT

MK85

F4E

AGM-45

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.25 Entity Class Number 89

Entity Class Name: SCHEDULE

Entity Class Definition:

ADMINISTRATIVE FACTS ABOUT THE CREATION OF THE SCHEDULE.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: UNIT NAME - SCHEDULE

Appearance Number: 89A

Appearance Definition:

NAME OF AIR FORCE UNIT ASSIGNED BY THIS SCHEDULE. (SAME AS 1A;
ESTABLISHES THE LINK TO THE ENTITY CLASS "AIR FORCE UNIT" (1).)

Security Classification: UNCLASSIFIED

Source:

THE WING SCHEDULER

Data Type: ALPHANUMERIC

Minimum # of characters: 7

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

52 TFGWG 23 TFGSQ
81 TFGSQ 480 TFGSQ

Appearance Name: FLYING SCHEDULE DATE

Appearance Number: 89B

Appearance Definition:

DATE ON WHICH THE SCHEDULE WILL BE USED.

Security Classification: UNCLASSIFIED

Source:

THE WING SCHEDULER

Data Type: ALPHANUMERIC

Minimum # of characters: 7

Maximum # of characters: 7

Data format: NNAAANN

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-3	DAY OF MONTH	1-31
3-5	MONTH	JAN-DEC
6-7	YEAR	00-99

3-303

SOFTech

Appearance Name: FLYING SCHEDULE DAY

Appearance Number: 89C

Appearance Definition:

DAY OF THE WEEK ON WHICH THE SCHEDULE WILL BE USED.

Security Classification: UNCLASSIFIED

Source:

THE WING SCHEDULER

Data Type: ALPHA

Minimum # of characters: 1

Maximum # of characters: 9

Data format: AAAAAAAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

MONDAY
THURSDAY

TUESDAY
FRIDAY
SUNDAY

WEDNESDAY
SATURDAY

Appearance Name: FLIGHT SECTION

Appearance Number: 89D

Appearance Definition:

NAME OF AIR FORCE UNIT SUB-ASSIGNED BY THIS SCHEDULE.

Security Classification: UNCLASSIFIED

Source:

THE WING SCHEDULER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

HAFHQ	AFECM
PAFCM	TACCM
52 TFGWG	23 TFGSQ
81 TFGSQ	480 TFGSQ

Appearance Name: FLYING SCHEDULE RD ID
Appearance Number: 89E
Appearance Definition:
UNKNOWN. (FOR SPANGDAHLEM THE VALUE IS CURRENTLY AA.)
Security Classification: UNCLASSIFIED
Source:
THE WING SCHEDULER
Data Type: ALPHANUMERIC
Minimum # of characters: 2
Maximum # of characters: 2
Data format: FREE FORM ALPHANUMERIC
Data Update Frequency: PERMANENT
Stored: YES
Product Applications: FLYING SCHEDULE
Legal Values:
AA

3-306

SOFTech

Appearance Name: FLYING SCHEDULE CM

Appearance Number: 89F

Appearance Definition:

UNKNOWN. (FOR SPANGDAHLEM THE VALUE IS CURRENTLY S.)

Security Classification: UNCLASSIFIED

Source:

THE WING SCHEDULER

Data Type: ALPHANUMERIC

Minimum # of characters: 2

Maximum # of characters: 2

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: UNKNOWN

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

S

3-307

SOFTech

Appearance Name: FLYING SCHEDULE SOF

Appearance Number: 89G

Appearance Definition:

LAST NAME OF SUPERVISOR OF FLYING.

Security Classification: UNCLASSIFIED

Source:

THE WING SCHEDULER

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 16

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

N/A

3-308

SOFTech

Appearance Name: FLYING SCHEDULE RSU
Appearance Number: 89H
Appearance Definition:
 RUNWAY SUPERVISORY UNIT. (INDIVIDUAL'S LAST NAME.)
Security Classification: UNCLASSIFIED
Source:
 THE WING SCHEDULER
Data Type: ALPHANUMERIC
 Minimum # of characters: 1
 Maximum # of characters: 16
Data format: FREE FORM ALPHANUMERIC
Data Update Frequency: AS REQUIRED
Stored: YES
Product Applications: FLYING SCHEDULE
Legal Values:
 N/A

Appearance Name: FLYING SCHEDULE SLO

Appearance Number: 89I

Appearance Definition:

SQUADRON LIAISON OFFICER.

Security Classification: UNCLASSIFIED

Source:

THE WING SCHEDULER

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 16

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

N/A

Appearance Name: FLYING SCHEDULE SQS

Appearance Number: 89J

Appearance Definition:

SQUADRON QUALIFICATION SUPERVISOR.

Security Classification: UNCLASSIFIED

Source:

THE WING SCHEDULER

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 16

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

N/A

Appearance Name: FLYING SCHEDULE BASE CODE

Appearance Number: 89K

Appearance Definition:

FOUR CHARACTER ICAO (INTERNATIONAL CIVILIAN AVIATION ORGANIZATION) CODE FOR AIR FORCE BASE. FOR EXAMPLE SPANGDAHLEM BASE CODE IS VYHK.

Security Classification: UNCLASSIFIED

Source:

INTERNATIONAL CIVILIAN AVIATION BOARD

Data Type: ALPHANUMERIC

Minimum # of characters: 4

Maximum # of characters: 4

Data format: FREE FORM ALPHANUMERIC .

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

N/A

3-312

SOFTech

Appearance Name: FLYING SCHEDULE TIME REFERENCE

Appearance Number: 89L

Appearance Definition:

LOCAL, OR AIR FORCE PHONETIC TIME ZONE REFERENCE.

Security Classification: UNCLASSIFIED

Source:

THE WING SCHEDULER

Data Type: ALPHA

Minimum # of characters: 4

Maximum # of characters: 5

Data format: AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

LOCAL OR ZULU

Appearance Name: AIRCRAFT MDS COVERED

Appearance Number: 89M

Appearance Definition:

TYPE OF AIRCRAFT THIS SCHEDULE COVERS.

Security Classification: UNCLASSIFIED

Source:

THE WING SCHEDULER

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 7

Data format: AANNNA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

FIELD COL	DEFINITION	VALUES
1-3	MISSION	A-Z
4-6	DESIGN	0-999
7	SERIES	A-Z

NOTE: BLANK FIELDS ARE SUPPRESSED.

Appearance Name: FLY DAY START

Appearance Number: 89N

Appearance Definition:

THE TIME, IN ZULU, OF THE FIRST TAKE-OFF

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING FLYING DAY PRODUCT SCREEN

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

0730Z, 1300Z, 2345Z, ETC.

Appearance Name: SHIFT PERCENT FORMED AIRCREW

Appearance Number: 890

Appearance Definition:

THE MINIMUM PERCENTAGE OF TOTAL AVAILABLE AIRMEN NEEDED IN A
SHIFT TO ACCOMPLISH THE TASKED MISSION.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING FLYING DAY PRODUCT SCREEN

Data Type: NUMERIC

Minimum: 1

Maximum: 100

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

1 - 100

Appearance Name: FLY DAY DURATION

Appearance Number: 89P

Appearance Definition:

THE LENGTH, TO THE NEAREST WHOLE HOUR, OF THE FLYING DAY FROM THE FIRST TAKE-OFF TO THE LAST LANDING.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING FLYING DAY SCREEN.

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 2

Data format: NN

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

1 - 24

3-317

SOFTech

Appearance Name: SHIFT START TIME

Appearance Number: 89Q

Appearance Definition:

THE TIME, IN ZULU, THAT AIRCREWS ARE AVAILABLE TO FLY AT THE UNIT
FOR THAT DAY'S TASKING.

Security Classification: UNCLASSIFIED

Source:

INPUT THROUGH THE WING FLYING DAY SCREEN

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 5

Data format: NNNNA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: WING FLYING DAY

Legal Values:

0001Z - 2400Z

3.2.26 Entity Class Number 90

Entity Class Name: VERSION OF SCHEDULE

Entity Class Definition:

ADMINISTRATIVE FACTS ABOUT REVISIONS TO SCHEDULES. (SEE ENTITY CLASS 89.)

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: VERSION NUMBER OF SCHEDULE

Appearance Number: 90A

Appearance Definition:
VERSION NUMBER OF SCHEDULE.

Security Classification: UNCLASSIFIED

Source:
THE WING SCHEDULER

Data Type: NUMERIC
Minimum: 0
Maximum: 99

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:
0 - 99

Appearance Name: UNIT NAME - SCHEDULE

Appearance Number: 90B

Appearance Definition:

NAME OF AIR FORCE UNIT ASSIGNED BY THIS SCHEDULE VERSION.

Security Classification: UNCLASSIFIED

Source:

THE WING SCHEDULER

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: FLYING SCHEDULE

Legal Values:

HAFHQ	AFECM
PAFCM	TACCM
52 TFGWG	23 TFGSQ
81 TFGSQ	480 TFGSQ

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.27 Entity Class Number 92

Entity Class Name: PART REQUISITION

Entity Class Definition:

DATA REQUIRED TO MONITOR ORDERING AND RECEIVING AN ITEM THROUGH
THE AIR FORCE SUPPLY SYSTEM.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: REQUISITION RESOURCE TYPE

Appearance Number: 92A

Appearance Definition:

FULL NOMENCLATURE OF REQUIRED SUPPLY ITEM.

Security Classification: UNCLASSIFIED

Source:

UNIT SUPPLY OFFICER (LGSM)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 20

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED (WHEN MICAP LINE ITEM IS
ADDED OR DELETED.)

Stored: YES

Product Applications: SUPPLY MICAP STATUS

Legal Values:

BUSHING
ADAPTER
COMPUTER

VALVE
BELL MOUNT
STABULATOR

RADAR
WIRE

Appearance Name: DUE-OUT REQUISITION NUMBER

Appearance Number: 92B

Appearance Definition:

NUMBER USED BY AIR FORCE TO IDENTIFY THE INITIAL REQUEST FOR A SUPPLY ITEM. (SUB-FIELDS OF THIS NUMBER HAVE SPECIFIC MEANING, BUT IT IS NOT NEEDED FOR AFIRMS LPP.)

Security Classification: UNCLASSIFIED

Source:

UNIT SUPPLY OFFICER (LGSM)

Data Type: ALPHANUMERIC

Minimum # of characters: 14

Maximum # of characters: 14

Data format: FREE-FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: SUPPLY MICAP STATUS

Legal Values:

N/A

3-325

SOFTech

Appearance Name: DUE-IN REQUISITION NUMBER

Appearance Number: 92C

Appearance Definition:

IDENTIFIERS OF SUPPLY "REPORTS" IN RESPONSE TO A REQUISITION.
THESE RESPONSES INFORM THE UNIT OF EVENTS/STATUS OF REQUESTED
SUPPLY. (E.G., SHIPPED, REQUISITION RECEIVED AT SOURCE OF
SUPPLY, ETC.)

Security Classification: UNCLASSIFIED

Source:

UNIT SUPPLY OFFICER (LGSM)

Data Type: ALPHANUMERIC

Minimum # of characters: 14

Maximum # of characters: 14

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: SUPPLY MICAP STATUS

Legal Values:

N/A

Appearance Name: MICAP START DATE

Appearance Number: 92D

Appearance Definition:

DATE WHICH UNIT SUPPLY CONSIDERS AS THE FIRST DATE IT WAS KNOWN THAT AN AIRCRAFT WAS NMC BECAUSE OF LACK OF A SPARE PART, WHICH HAD TO BE REQUISITIONED.

Security Classification: SECRET

Source:

UNIT SUPPLY OFFICER (LGSM)

Data Type: ALPHANUMERIC
Minimum # of characters: 11
Maximum # of characters: 11

Data format: NNAAANN

Data Update Frequency: AS REQUIRED (WHEN MICAP LINE ITEM IS ADDED OR DELETED.)

Stored: YES

Product Applications: SUPPLY MICAP STATUS

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	1-31
3-5	MONTH	JAN-DEC
6-7	YEAR	00-99

NOTE: THIS FIELD IS NULL IF AIRCRAFT IS MISSION CAPABLE.

Appearance Name: NUMBER OF MICAP DAYS

Appearance Number: 92E

Appearance Definition:

DIFFERENCE BETWEEN CURRENT DATE AND MICAP START DATE.

Security Classification: UNCLASSIFIED

Source:

AFIRMS COMPUTED

Data Type: NUMERIC

Minimum: 0

Maximum: 999

Data Update Frequency: N/A

Stored: NO

Product Applications: SUPPLY MICAP STATUS

Legal Values:

0 - 999

Appearance Name: REQUISITION CAUSE CODE

Appearance Number: 92F

Appearance Definition:

INDICATION WHY SPARE PART WAS NOT ON-HAND. INPUT BY SUPPLY MICA PERSONNEL.

Security Classification: UNCLASSIFIED

Source:

THE SUPPLY OFFICER (LGSM)

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 1

Data format: A

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: SUPPLY MICAP STATUS

Legal Values:

A = FIRST DEMAND

H = STOCK REPLENTISHMENT REQUEST ON RECORD, DELAYED

R = ITEM ON BASE, TIED UP IN DIFM

Y = COMPUTER DOWN, NO INFO PROVIDED

Appearance Name: REQUISITION ROUTE ID

Appearance Number: 92G

Appearance Definition:

INDICATES SHIPMENT ROUTING FOR REQUISITIONED SUPPLY ITEMS.

Security Classification: UNCLASSIFIED

Source:

THE SUPPLY OFFICER (LGSM)

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 3

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: SUPPLY MICAP STATUS

Legal Values:

FGZ, S9I

.3-330

SOFTech

Appearance Name: REQUISITION REMARKS

Appearance Number: 92H

Appearance Definition:

USER SUPPLIED REMARKS FIELD FOR STATUS/REMARKS RELATED TO A MIC
LINE ITEM.

Security Classification: UNCLASSIFIED

Source:

THE SUPPLY OFFICER (LGSM)

Data Type: ALPHANUMERIC

Minimum # of characters: 0

Maximum # of characters: 30

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: SUPPLY MICAP STATUS

Legal Values:

N/A

3-331

SOFTech

Appearance Name: REQUISITION AIRCRAFT SERIAL NUMBER

Appearance Number: 92I

Appearance Definition:

INDICATES SERIAL NUMBER OF AIRCRAFT REQUISITIONING PART:
(ESTABLISHES LINK TO ENTITY CLASS AIRCRAFT (11).)

Security Classification: UNCLASSIFIED

Source:

WING USER AT THE MAINTENANCE OPERATIONS CENTER. (FORMERLY KNOWN
AS THE JOB CONTROL CENTER).

Data Type: NUMERIC

Minimum: 0
Maximum: 99999999

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: AIRCRAFT STATUS, SUPPLY MICAP STATUS

Legal Values:

0 - 99999999

Appearance Name: REQUISITION UNIT NAME

Appearance Number: 92J

Appearance Definition:

AIR FORCE UNIT THAT OWNS RESOURCE REQUISITIONING PART.
(ESTABLISHES LINK TO ENTITY CLASS UNIT'S SUPPLY RESOURCE (13).)

Security Classification: UNCLASSIFIED

Source:

THE UNIT USER OWNING THE RESOURCE.

Data Type: ALPHANUMERIC

Minimum # of characters: 5

Maximum # of characters: 10

Data format: NNNN AAAAA

Data Update Frequency: AS REQUIRED

Stored: YES

Product Applications: POL STATUS, RESOURCE REALLOCATION, UNIT
STATUS, WING RESOURCE SUMMARY

Legal Values:

HAFHQ	AFECM
PAFCM	TACCM
52 TFGWG	23 TFGSQ
81 TFGSQ	480 TFGSQ
ETC.	

THIS PAGE INTENTIONALLY LEFT BLANK

3.2.28 Entity Class Number 96

Entity Class Name: BASE RESOURCE STATUS

Entity Class Definition:

THE SUPPLY OF A SPECIFIC RESOURCE AT A SPECIFIC BASE.

Entity Class Security Classification: UNCLASSIFIED

Appearance Name: BASE NAME

Appearance Number: 96A

Appearance Definition:

THE NAME OF AN AIR FORCE OPERATING BASE OR LOCATION. (SAME AS 53A; ESTABLISHES THE LINK TO THE ENTITY CLASS "BASE" (53).)

Security Classification: UNCLASSIFIED

Source:

THE USER (DATABASE ADMINISTRATOR)

Data Type: ALPHANUMERIC

Minimum # of characters: 1

Maximum # of characters: 15

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: BASE STATUS, BASE STATUS MAP, WING RESOURCE SUMMARY

Legal Values:

SPANGDAHLEM
RAMSTEIN
ETC.

BITBURG
PENTAGON

Appearance Name: RESOURCE NAME

Appearance Number: 96B

Appearance Definition:

A NAME GIVEN TO A RESOURCE TYPE.

Security Classification: UNCLASSIFIED

Source:

AFIRMS (MIGRATED FROM 5A.)

Data Type: ALPHANUMERIC

Minimum # of characters: 3

Maximum # of characters: 23

Data format: FREE FORM ALPHANUMERIC

Data Update Frequency: PERMANENT

Stored: YES

Product Applications: BASE STATUS, BASE STATUS MAP

Legal Values:

MUNITIONS

MAINTENANCE SUPPORT

AIRCREW

(OR ANY OTHER RESOURCE THAT AFIRMS TRACKS)

FUELS

AIRCRAFT SPARES

TRAP

Appearance Name: RESOURCE STATUS

Appearance Number: 96C

Appearance Definition:

THE OPERATIONAL CAPABILITY OF THE RESOURCE.

Security Classification: UNCLASSIFIED

Source:

USER INPUT

Data Type: ALPHA

Minimum # of characters: 2

Maximum # of characters: 3

Data format: AAA

Data Update Frequency: DAILY

Stored: YES

Product Applications: BASE STATUS, BASE STATUS MAP, WING
RESOURCE SUMMARY

Legal Values:

FOP = FULLY OPERATIONAL

LOP = LIMITED OPERATIONS

NMC = NOT MISSION CAPABLE

UNK = UNKNOWN

NA = NOT APPLICABLE

Appearance Name: RESOURCE ETIC

Appearance Number: 96D

Appearance Definition:

THE TIME WHEN THE RESOURCE IS EXPECTED TO BE RETURNED TO OPERATIONAL STATUS (FULL OR LIMITED) IF APPLICABLE.

Security Classification: UNCLASSIFIED

Source:

USER INPUT

Data Type: ALPHANUMERIC

Minimum # of characters: 11

Maximum # of characters: 11

Data format: NNNNNNA AAA

Data Update Frequency: DAILY

Stored: YES

Product Applications: Not contained within the scope of the LPP.

Legal Values:

FIELD COL	DEFINITION	EXAMPLES
1-2	DAY OF MONTH	1-31
3-6	TIME	0000-2359
7	ZONE	L (LOCAL) OR Z (ZULU)
8	BLANK SPACE	
9-11	MONTH	JAN-DEC

SECTION 4. USER SUPPORT FOR DATA COLLECTION

The data collection methods are integrated into the appearance class definitions (Section 3). The information provided is of two types: the input and output displays of which each appearance class is a part, and the potential sources for the appearance class in other systems.

For most appearance classes which are input by users, a list of screens on which the appearance class is used is given under the title "Product Applications." Those items which are input can be identified by reference to the "Source" on the appearance class descriptions. Both input and output screens are listed to provide more examples for reader review and to show the screens through which input values of the data are validated by regular use, often for purposes beyond those basic to AFIRMS.

The other type of input information available is found in the "Source" entry for each appearance class. Where a system other than AFIRMS is known to contain values for the appearance class, that system is identified as a potential source.

APPENDIX A. AFIRMS DATA DICTIONARY

A.1 General. The AFIRMS data dictionary is a repository for maintaining information about data that is required for the operational AFIRMS. Thus, the data dictionary contains information about the various entity classes required in AFIRMS; it contains information that identifies which data items (attribute classes) are logically associated with these files; it defines all the physical characteristics of the data items (such as whether the data item is numeric or alpha, what its numeric precision is, how many alpha characters it has, etc.), and it provides logical relationships that identify who can access and update individual data items, who initially provided the information about a data item, etc. In short, the AFIRMS data dictionary identifies all the information about data that is necessary to design, implement, and operate the AFIRMS system.

The data dictionary is an information source for the following AFIRMS documents:

- a. Data Requirements Document
- b. Functional Description
- c. Transforms and Model Descriptions
- d. AFIRMS System and Subsystem Specifications
- e. AFIRMS Database Specifications

A.2 Implementation. The data dictionary is physically implemented using the ORACLE relational database running on a VAX 11/750 computer. Information is input into the data dictionary from an interactive CRT. Hardcopy output is directed to a line printer.

A.3 Process of Gathering Information for the Data Dictionary. The AFIRMS data dictionary contains information about all the files and data items within each file, for the operational AFIRMS, based upon the LPP experience. Thus, the process of gathering information to place into the data dictionary begins with identifying and defining the files and data items that must be retained within AFIRMS.

The process of identifying data items to associate with these files (and also to add/delete files) is handled as follows. The various input products to AFIRMS and output products from AFIRMS (i.e., an example would be the flying schedule from the wing product descriptions) are examined individually. For each specific product, all data items are identified and each is logically associated with a file. One can conceptually view this process as shown in Figure A-1. Products are examined in turn and, as part of this process, data items are assigned to the product. If a product requires information that has not yet been defined as a data item, the definition is made and the new data item is assigned as a member of an existing file or as the first member of a new file. As a result of this process, data items that must appear in the AFIRMS database are defined through the products, and they tend to be defined at a higher rate when the process is initiated. The rate decreases as the number of products for which this process has been completed increases.

	DATA ITEM 1	DATA ITEM 2	DATA ITEM 3					DATA ITEM 4
PRODUCT 1	✓			✓				✓
PRODUCT 2		✓		✓				✓
PRODUCT 3	✓	✓	✓	✓	✓			✓
•	✓	✓	✓	✓	✓			✓
•	✓	✓	✓	✓	✓		✓	✓
•	✓	✓	✓	✓	✓		✓	✓
PRODUCT 4	✓		✓	✓				✓

Figure A-1. Identification of Data Items

Having identified and defined the data items and their associated files, it becomes necessary to collect the required data dictionary information for each data item. Approximately 35 distinct items appear in the data dictionary for each data item. Furthermore, it is recognized that the number of distinct items per data item that must be maintained will increase as the AFIRMS database development continues.

The vast amount of the information required to characterize a data item is gathered and/or qualified through interviews with Air Force personnel. Note that the grouping of items (see Figure A-2) into files dealing with a particular subject matter serves to reduce the number of interviews required -- that is, one or more Air Force personnel involved in each subject matter area can provide the needed information about all data items within a subject matter area.

	DATA ITEM 1	DATA ITEM 2	DATA ITEM 3					DATA ITEM N
PRODUCT 1	✓			✓			✓	✓
PRODUCT 2		✓		✓				
PRODUCT 3	✓	✓	✓					
•		✓		✓	✓			
•	✓		✓					
•		✓		✓		✓		
PRODUCT N	✓		✓	✓				✓

Figure A-2. Grouping of Data Items Into Files

APPENDIX B. AFIRMS DATA IN IDEF-1 FORM

This appendix introduces and applies the IDEF-1 information modeling technique as a way of organizing the information about the data: input to, stored in, used in, and output by the AFIRMS system. A specific information model for AFIRMS wing sites is presented herein; it is presented primarily to demonstrate the methods being used to organize AFIRMS data information needs.

B.1 Overview of IDEF-1 Methodology and of this Appendix.

B.1.1 Background of IDEF-1. IDEF-1 was developed under the auspices of the U. S. Air Force program for Integrated Computer-Aided Manufacturing (ICAM) which is an effort to integrate the latest technologies to provide significant improvement in efficiency, flexibility, and reliability for aerospace manufacturing. Notable among these techniques are the ICAM Definition (IDEF) modeling methods.

IDEF-1 (ICAM Definition Method One) was instituted by the Air Force as ICAM's standard information definition technique. The roots of IDEF-1 can be seen in the work of C.W. Backman who introduced Data Structure Diagrams in the mid-1960s. More recently, Professor Peter Chen has developed the concepts of Entity-Relation Diagrams. Backman, Chen, and others contributed to the final form of IDEF-1 as defined by Robert Brown of Hughes Aircraft Company.

B.1.2 Elements of IDEF-1 Methodology. IDEF-1 organizes a system's information by relating it to the elements of the real world which the information must represent. IDEF-1 is concerned with:

- a. The kinds of things about which information is processed.
- b. The kinds of information kept about each kind of thing.
- c. The relationships that exist between kinds of things.

Since the IDEF-1 methodology is concerned with real world kinds of things, it is particularly useful for review with users who can validate or correct the information specifications. As with any language users engaged in serious review must expect to spend some time becoming familiar with the methodology. The following paragraphs provide an introduction to the topic. An expanded discussion is provided in Section B.4.

IDEF-1 recognizes that one physical thing is usually represented by many pieces of data. That is, we collect several pieces of data about each airman, each aircraft, or each squadron. These groupings of data elements around things provide a basis for organizing long lists of data elements. (Official terminology is: kind of thing = entity class; data element = attribute class.)

Additional organization is added if we recognize that certain relationships between types of things exist and are of interest. For example, aircraft are assigned to squadrons. Additional, and very important, organization is added if we specify the relationships as being one-to-one, one-to-many, or many-to-many.

IDEF-1 provides a graphic method for portraying these groupings and these relationships. As an example, one can draw the graphic equivalent of the assertion that "planes are assigned to squadrons." Such explicit graphic statements permit and stimulate user verification or correction.

The corrected version of the IDEF-1 graphic model provides an objective, visible definition of the structure of our data. For each "thing" in the model, a list of data elements (based on IDEF-1 rules) can be prepared and reviewed. Again, the structure focuses the development and review of each list for a limited, defined subject. The idea "divide and conquer" is applied to the world of data.

IDEF-1 is implementation-independent. That is, it is not a database design. It is a collection of information which a database designer must know to produce the best design.

Benefits include:

- a. The visibility and clarity provided by a graphic presentation.
- b. A basis for a handshake between users and implementers in a language each can understand.
- c. An organized (therefore limited) approach to a subject which, traditionally, can easily get out of hand.
- d. The equivalent of a functional specification for data before database design is attempted.
- e. A protection against the data redundancies which could be encouraged by successive implementations of different products which use the same data.
- f. A device for comparing AFIRMS data needs with the data stored (or to be stored) in other systems.

B.1.3 Organization of this Appendix. A thorough review of all the data needed about system information requires an amount of time for preparation and for detailed review which cannot be given by many users. Users with limited time can easily be inundated by the wealth and subtlety of "information about information" which proper specification of modern systems require. To avoid this possibility, this Appendix is organized to provide a gradual approach to the topic.

Section B.2 provides a brief description of the data elements. Section B.3 discusses IDEF-1 graphics which provides background material for Section B.4. Section B.4, which casual readers will want to bypass, gives the graphic presentation of relationships between entity classes (kinds of things).

B.2 Attribute Classes. A brief description of the data elements or "attribute classes" is as follows:

- a. The entity classes refer to three different kinds of things. These are:
 - (1) Obvious, mainly physical, kinds of things.
 - (2) Standards, which while recognizable as real:
 - (a) are not physical
 - (b) are not part of many people's normal perception of needed information.
 - (3) Relationships, a concept which is strange to many users. An example may help. If one thinks of one's own use of time on the job and of that of his fellow workers, a table can be developed:

	TASK A	TASK B	TASK C
BROWN	<ul style="list-style-type: none">● STARTED● WILL LEAVE● % OF TIME	<ul style="list-style-type: none">● STARTED● WILL LEAVE● % OF TIME	<ul style="list-style-type: none">● STARTED● WILL LEAVE● % OF TIME
JONES	<ul style="list-style-type: none">● STARTED● WILL LEAVE● % OF TIME	<ul style="list-style-type: none">● STARTED● WILL LEAVE● % OF TIME	<ul style="list-style-type: none">● STARTED● WILL LEAVE● % OF TIME

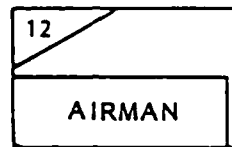
The record of: when Brown started Task B, when Brown will leave Task B, and what percent of Brown's time was spent on Task B is one set of information about the relationship of Brown and Task B. The set of all such sets is what we mean by an entity class labeled, perhaps, "airman task assignment."

- (4) Examples of physical, standards and relationships are scattered through the entity classes listed.

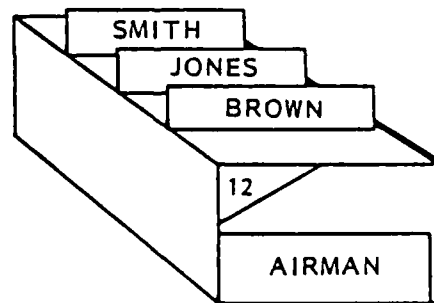
B.3 IDEF-1 Methodology Description. This section describes the IDEF-1 methodology.

B.3.1 Graphics. IDEF-1 graphics deal with two of the three kinds of elements covered by IDEF-1.

An entity class (kind of thing) is shown as a box. The number of the entity class (assigned arbitrarily to aid reference) appears in the upper left of the box and the name of the entity class appears in a sub-box at the lower left as shown below:



This may be thought of as the front of a file drawer in which we store records on airmen, i.e.:



The lists of data elements or attribute classes may be thought of as a list of the items recorded on the cards in each type of drawer.

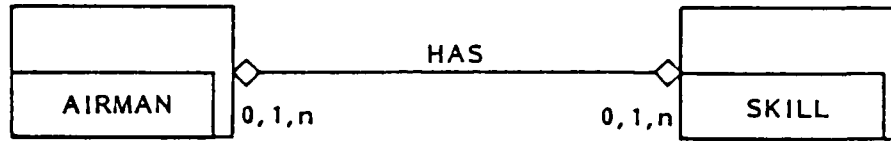
It is important to stress that we are not modeling Brown, Jones, and Smith, as suggested by the illustration on the previous page. IDEF-1 deals only with the organization of the file (which could be manual or automated). Each squadron, wing, etc., will populate the file organization with actual airmen, aircraft, etc. for which the IDEF-1 organization provides the proper niches.

The next question addressed by the graphics is how the entity classes relate. This is shown by arrows between the boxes, examples of which are shown below:

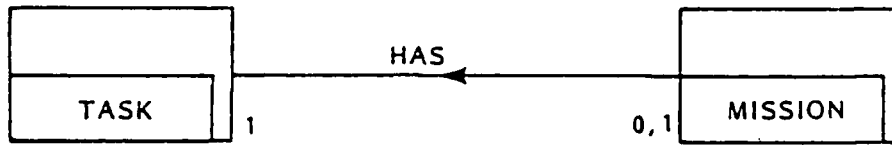


It is shown here that for one type of Air Force unit there may be no airmen, one airman or more than one airman, but each airman is now serving in only one Air Force unit.

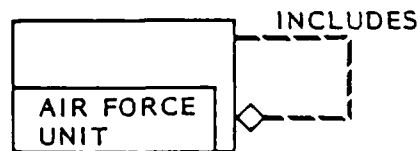
Smith, Jones, and Brown are all assigned to this tactical fighter squadron and only to this fighter squadron.



Here one deals with what each airman can do. Each may have 0, 1, or more skills while (as above) each skill may have several airmen who possess it.



The syntax shown here indicates that any mission is a task. AFIRMS may, however, be checking tasks which are not missions.



Dashes can be used to show that the "exactly one" rule may be broken.

All Air Force Units are included in exactly one higher level unit (that is the claim made here) except the Air Force itself. That exception causes the arrow to be dashed.

B.3.2 Overlapping Entity Classes. Some of the entity classes shown in some of the diagrams are crosshatched to show that they are characters which appear in other scenes. If one visualizes the diagrams of this section pasted to a wall so that they overlapped to form one large diagram showing all the entity classes, the crosshatched entity classes would be the points of overlap between these subdiagrams.

To clarify the cross-references, the other diagrams in which such entity classes appear will be listed in the text accompanying each diagram.

THIS PAGE INTENTIONALLY LEFT BLANK

B.4 Graphic Presentation. The diagrams presented in this section are complex in nature. Readers not interested in a detailed example of the IDEF-1 methodology may wish to skip this section. Ensuring their accuracy is, however, important. It may help those interested in examining that accuracy to look upon the diagrams as the basis of a story, rather than as a group of strange looking boxes. This section uses the graphic conventions just discussed to present a scenario. Detailed descriptions of each scene are then presented.

The diagram on the facing page shows, at the upper left, the entity class "Air Force Unit," which may be any level unit from a squadron to the entire U. S. Air Force. Just below the "Air Force Unit" is "Unit's Supply of Resource." Note that this may be any type of resource needed to perform tasking, whether material or human.

Another main character shown is the "Air Force Unit's Piece of an Order" found at the upper right of the diagram. These are three of the four focal points of the AFIRMS process. The question repeated over and over to AFIRMS is, "with the resources on-hand, can the given Air Force unit carry out this tasking?"

Before going to the fourth main character, note that there are two standard entity classes shown, both near the top of the diagram.

The first, "Resource Type" is to be contrasted to the "Unit's Supply of Resource" (to which the type is related by the "occurs as" relationship). The "resource type" is the standard prototype for any occurrence of the type; it is here, for example, that "units of measure" are recorded. The "Unit's Supply" is a specific occurrence of that resource type -- the one held by a given unit.

The other standard type is "Task Type" which is the prototype for any task. Here, for example, one might find the normal duration of a specific type of mission.

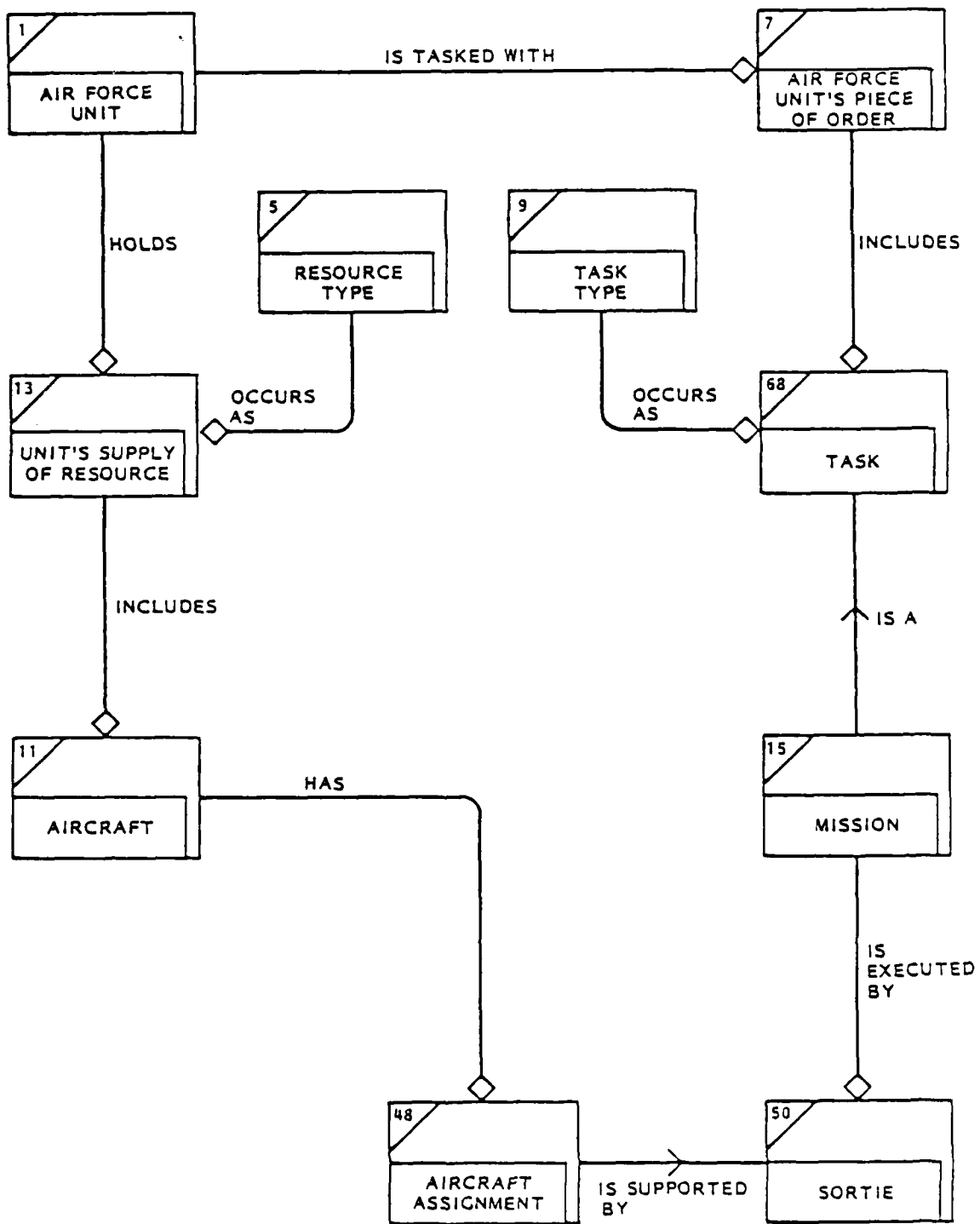


Figure B-1. Overview of Entity Classes

SOFTech

Note also that the "Unit's Supply of Resource" is related to more detailed elements such as individual "Aircraft"; and that "Air Force Unit's share of Order" relates to more detailed "Task," "Mission," and "Sortie."

All of which sets the stage for the fourth main character, "Aircraft Assignment" which is related to both a sortie, (only one as the last section noted) and to an aircraft (also only one).

This completes the scenario overview. The story concerns:

- a. A unit
- b. The unit's part of an order, in general and down to detailed sorties.
- c. The unit's supplies of resources, in general and in detail.
- d. Standards relating to these elements.
- e. Assignments of the unit's resources to complete the tasking.

The following diagrams provide details in those areas.

B.4.1 Standards. Before returning to the main characters, it is worthwhile to look at some of the standards which govern their actions.

Recall that this diagram is about the standards; a look-up table for the conditions which must be met if steps taken by AFIRMS are to be realistic.

In this diagram, the crosshatched entity classes are the central elements (as is usually the case.) They are: resource type, task type, and skill type.

There are relational links from "Task Type" to each of the others via entity classes 8 and 49. The relationships involved bear the strange designation IRB. This is an abbreviation for "is referenced by" and is a deliberately strange name which is intended to remind the regular user that these linking entity classes are about relationships and should not be confused with physical objects.

THIS PAGE INTENTIONALLY LEFT BLANK

Also, "Resource Type" and "Task Type" are both linked by two relationships to each of two other entity classes. These portray in which ways one "Resource Type," for example, may relate to another. Entity Class 37 records possible conversions (say from an aircraft in one SCL configuration to an aircraft in another SCL configuration). Entity Class 39 shows relationships of summing (one configuration aircraft to the total number of aircraft -- which is not obvious to a computer) or assembly (what fins are needed to assemble this kind of bomb?). Entity classes 40 and 41 show support roles between tasks and tiering of tasks respectively.

The cross-references indicated by the crosshatching are:

<u>Entity Class</u>	<u>Also Appears on Figure</u>
5	B-3, B-4
9	B-3
60	B-4

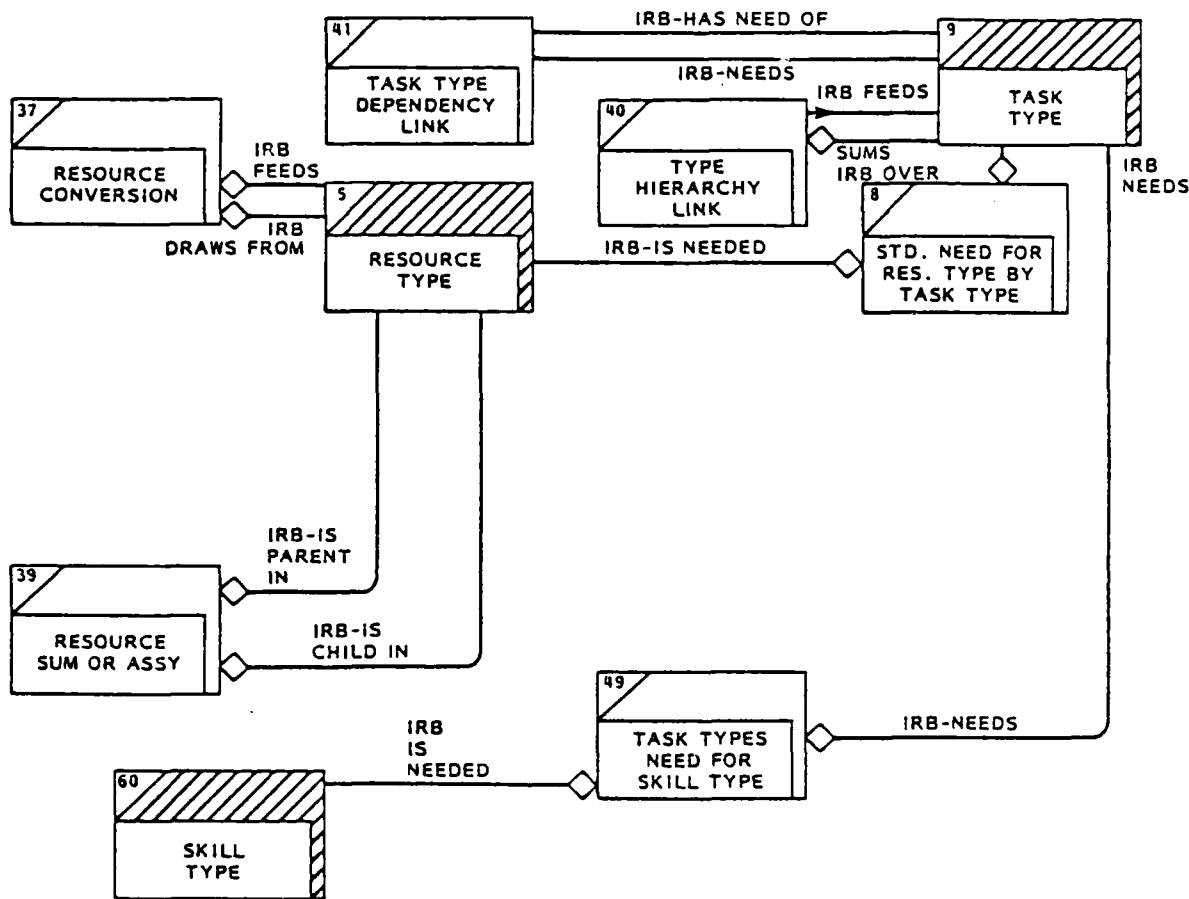


Figure B-2. Basic Types and Their Standard Relationships

B.4.2 The Task. This diagram deals with three levels of orders: the total order (entity class 54), the part of the order directed to a specific unit (entity class 56), and the tasks assigned to that unit. Each is linked via IRB type relationships to one or more standard "Task Types." The linking entity classes (57 and 59) record how many of the "Task Type" are tasked, how many are considered possible, how many are actually performed, and any other like data.

Several other entity classes (27,71,72,73,74), all of which have names beginning "roles," play a similar role in relationships between "Resource Type" and the order or some subportion thereof. Entity class 74, for example, collects data on the need, use, etc., of a "Resource Type" on the sorties of a given type tasked to a given unit on a given order (see entity class 59).

Entity Class 42 notes that a specific task may get support from several other tasks. This is the specific occurrence of the standard layed down by Entity Class 41 on Figure B-2.

Finally, Entity Class 15 shows that the task may be a mission. (It may also be an implied support task such as fueling a plane.)

The cross-references indicated by the crosshatching are:

<u>Entity Class</u>	<u>Also Appears on Figure</u>
5	B-2, B-4
9	B-2
15	B-5
56	B-4
68	B-5

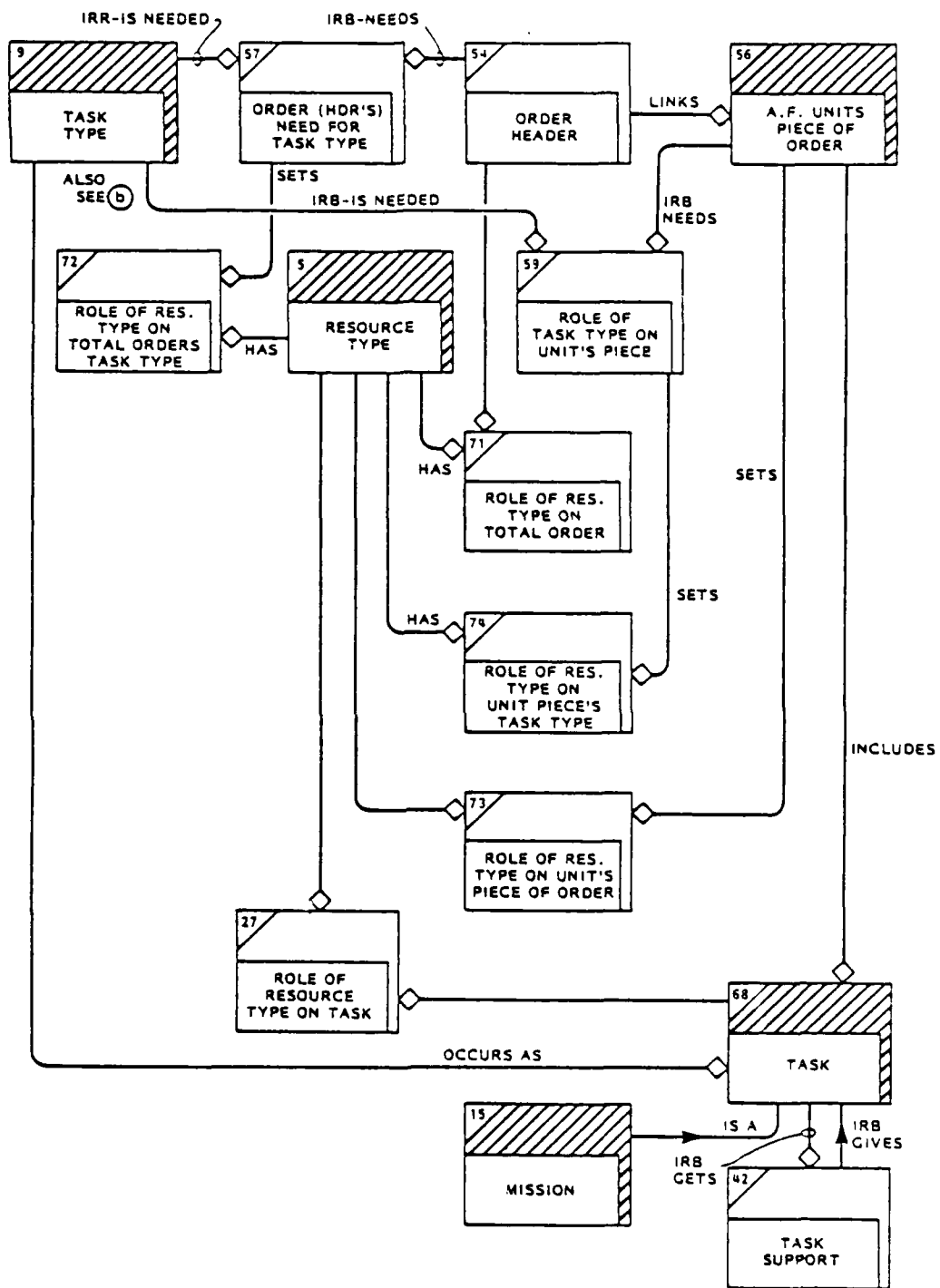


Figure B-3. Orders and Their Resource Needs

B.4.3 The Unit and Its Resources. The original outline discussed the unit and its resources. This diagram adds the base which has relationships with the unit directly and through Entity Class 56 which may specify employment locations.

Entity Class 2 provides a relationship between one unit and another, that of command.

The earlier discussion mentioned the presence of "Aircraft," and now "Airman" is noted. Both the "Airman" and the "Unit" relate to a new entity class, "Skill Type." Each may have many skills as each skill may occur with many airmen.

For each "Aircraft" there may be a number of "Requisitions," each for a specific Entity Class 13. Entity Class 13, in turn, may exist at several locations and as several "Serialized Instances." The latter concept is sometimes difficult when first encountered. Note that Entity Class 13 deals with the supply in sum; the unit has, let us say five gas trucks, but each truck is a "Serialized Instance" with a mileage, a date of last repair, etc. In addition, supplies such as POL or cheap hardware, are treated in bulk. There is no serialized gallon of JP-4.

Entity Classes 86 and 88 deal with the many conditions of resources such as FMC for aircraft or TDY for airmen. These particular entity classes are marginal and are under review as this draft is being written. If they are eliminated, the conditions will be itemized elsewhere.

The other entity class, 96, notes that each base contains supplies of various resource types.

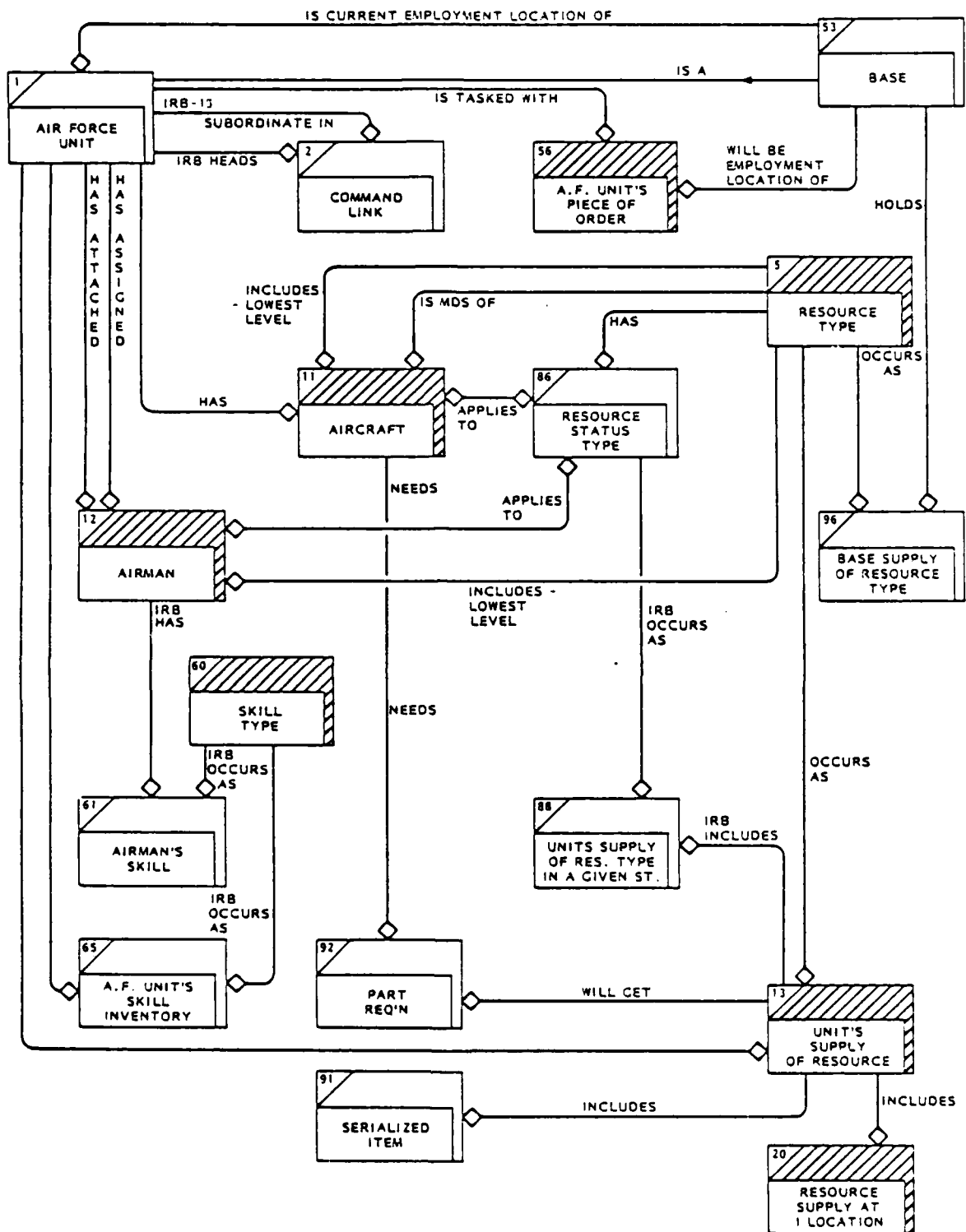


Figure B-4. Units, Bases, Resources

The cross-references indicated by the crosshatching are:

<u>Entity Class</u>	<u>Also Appears on Figure</u>
5	B-2, B-3
11	B-5
12	B-5
13	B-5
20	B-5
56	B-3
60	B-2

THIS PAGE INTENTIONALLY LEFT BLANK

B.4.4 The Plans to Execute the Order. Figure B-5 reintroduces the sortie which was noted in the original scenario.

All of the other entity classes on Figure B-5 which are new, consist of plans to use some bulk or individual resource to fulfill some aspect of the order. (Since this is the final diagram, new entity classes are those with no crosshatching i.e., those which do not appear elsewhere.)

The original scenario showed Entity Class 48, Aircraft Assignment. Entity Class 62 is comparable. Note that each aircraft and each airman may have multiple assignments. Each Sortie may have no aircraft assigned, or may have precisely one aircraft assigned. While the sortie may have no airmen assigned yet, it may well end up with more than one assigned.

Entity classes 32 and 44 reflect bulk allocations to tasks from the unit's total supply of a resource or from the part of the supply at one or more specific locations. Thus, the amount shown as allocated in one instance of Entity Class 32, would be the sum over several Entity Class 44s, all for the same resource.

The cross-references indicated by the crosshatching are:

<u>Entity Class</u>	<u>Also Appears on Figure</u>
11	B-4
12	B-4
13	B-4
15	B-3
20	B-4
68	B-3

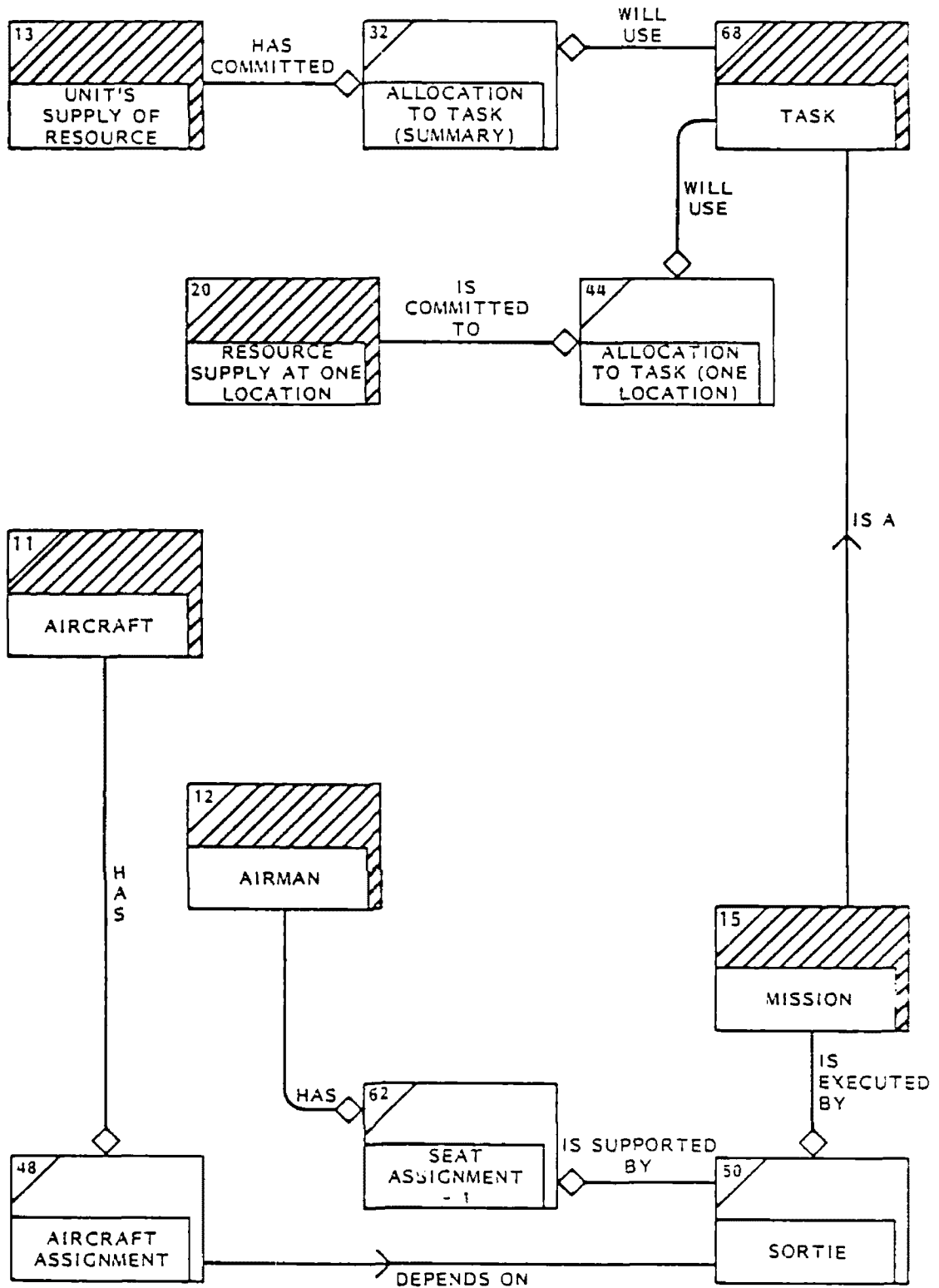


Figure B-5. Planning to Carry Out an Order