

# JTLS-GO For Analysis And Wargaming

## Proposed Syllabus

Date/Time	Topic	Instructor
<b>Monday - Introduction</b>		
0800 - 0830	Arrival and Administrative Tasks	
0830 - 0900	Review Goals Of Training	
0900 - 1000	Comparison Of Simulation Tool Options - Open Versus Closed	
1000 - 1100	Expanded JTLS System Design For Analysis	
1100 - 1200	Review Concept Of Checkpoints and Game Runs	
1200 - 1300	Lunch	
1300 - 1400	Introduce Analysis Example	
1400 - 1500	Group Course Of Action Development	
1500 - 1600	Group Course Of Action Presentations	
<b>Tuesday - Order Entry</b>		
0800 - 0900	Use Of MSEND	
0900 - 1000	WHIP IMT Spreadsheets	
1000 - 1100	Reformat Spreadsheet Program	
1100 - 1200	Reformat Spreadsheet Practical Exercise	
1200 - 1300	Lunch	
1300 - 1400	Hand Edited Order Files	
1400 - 1500	Orders That Don't Have Execution Times	
1500 - 1600	Group Order File Practical Exercise	
<b>Wednesday - Automatic Decision Rules</b>		
0800 - 0900	Rules Of Engagement	
0900 - 1000	Naval Automatic Firing	
1000 - 1100	Air Automatic Intercept	
1100 - 1200	Air Defense Automatic Firing Options	
1200 - 1300	Lunch	
1300 - 1400	Lanchestrian Combat	
1400 - 1500	Automatic Resupply and Requisitioning	
1500 - 1600	Group Implement Automatic Decision Rules	

Date/Time	Topic	Instructor
Thursday - Available Results Data		
0800 - 0900	Controller Damage Reports	
0900 - 1000	Controller Air Damage Report and Air Defense Reports	
1000 - 1100	Concept And Review Of Periodic Reports	
1100 - 1200	Checkpoint Generated Reports	
1200 - 1300	Lunch	
1300 - 1400	AAR Viewer	
1400 - 1500	Using the TRIPP Replay Capability	
1500 - 1600	Use Of AAR Reports	
Friday - Replications		
0800 - 0900	Batch Processing Setup And Execution	
0900 - 1000	Explanation Of Random Numbers	
1000 - 1100	Group Setup Of Batch Processing	
1100 - 1200	Theoretical Exam	
1200 - 1300	Lunch	
1300 - 1400	Group Review Of Results	
1400 - 1500	Group Presentations	
1500 - 1600	Final Wrap-up and Discussion	