



:7th Fleet Task Force:

:Standard Operating Guideline for Fleet Operations on Ventrilo:

:Objective: To Simplify Communications on Ventrilo which will maximize the affect on the mission at hand. Learning and understanding the ICS System will bring more order to a Task force to accomplish a goal.

Common Terminology

Unity of Command

Each individual participating in the operation reports to only one supervisor. This eliminates the potential for individuals to receive conflicting orders from a variety of supervisors, thus increasing accountability, preventing freelancing, improving the flow of information, helping with the coordination of operational efforts, and enhancing operational safety. This concept is fundamental to the ICS chain of command structure.

Span-of-control

To limit the number of responsibilities and resources being managed by any individual, the ICS requires that any single person's span of control should be between three and seven individuals, with five being ideal. In other words, one manager should have no more than seven people working under them at any given time. If more than 7 resources are being managed by an individual, then they are being overloaded and the command structure needs to be expanded by delegating responsibilities (e.g. by defining new sections, divisions, or task forces). If fewer than three, then the position's authority can probably be absorbed by the next highest rung in the chain of command.

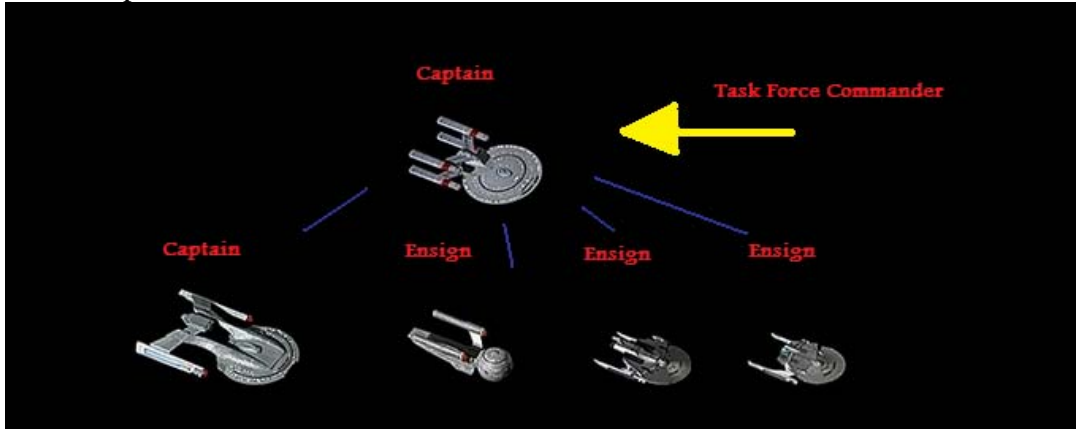
Task Force Commander

Single Task Force Commander - Most fleet actions involve a single Commander. In these events a single person commands the fleets actions and is the decision-making final authority. Task Force Commander can be anyone who assume that role for that time.

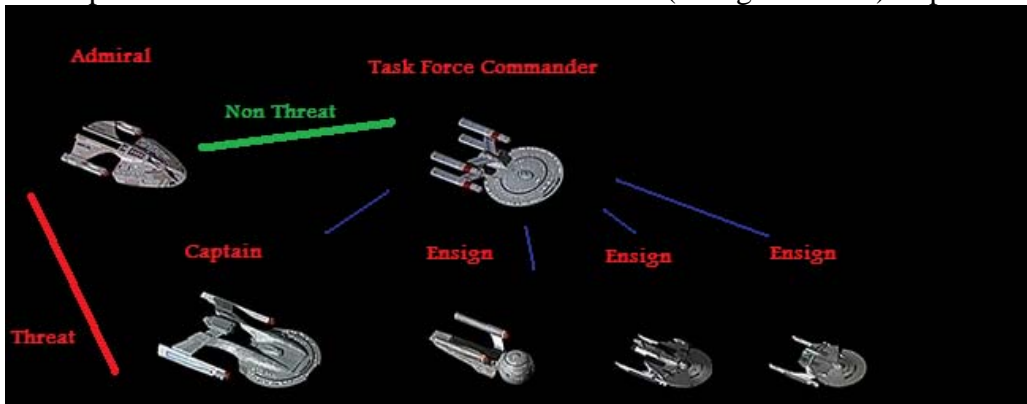
IE 2 Captains, 3 Ensign are in a Task Force.



The 2 Captains can decide which will be the Commander for that event.



During the event if a Admiral should show up and command has already been established by a Captain the Captain will hold Command while under threat (Being Attacked) or pass it to the Admiral.

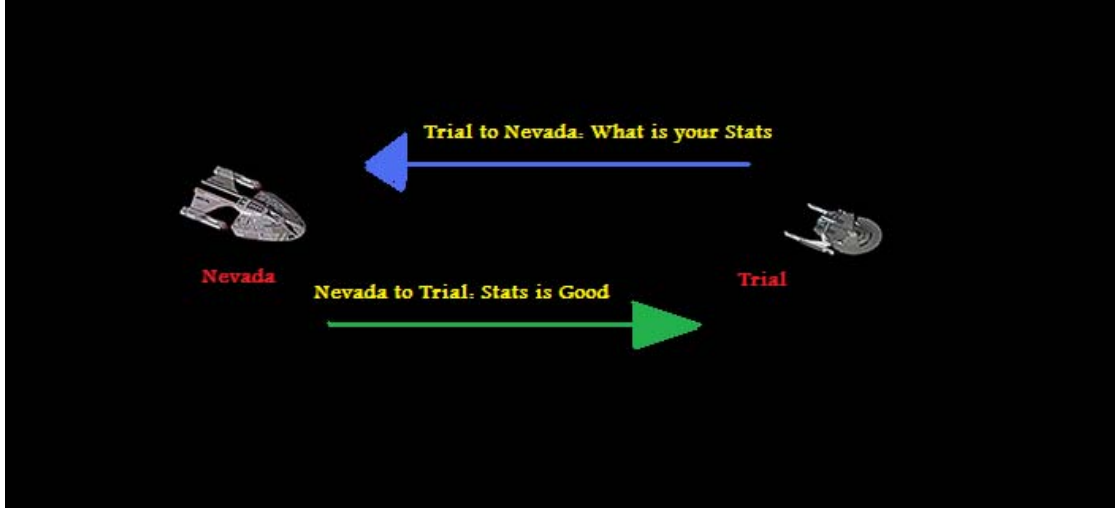


This will be announced over the channel command has been passed to the ship name. If the Captain maintains Command because of threat the Admiral will fall in with the rest of the ship in a effort to not disrupt the ICS System or cause confusion. Finally if the Commander decide to leave the channel or drops off command will be passed to the highest ranking person and again this will be announced over the channel as the ship which is in command.

Talking on Ventrilo:

While on Ventrilo under game play all ships should call each other by ship name. IE Trial to Nevada. Make sure to get your message out right off the bat don't play the waiting game, keep it in a orderly fashion and keep the channel open.

IE :GOOD: Trial to Nevada: what is your stats /// Nevada to Trial: Stats is Good



:BAD: Trial to Nevada ///Nevada go a head Trial /// Trial to Nevada: what is your stats ///Nevada to Trial : Stats is Good <<<This would that a lot more time to get out

There will be three category's in which to fall under while talking to each other:

THREAT: Under attack, in battle or setting up for. Short and to the point.

LOW THREAT: Traveling in space , away mission etc.. where something could turn bad. Message freely remembering something could happen at a moments notice.

NON THREAT: No threat possible. Message freely

ENTERING THE AREA OR AVAIABLE SHIPS:

If you enter an area to join a task force or have completed a task while in formation . You should announce this by saying: IE (your ship name) Standing-by. --- Trial Stand-by --- Then wait for the task force commander to give you an assignment.

