

*** UNCLASSIFIED***

UNIT: 634th FSB
Loc: Sullivan, IL
DTG: 170800AUG04

OPERATIONS ORDER 634 FSB 05-01: 634th FSB Games

Time Zone Used Throughout the Order: Local

TASK ORGANIZATION: SOP

TERRAIN AND WEATHER: Omitted

1. SITUATION: The 634th FSB will enter TY05 at the continued heightened pace established in TY04 starting with the BN Games. New premier events have been selected that will assist us toward proficiency in basic soldier skills such as marksmanship, communications and survivability. Information in this OPORD will attempt to blend both the "tactical scenario" with real-world training plans within the 634th FSB.

a. Enemy Forces: N/A

b. Friendly Forces.

- (1) **Higher Unit (2 levels up):** Omitted
- (2) **Higher Unit (1 level up):** 66th IN BDE

c. Attachments and Detachments: None.

2. MISSION: 634th FSB conducts 6th Annual FSB Games on 1-3 Oct 04 in Sullivan, IL. The purpose of this event is to improve individual soldiering skills, promote teamwork, sustain morale and fulfill tradition within the Battalion.

3. EXECUTION:

Commander's Intent: I intend to conduct this event with the same level of enthusiasm, purpose and value for our soldiers as we have achieved in previous years. This training exercise will challenge our soldiers to compete as individuals and teams to prove their skills in numerous military tasks and athletic games. This friendly competition will foster leadership, teamwork and cohesion which have been the cornerstone of our Battalion's success.

a. Concept of the Operations:

We will accomplish this by assembling the Battalion in Sullivan on 1 Oct 04. We will conduct opening ceremonies on the morning of 2 Oct, followed by events spread out throughout the day and a BN mixer that evening. On Sunday morning, 3 Oct 04, we will conduct breakout training and survey classes, followed by the closing ceremonies. Units will then deploy to home station after the noon meal. The decisive point will be when all events have been completed successfully. Significant to this operation will be our ability to plan and coordinate each phase of the operation and each event to the standard that has been set in the past. The endstate will be when all participants return to their home station, equipment stored and troops dismissed.

(1) **Maneuver:** The overall flow of the games will occur very similar to last year. There will be a slight difference in a few of the events for this year, but not many. Events will occur in or around Sullivan armory, high school and surrounding park grounds. Appendix A contains an event matrix detailing instructions for each of the competitive events. Appendix B is a map depicting where each of the events will take place.

- (2) **Fires:** N/A
- (3) **Reconnaissance and Surveillance:** N/A
- (4) **Intelligence:** N/A
- (5) **Engineering:** N/A
- (6) **Air Defense:** N/A

b. Tasks to Subordinate Units:

- (1) A/634th FSB
 - (a) T: Provide weapons, vehicles, radios and other miscellaneous equipment for different events (See Appendix A.)
 - P: To facilitate logistical operations and improve the quality of each event.
- (2) C/634th FSB
 - (a) T: Provide one Medical Aid Station with ambulance and two medics from 0800-2000 Sat and 0800-1100 Sun on south drive of armory. Also provide additional ambulance team for Rifle Marksmanship event.
 - P: To facilitate safety and risk management operations.

- (3) The proposed events for the games and the assigned unit responsible are listed below. Each unit will assign an OIC/NCOIC for each task who will be responsible for completing a risk assessment. OICs/NCOICs will also be prepared to brief the BN CDR upon arrival to Sullivan on the overall concept of the event.

1. Triathlon Relay	HQ/A
2. Orienteering Event	HQ/A
3. Road March	CO C
4. Rifle Marksmanship	CO B
5. Tug of War	CO B
6. Flag Football	CO B
7. Squad Assault	HQ/A
8. Softball	CO C
9. FA 90 Medley	HQ/A
10. Volleyball	CO B
11. CTT Grab Bag	CO C
12. OE 254 Assembly	HQ/A
13. Military Jeopardy	CO C
14. Basketball	CO B

c. Tasks to OPCON Units: N/A

d. Coordinating Instructions:

- (1) Uniform: See Time Schedule for uniform requirements. Spectators at competitive events may wear Army PT uniform. Uniform for BN mixer on Saturday night is theme oriented (Super Heroes/Villains) and/or appropriate civilian attire.
- (2) Equipment: Individual equipment required will be that needed to stay overnight for 2 nights and for specific events.
- (3) Backbriefs: Co Cdrs will backbrief BN Cdr on 11 Sep 04 (cellphone) on their overall plan. Event OICs will backbrief MAJ Strode on 11 Sep 04 (cellphone) on their plans for each event (Concept, Maneuver Plan, Scoring, Personnel, Support Requirements).
- (4) Rehearsals: Opening ceremony rehearsal will be at 01 2000 OCT 04 for select personnel. Closing ceremony rehearsal will be at 03 1000 OCT04.
- (5) PIR:
 - (a) CCIR: N/A
 - (b) EEFI: Time of arrival of BDE Commander and any other VIPS. Any injuries incurred during the exercise.
 - (c) FFIR: N/A
- (6) ADVON operations: Each unit ADVON will arrive at Sullivan armory NLT 01 1400 OCT04. ADVON must consist of personnel capable of coordinating and executing set-up of each event, as well as logistical requirements for the unit.
- (7) Scoring: Each event will have a scoring system to produce a 1st, 2nd, and 3rd place finisher, with each unit receiving only one of those three ratings. For 1st place finish in an event, a unit will receive 100 points. For second place- 60 points, and third place-30 points. Unit with the most points at the end of the competition will be declared the winner of the Games. Tie-breaker will be the number of 1st place finishes, then the number of 2nd place finishes. A scoring board will be posted near the foyer of the armory.
- (8) Brackets and Byes: Each unit will draw during ADVON to determine which unit receives a "bye" in which event (softball, volleyball or basketball). Only two games will be played in each of these events to determine the overall winner.
- (9) Tentative Time Schedule:

TIME	EVENT	LOCATION	PARTICIPANTS	UNIFORM
1 October 2004				
1400 hrs	ADVON arrives-Prep for Events	Sullivan Armory	Unit ADVON teams	BDUs, Beret
1800 hrs	BN Staff Arrives	Sullivan Armory	BN Staff	BDUs, Beret
1900 hrs	Unit Initial Formations	Unit Armories	Unit Members (-)	BDUs, Beret
	BN CDR Brief	Conference Room	BN Staff	BDUs, Beret
2000 hrs	Opening Ceremony Rehearsal	Football Field	BN Staff	BDUs, Beret
2130 hrs	NLT Units Arrive	Sullivan Armory	Unit Members (-)	BDUs, Beret
2200 hrs	Synchronization Backbrief	Conference Room	BN Staff, Event OICs, Unit Cdrs	BDUs, Beret
2 October 2004				
0630 hrs	Breakfast	TBD	ALL	
0745 hrs	Units Stage	NW of Football Field	ALL	BDUs, APFT, Guidons
0800 hrs	Opening Ceremonies	Football Field	ALL	BDUs, APFT
0900 hrs	Triathlon Relay	SP-Civic Center	Sel Personnel	APFTs
	Orienteering	SP-Sullivan Armory	Sel Personnel	APFTs
	Road March	SP-Sullivan Armory	Sel Personnel	BDUs w/Ruck
	Rifle Marksmanship Competition	Sullivan PD Range	Sel Personnel	BDUs, Kevlar
1000 hrs	Tug of War	East of Football Field	Sel Personnel	BDU pants, T-shirt
	Flag Football	HS Soccer Field	Sel Personnel	Alternate APFTs
1100 hrs	Squad Assault	Wyman Park	Sel Personnel	BDUs
1100-1230 hrs	Lunch	TBD	ALL	
1200 hrs	Softball	Wyman Park	Sel Personnel	Alternate APFTs

TIME	EVENT	LOCATION	PARTICIPANTS	UNIFORM
2 October 2004 (cont).				
1300 hrs	FA 90 Medley	HS Parking Lot	Sel Personnel	BDUs
1330 hrs	Volleyball	Wyman Park/Sand Court	Sel Personnel	Alternate APFTs
1400 hrs	CTT Grab Bag	West Side of Armory	Sel Personnel	BDU pants, T-Shirt
	OE 254 Assembly	West Side of Armory	Sel Personnel	BDUs
1500 hrs	Military Jeopardy	HS Library	Sel Personnel	BDUs
1600 hrs	Basketball	HS Gym	Sel Personnel	Alternate APFTs
1700-1900 hrs	Dinner	TBD	ALL	
2100 hrs	BN Mixer	American Legion	ALL	Civilian Attire
3 October 2004				
0800 hrs	Breakfast	TBD	ALL	
0900 hrs	Soldier Breakout/AAR	Armory Drill Floor	E1 – E4s	BDUs
	NCO Breakout/AAR	Armory Classroom	E5-E8s	BDUs
	Officer Breakout/AAR	Conference Room	W01-04	BDUs
1000 hrs	Police Area/Pack & Load	All Areas	ALL	BDUs, Beret
	Closing Ceremony Rehearsal	Football Field	BN Staff, Unit CDRs	BDUs, Beret
1030 hrs	Closing Ceremony	Football Field	ALL	BDUs, Beret
1130 hrs	Lunch	TBD	ALL	
1200 hrs	Units SP			
1300 hrs	BN SOY/NCO Boards	Armory Classroom	Sel Personnel	BDUs, Beret

4. SERVICE SUPPORT:

a. Support concept: The concept of combat service support for the Battalion games is to support the games organically. Companies will deploy with enough organic assets to complete mission, with only Class I and V being supplied at Sullivan.

- (1) CLASS I (Food & Water) Each event OIC/NCOIC must ensure that water cans and cups are available at their event site. The 634th will feed catered meals (location TBD) for the duration of the Battalion Games. Meal schedule is as follows:

02 October 2004:

Breakfast (0630-0730):
Lunch (1100-1230):
Dinner (1700-1900):

03 October 2004:

Breakfast (0800-0900):
Sack Lunch (Enroute)

- (2) CLASS II: (CTA-Clothing, Expendable Supplies)

- (a) All organizations will deploy with a sufficient supply of Class II supplies to meet operational needs.
(b) Janitorial, office and miscellaneous supplies may be drawn from HQ/A supply.
(c) Commanders will ensure that unit personnel deploy with needed OCIE and clothing for overnight stay.

- (3) CLASS III: (POL)

- (a) Units utilizing organic vehicles will ensure vehicles are topped off before movement. If needed GSA buses will be fueled via government credit card.
(b) If required, oils and lubricants will be requested through the HQ/A Motor Sergeant.

- (4) CLASS IV: (Barrier & Construction Material) N/A.

- (5) CLASS V: (Ammo)

- (a) CO C 634th FSB will draw the ammunition directly from the Springfield ASP on 1 Oct 04 NLT 1300 hrs. Unit authorized to make direct coordination with ASP for pick up arrangements.
(b) Vehicles used for transport must be equipped with a 10 B/C rater fire extinguisher and proper placards.
(c) Upon arrival at Sullivan Armory, ammunitions will be secured with HQ/A supply sergeant. Event OIC will then coordinate with supply sergeant for pick up and movement to ranges for Saturday.
(c) All training ammunition will be accounted for IAW with the DMAIL-CLO using unit SOP and DA 710-2-2. All ammunition will be accounted for prior to Companies departing Sullivan Armory. All personnel handling ammunition will be briefed on their responsibilities and pertinent regulations.
(d) CO C 634th FSB will return dunnage to Springfield ASP NLT 5 Oct 04.

(6) CLASS VI: (personal Items)

- (a) Each unit will provide the BN S-1 with a count of soldiers planning on attending the party on Saturday evening. Each unit XO will collect \$100.00 from units during September drill for the party. The BN S4 will take collected money and purchase snacks and beverages for the party.

(7) CLASS VII: (Major End Items)

- (a) Individual weapons for the Marksmanship Competition will be issued by HQ/A. No weapons will be transported from home station.

(8) CLASS VIII: (Medical Supply)

- (a) Units are required to bring all necessary expendable, non-controlled medical supplies to Games.
- (b) C 634th FSB will provide health services support at Sullivan Armory and competitive events.

(9) CLASS IX:

N/A

(10) **Miscellaneous Services:**

(a) **Ground Transportation:**

[1] Primary means of transportation for B and C companies will be organic vehicles.

- [a] Vehicle roster with assigned drivers, A-drivers and passengers will be forwarded to the BN S-1 NLT 27 1000 Sep 04.
- [b] Unit ISGs will ensure vehicles are topped off prior to leaving home station and upon return.
- [c] Units will deploy from home station with sufficient POL to sustain vehicle movements.
- [d] Units will depart HS to arrive at the Sullivan armory NLT 01 2200 Oct 04.
- [e] Parking for unit vehicles:

{1} CO B: Parking Lot behind Sullivan High School
{2} CO C: Parking Lot in front of Sullivan High School

[2] Secondary means of transportation will be GSA buses.

- [a] GSA buses will be coordinate by unit if needed.
- [b] Each unit utilizing a GSA bus is responsible for providing no less than 2 qualified bus drivers.
- [c] Units will pick up GSA buses 1 NLT 1 Oct 04 to transport troops to Sullivan armory, arriving NLT 01 2200 OCT 04.
- [d] Any problems with buses will be directed to DOLTC (217) 761-3711 or Battalion OIC (217) 761-3164/3165.

[3] Units will restrict the number of POVs authorized due to parking limitations.

- (b) **Trash:** Dumpster is available on North Side of Sullivan Armory. Consolidated police call will be conducted on Sunday morning (1000) supervised by unit ISGs of all areas occupied during the games.
- (c) **Billeting:** The schools and the Sullivan Armory will be used for soldier sleeping quarters. **Cots may be used only if they have plastic or rubber bases on the bottoms.** Unit ISGs will ensure all cots meet this requirement. If cots are unavailable at unit level, soldiers should bring sleeping mats. Additional coordination will be made with the BN S4 to determine exactly how many personnel from each unit will be staying in each location.
- (d) **Latrines/Showers:** Both facilities have limited latrine and shower heads for both male and female, so be prepared for the constraint. However, it should be adequate for our needs – it will just take a little longer for individuals to wait.
- (e): **Wash Racks:** N/A
- (f): **MILES:** N/A
- (g): **MAPS:** See Appendix B.

b. Medical Evacuation and Hospitalization:

1. Aid Station located at Southeast corner of Armory.
2. Rifle range must also have medical support. Direct coordination between OIC and Co C is authorized.
3. Air MEDEVAC is not available.
4. Ground Evacuation will be to Sara Bush Lincoln Hospital in Mattoon, IL (Rt. 116)

c. Personnel:

1. ADVON OIC will report to BN OIC upon arrival. ISGs will provide closing report to BN S1 upon arrival.
2. Awards to be presented at the Closing Ceremony (AAM/ARCOMs) must be submitted NLT 6 Sep 04 to Battalion S1. Awards will be presented for each competition, the overall games winner, and the BN Standard Bearer Unit Award for TY-04.
3. Religious ceremonies will be announced at a later date.

d. Civil-Military Cooperation:

1. No travel off Area of Operation during operations without prior approval from Company Cdr or ISG.
2. Report any military incidents immediately.
3. Ensure safe convoy operations on public roads.

e. Miscellaneous:

1. MWR - NEW ITEM: There will be a BN mixer held on Saturday night at the American Legion. Music will be arranged by the Operations Section. This year the BN mixer will have a theme to it. Request participants dress up in their favorite Super Hero or Villain costume ready to strut. Prizes will be awarded to the top 3 selected by a panel of judges.

5. COMMAND AND SIGNAL:

a. Command:

- (1) The 634th FSB Main CP will be located in the Sullivan Armory (S2/3 shop).
- (2) The succession of command in the battalion is BN CDR, XO, SOO, S2/3, S4, S1, SOO Maint.

- b. Signal:** BN Commo NCO will issue hand-held radios from HQ/A supply on Friday night for all event OICs, CDRs, ISGs and staff. Frequencies TBD.

RISK MANAGEMENT: Each unit commander will complete a risk assessment worksheet for the weekend and submit it to the BN XO NLT 1 Oct 04. Each event OIC must complete one for their individual event and submit it to the BN XO NLT 01 Oct 04.

ACKNOWLEDGE:

FANNING
LTC

APPENDICES:
A – Event Matrix
B – Ground Layout