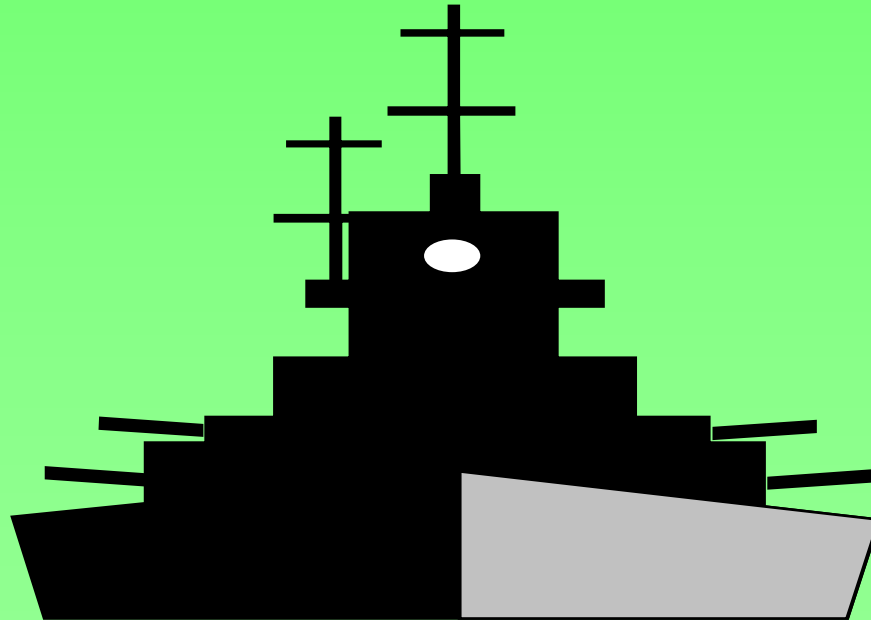


BATTLE STATIONS



ENABLING OBJECTIVES

- DESCRIBE the personnel, equipment response, and considerations for a Messing at Battle Stations evolution
- DESCRIBE the personnel, response, equipment and considerations for a Salvage & Demolition Evolution

ENABLING OBJECTIVES

- DESCRIBE the purpose and concept of distributed stowage of DC equipment
- DESCRIBE the general traffic flow for manning battle stations
- DESCRIBE the requirements for a battle station reporting “Manned & Ready”

ENABLING OBJECTIVES

- DESCRIBE the purpose and requirements for personnel battle dress for ship's complement

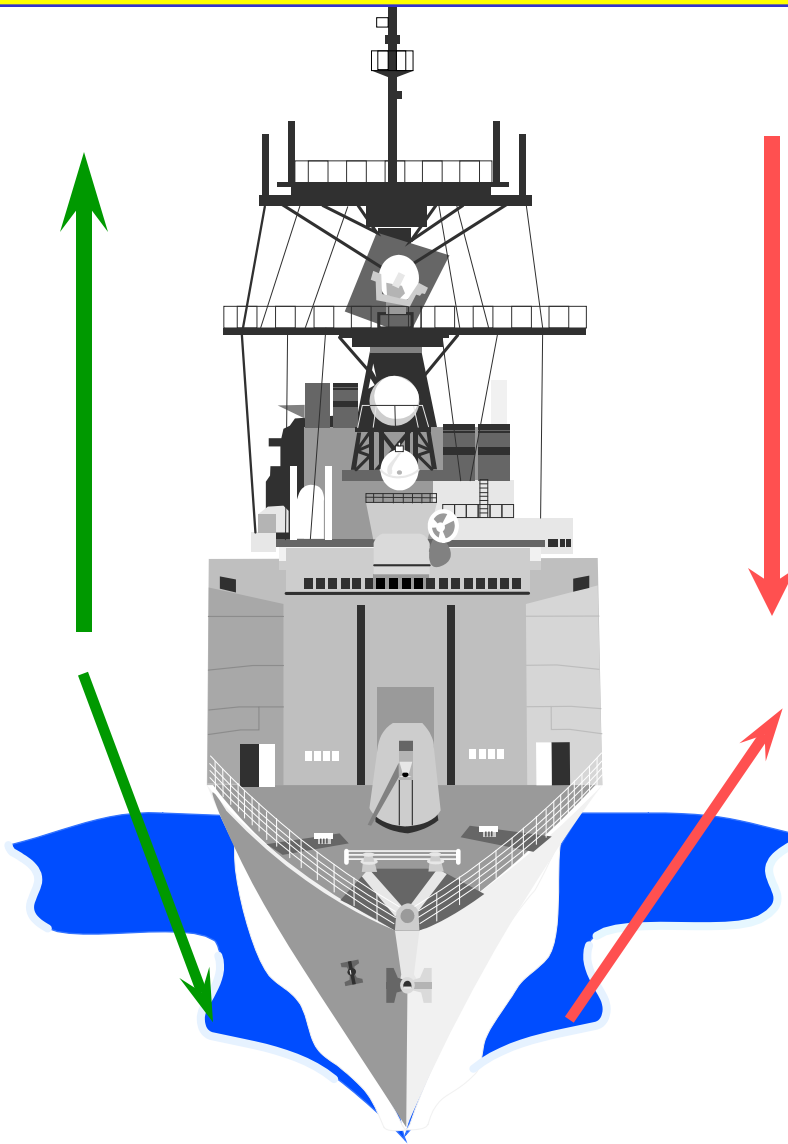
MANNING BATTLE STATIONS

UP AND FORWARD

DOWN AND AFT

STBD

PORT



MANNING BATTLE STATIONS

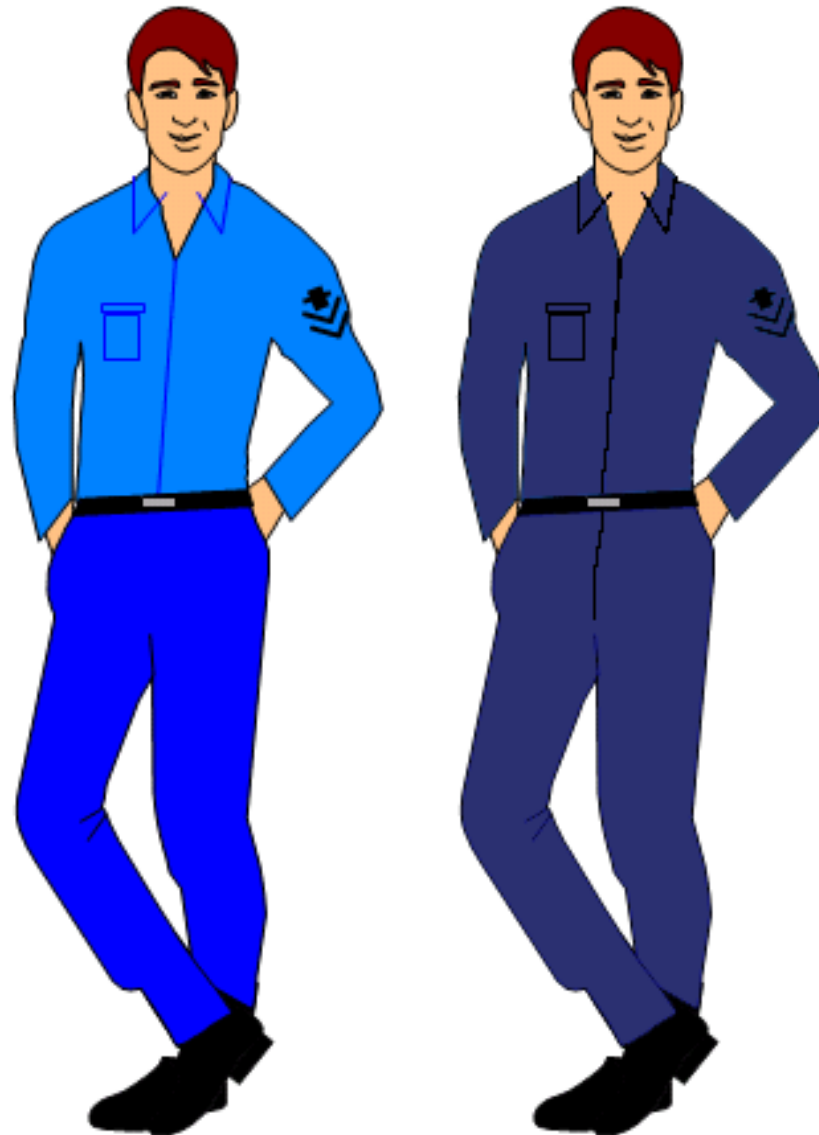
- Train personnel in manning battle stations & making initial preparations for action
- Evaluate personnel performance
 - Traffic directional control
 - Establishment of communications
 - Completeness of donning battle dress
 - Timed “Manned & Ready” report

MANNED & READY REPORTS



- Senior person reports
- Enough personnel to do the job

UNDERWAY UNIFORM



BATTLE STATIONS UNIFORM

Don flash gear



Button all shirt buttons



Tuck pants into socks

Don battle helmet

Don flash gear

Carry life vest



Button all shirt buttons



Carry gas mask (if not already at GQ station)

Tuck pants into socks

STATION	NAVY BATTLE HELMET	FIRE-FIGHTER'S HELMET	FLASHGEAR HEAD & HANDS	LONG SLEEVE SHIRT	FIRE RETARDANT COVERALL	FLAK VEST	CBR PROTECTIVE MASK	LIFE JACKET
Bridge	X		X	X ³		■ ¹	A	C
Signal Bridge	X		X	X ³		X	A	C
Gun Mounts	X		X	X ³			A	A
Machinery Spaces	X ²		X ²		X		A	A
Repair Parties	■ ⁷	X	X		X ⁶		A	C ⁸
Exposed Gun Crews	X		X	X ³		X	A	C
Flight Deck Personnel	■ ⁴		X ⁴	X ³			A	X ⁵
CIC/Interior Control Stations DC Central	X ²		X	X ³			A	A

■/NOTES

X - Required

A - Available at battle stations

C - Carried

1 - May be required at command's discretion

2 - Relaxed at command's discretion

3 - Or fire retardant coverall

4 - Head protection required (usually per NATOPS)

5 - Life Jacket (inflation) MK 1 vest

6 - Or FFE

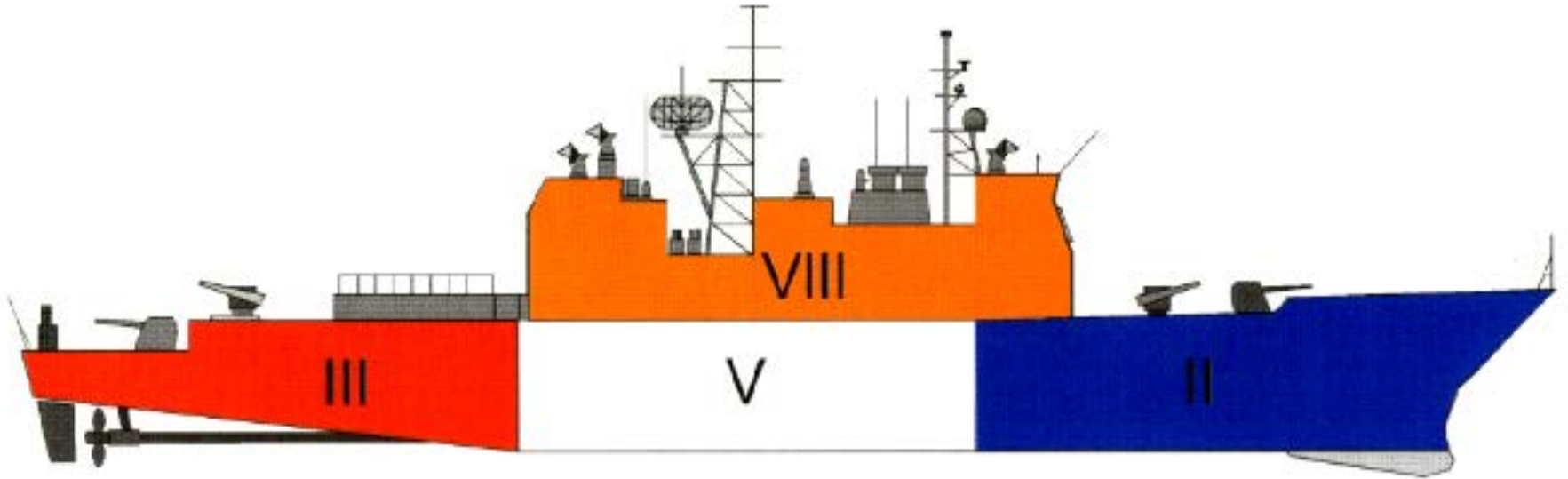
7 - When firefighter's helmet is not available (Rep 5 main space remanning team)

8 - Available at battle station for OBA personnel

BATTLE MESSING

- **Supply Officer prepares bill**
 - **Ability of DCC to provide coordinated established routes with DCRS's, Supply, etc.**

BATTLE MESSING



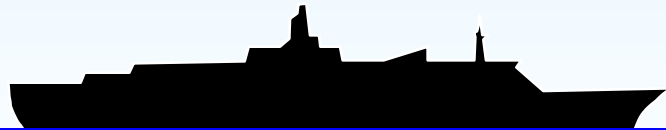
1. Divide ship into areas
2. Allow only one area to receive rations at a time

BATTLE MESSING

- ***DCA INPUT:***

- Determine sanitation fittings to be opened
- Determine safe routes for runners
- Control number of fittings open
- Ensure only one area of ship is receiving rations

Salvage Ship / Abandon



or



Commanding Officer Decides

Salvage/Scuttle ship

- Ship has sustained extensive damage
- Can she survive?
- Do we continue efforts to salvage or scuttle her?

Inputs for the Decision

KFrom the Tactical Action Officer (TAO):

KCombat systems status

KPresent and future threat

KFrom the Engineer Officer:

KPropulsion & electrical plant status

KTime needed for repairs

- **Responsible for Scuttle Ship Bill**

Inputs for the Decision

KFROM THE DCA:

- Status of stability and affecting repairs
- Extent of damage
- If saving ship: prioritize & control damage
 - Make preps for towing, restricted steaming
- If abandoning ship:
 - Responsible for all spaces forward & aft of main spaces

SALVAGE/ABANDON SHIP

- Abandon: events must occur at the same time -
 - Abandon ship
 - Report to abandon ship stations
 - Emergency destruction
 - Scuttle ship starts after emergency destruction completed

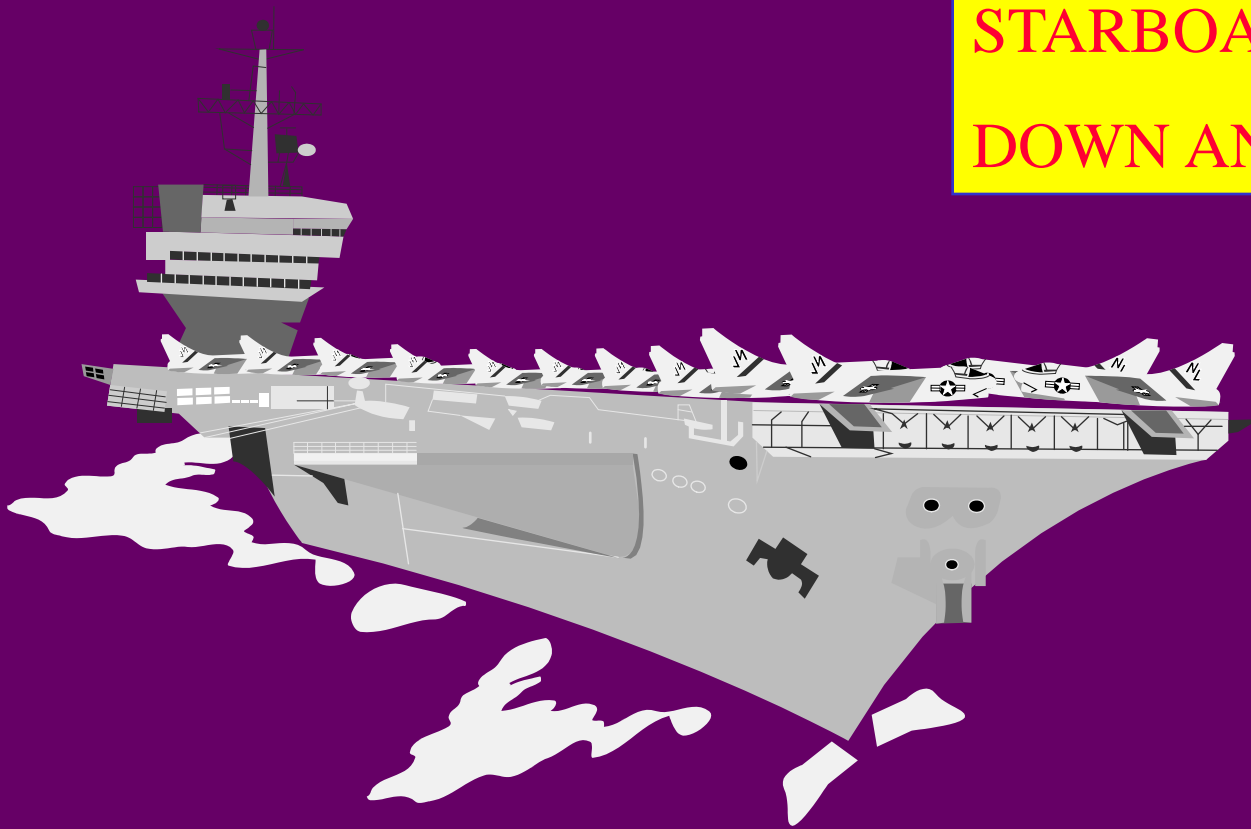
SUMMARY

- MANNING
BATTLE
STATIONS
- M/R REPORTS
- BATTLE DRESS
- BATTLE
MESSING
- DISTRIBUTED
STOWAGE
- SALVAGE/
SCUTTLE SHIP

QUESTION #1: WHAT IS THE GENERIC
TRAFFIC FLOW PATTERN FOR
MANNING BATTLE STATIONS?

UP AND FORWARD TO
STARBOARD

DOWN AND AFT TO PORT



**QUESTION #2: WHEN MAY THE BATTLE
STATION REPORT "MANNED AND READY"?**

**WHEN THE SENIOR PERSON HAS
ENOUGH PERSONNEL TO DO THE
JOB**

THE END

