

APPENDIX E-433 P

OPERATION DESERT STORM POLICY TABLE UPDATE  
(VERB SRDU) VIA CRT REMOTE

1. FORM USED

None.

2. PURPOSE

a. To load and maintain control parameters for both production and simulation processing of the Operation Desert Storm (ODS) Supply Support Analysis (Job USRJAR95).

b. To load and maintain Project Codes and Department of Defense Activity Address Codes (DoDAACs) involved in Operation Desert Storm in order to perform the ODS Supply Support Analysis and to prepare weekly and monthly ODS Reports (F-67F, F-112A, and F-454A, B, and C).

c. To indicate whether the next scheduled run of the ODS Supply Support Analysis is for purposes of simulation or whether it is an actual production run.

3. RESPONSIBLE ORGANIZATIONAL ELEMENT

The designated personnel, Management Support Office (MSO), Directorate of Supply Operations (DSO).

4. PROCEDURES/INSTRUCTIONS FOR PROCESSING

a. This Policy Table has been developed in order to store control parameters established by DLA-O and to permit the Management Support Office of DSO at each Defense Supply Center (DSC) to input additional parameters for simulation purposes.

b. Items involved in Operation Desert Storm are being grouped into four different Item Group categories as follows:

(1) Group A - Weapon System items with ODS demands.

(2) Group B - Non-Weapon System items with ODS demands.

(3) Group C - Essential Weapon System items (WSIC F, G, K) with no ODS demands, but identified as an ODS item by the special ODS Indicator D in the Supply Control File.

(4) Group D - Group D - Items which are not included in Groups A, B or C, but which possess ODS Project-Coded SPRs (Special Program Requirements).

c. Operation Desert Storm demands are currently identified by specific Project Codes or by requisitioner DoDAACs, and ODS SPRs are also identified by unique SPR Project Codes. The project and address codes will be furnished to the DSCs by DLA-O and loaded into the policy table via SMMSTEL as described below.

d. In addition to codes needed to determine Desert Storm applicability, this table maintains the control values applicable to each Desert Storm Item Group. There are two values established for each group: the Support Period and the Demand Support Rate. The Support Period is a two position numeric field which indicates the number of months involved in requirements stratification for Desert Storm support, i.e, the timeframe for the ODS Supply Support Analysis. The Demand Support Rate is a three position numeric field containing the percent of current demand used to compute Desert Storm additive requirements. In order to permit DSC analysis of various combinations of Support Periods/ Demand Support Rates/Item Groups, there will be two completely separate sets of values in this table. The first set is mandatory, will be accessed by use of Program Run Mode P (Production), and will contain values which have been furnished by DLA-O and which may only be changed with DLA-O approval. The second set is optional, will be accessed by use of Program Run Mode S (Simulation), and will contain simulation values established and changed at will by the DSC.

e. A further selection on the menu will permit the MSO to specify whether the next scheduled program run will be for production purposes (Program Run Mode = P) or for simulation purposes (Program Run Mode = S). This code will determine whether the production or simulation Support Periods/Demand Support Rates will be used, and whether or not DIC ZRG (Other Nonrecurring Requirements) transactions may be generated. Other nonrecurring Requirements transactions will ALWAYS be generated in the production mode for items with identified asset shortages, but they will NEVER be generated in the simulation mode. Note that the Program Run Mode only controls the parameters which will be accessed during the next program run. It does NOT schedule the as-required job run. This must be accomplished by coordination between the MSO and the Office of Telecommunications and Information Systems scheduling personnel.

f. To initiate display of the Operation Desert Storm Policy Table update menu, enter access Verb SRDU, and depress ENTER.

g. To initially build or adjust table data, enter the applicable elements in the appropriate menu fields as follows:

<u>FIELD LEGEND</u>	<u>EXPLANATION</u>
ENTER RECORD TYPE:	Enter the one position codes (1, 2, 3, 4, 5) corresponding to the record being updated. Then use the TAB key to position cursor on the appropriate data field. If ENTER is depressed, the cursor will be properly positioned and an error message will appear on the bottom of the screen.

FIELD LEGEND

EXPLANATION

This causes no processing problem and may be ignored.

Type 1 ODS Requisition Project Codes

Type 2 ODS SPR Project Codes

Type 3 ODS Support Periods/Rates

Type 4 ODS Activity Address Codes

Type 5 Current Program Run Mode

1. REQUISITION PROJECT CODE: Enter three position Operation Desert Storm Project Code which corresponds to those used on customer requisitions. Up to 100 Codes are permitted and will be furnished by DLA-O. To submit entry, depress ENTER.

ADD/DELETE: Enter A or D as appropriate and depress ENTER.

2. SPR PROJECT CODE: Enter three position Operation Desert Storm Project Code which corresponds to those used on SPRs. Up to 100 Codes are permitted and will be furnished by DLA-O. To submit entry, depress ENTER.

ADD/DELETE: Enter A or D as appropriate and depress ENTER.

3. SUPPORT PERIODS/RATES: Enter P or S to indicate whether production or simulation values are desired. Depress ENTER key to submit entry. Note: Production values are furnished by DLA-O and can be changed only with authorization from DLA-O.

Enter the Support Period as a two position field indicating the number of months in the Desert Storm Support Period for each ODS Group. This field is defined as containing numerics from 01 to 36.

Enter the Support Rate for each ODS Group as a 3 position numeric field indicating the percent of current item demand which is to be used to compute the ODS additive requirements. For Groups A and B, the percent to ODS demand only. For Groups C and D, which have no ODS demand, the percent relates to total item demand. This field is defined as containing numerics

FIELD LEGEND

EXPLANATION

from 100 to 999, i.e., a value of 150 indicates a 50 percent increase over the current demand rate. Data will be displayed in the form of a matrix. To adjust values, move cursor to the desired element(s) using the arrow keys, make all desired changes and depress ENTER.

To return to the main menu, depress ENTER for a second time after updates have been accepted.

4. ACTIVITY ADDRESS CODE:

Enter the DoDAAC of an approved Desert Storm requisitioner. Up to 200 entries are permitted and will be furnished by DLA-0. To submit entry, depress ENTER.

ADD/DELETE:

Enter A or D as appropriate, and depress ENTER.

5. CURRENT PROGRAM RUN MODE IS SET AT:

The value displayed (S or P) shows the last value input to the PROGRAM RUN MODE.

TO CHANGE ENTER P OR S:

Enter P to indicate that the next scheduled run of USRJAR95 will be for PRODUCTION. That is, DIC ZRG transactions for Desert Storm additive requirements will be created for items with asset shortages and input to the next Requirements daily cycle in addition to the output of reports (F-504 and F-505). To submit entry, depress ENTER.

Enter S to indicate that the next scheduled run of USRJAR45 will be for SIMULATION. That is, reports (F-504 and F-505) will be produced, but DIC ZRG transactions will NOT be produced. To submit entry, depress ENTER.

h. When a valid entry is made for an ADD action on RECORD TYPE 1, 2 or 4, the message: RECORD ADDED will be displayed at the bottom of the screen.

i. When a valid entry is made for a DELETE action on RECORD TYPE 1, 2 or 4, the message: SUCCESSFUL DELETE will be displayed at the bottom of the screen.

j. When an entry to Record Type 1, 2, or 4 is made and accepted, the cursor will remain on the entry element and the data just submitted will remain visible. To submit additional data for that Record Type, type the new value over the old. To select a new Record Type, use the arrow keys to reposition the cursor.

