Resource Ordering and Status System (ROSS) Program

Professional Development Services

Task 4 – User Profiles
Task 4 – User Procedure Flow Diagrams
Task 4.– User Procedure Descriptions

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Table of Contents

Figures

1. Introduction

This document provides the user profiles, user procedure flow diagrams, and user procedure descriptions for the ROSS application. Each of the user profiles is accompanied by a composite, user procedure flow diagram. Each user profile and composite user procedure flow diagram is then subdivided into individual user procedure descriptions, each with its own user procedure flow diagram. Scenarios are provided for critical procedures to ensure the procedures are executable.

2. User Profiles and Composite User Procedure Flow Diagrams

2.1 System Administrator

A system administrator is the person who runs and maintains the computer systems. In general, a system administrator runs the day-to-day operation of a server and the term suggests a person whose availability is concurrent with the system. The system administrator monitors the system and performs routine maintenance, such as data import/export and file backups.

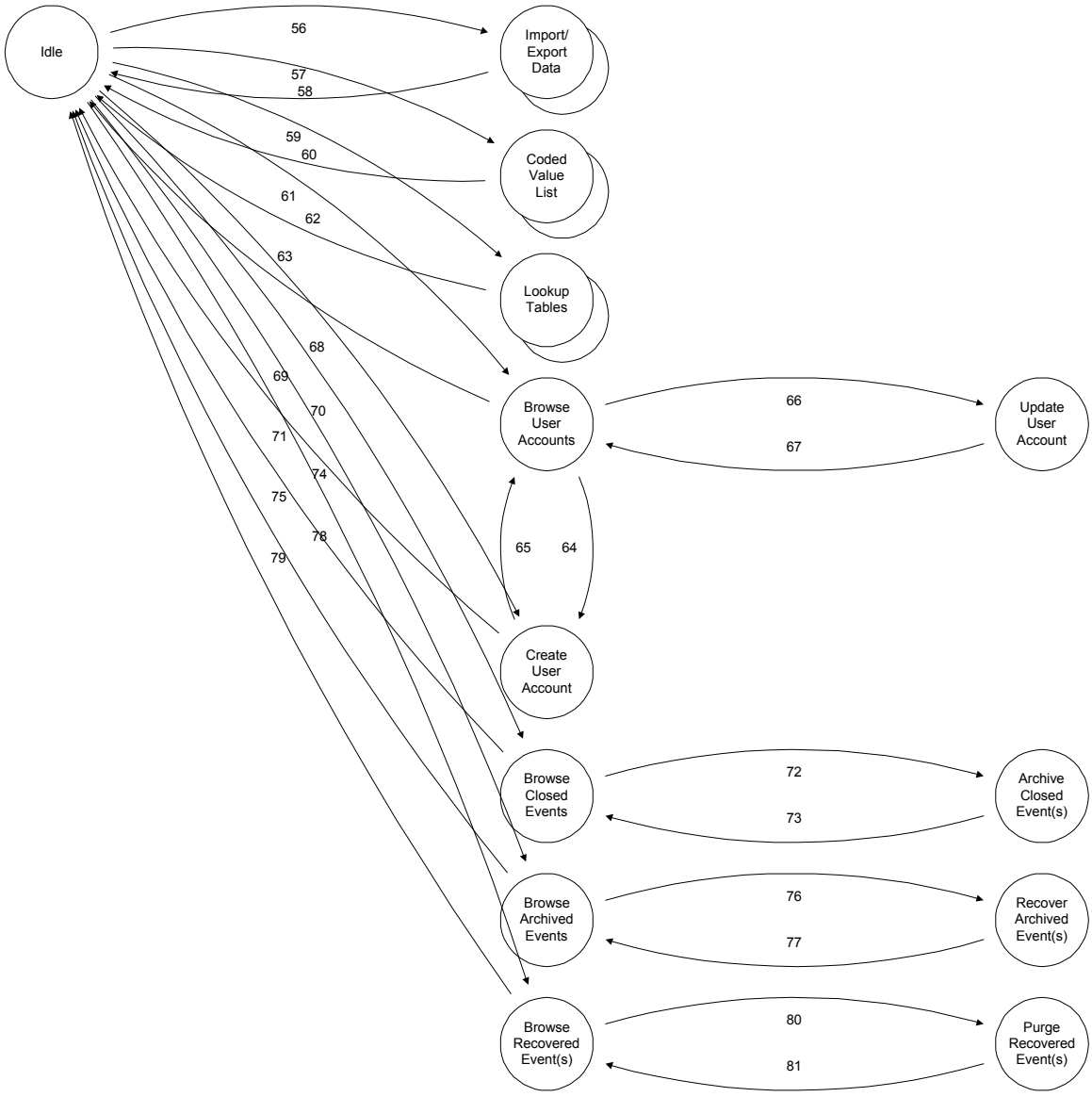

Figure 2-1 System Administrator User Procedure Flow Diagram

2.2 Business Administrator

The business administrator manages security, user audit and control, and data archive. The business administrator also maintains organizational information, catalog and resource item information. The same person may accomplish the system and business administrator functions.

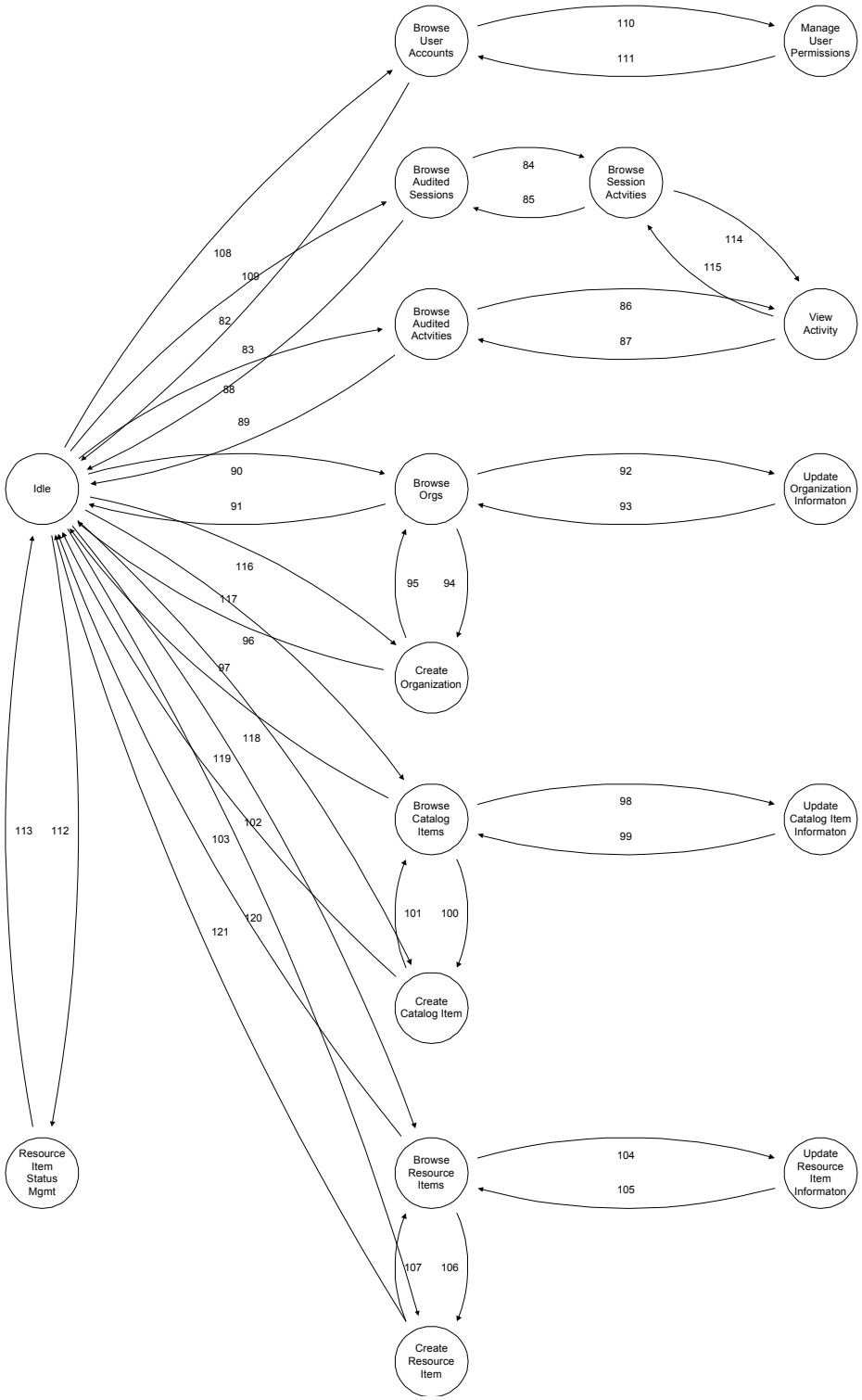

Figure 2-2 Business Administrator User Procedure Flow Diagram

2.3 Dispatcher

The dispatcher checks the status of resource items, requests and assigns resource items to events, and records travel arrangements. The dispatcher may add documentation on actions taken.

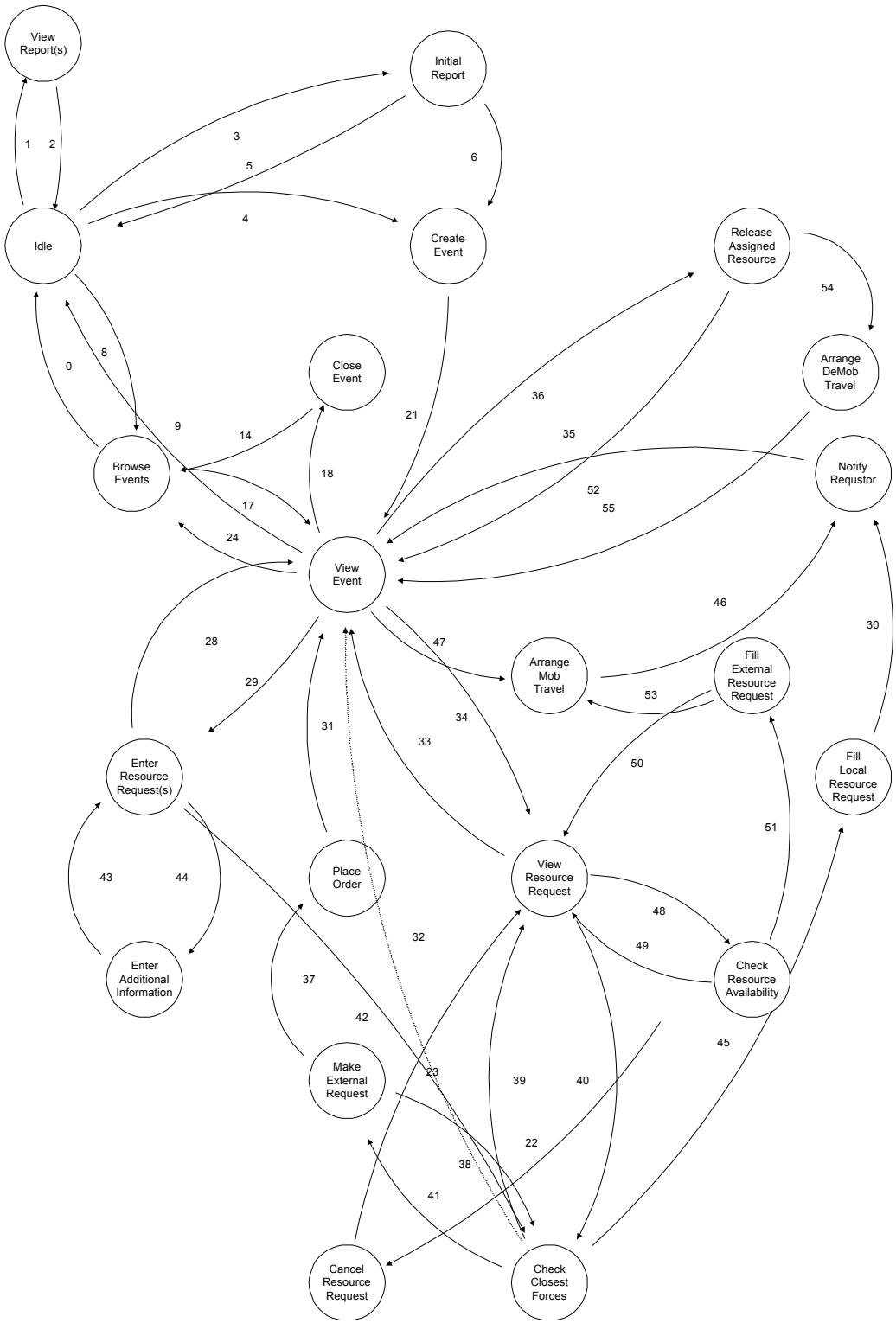

Figure 2-3 Dispatcher User Procedure Flow Diagram

2.4 Dispatch Manager

The dispatch manager merges events and creates/manages complex events. The dispatch manager may add documentation on actions taken.

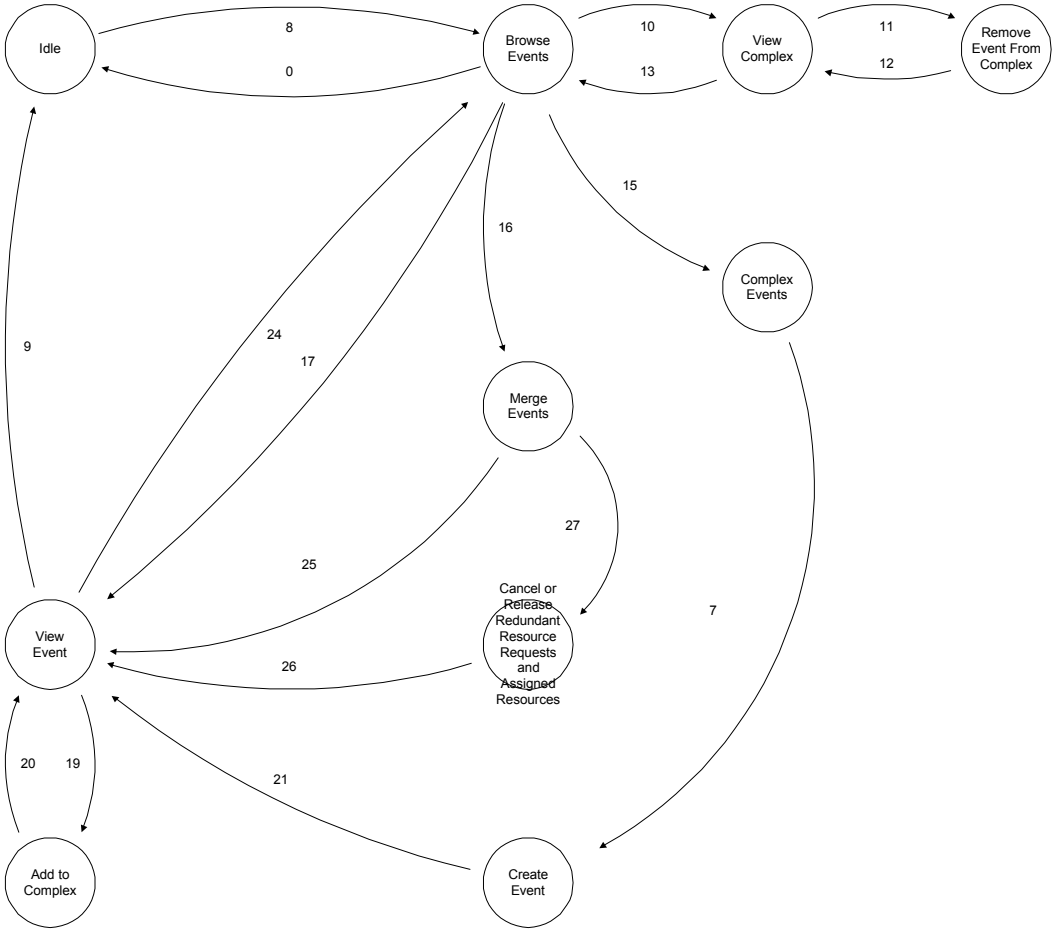

Figure 2-4 Dispatch Manager User Procedure Flow Diagram

3. User Procedure Descriptions, Flow Diagrams, and Scenarios

User procedure flow diagrams are provided for only complex procedures, primarily those carried out by dispatchers and dispatch managers. The system and business administrator functions are straight forward and highly repetitious in nature. Consequently, the scenario for these functions is brief or not even provided.

3.1 System Administrator

3.1.1 Import / Export of Data

3.1.1.1 Procedure Description

- Idle
- Import/Export Management
- Idle

3.1.1.2 Scenario

The System Administrator will use this procedure to import data from external sources. When required, exports of data will be produced via this procedure as well.

3.1.2 Coded Value Lists

3.1.2.1 Procedure Description

- Idle
- Coded Value List Management
- Idle

3.1.2.2 Scenario

Coded Value Lists are simple tables that generally consist of two columns, a code and a value. They are used in an application when the user must select from a list of options. While the data in these tables is not expected to change frequently, a mechanism must be in place to accommodate changes. Because these lists do not change frequently, the application knows that it may cache the lists locally to increase performance. When changes to a Coded Value List are deemed necessary, the System Administrator will make the changes using this procedure.

3.1.3 Lookup Tables

3.1.3.1 Procedure Description

- Idle
- Lookup Table Mgmt
- Idle

3.1.3.2 Scenario

Like the Coded Value List, a Lookup Table is used when the user must select from a list. However, the contents of a Lookup Table may change periodically. The system does not allow the data to be cached, rather, the list will be queried each time it is used. As with the Coded Value List, the System Administrator will make changes via a Lookup Table Maintenance screen.

3.1.4 Update User Account

3.1.4.1 Procedure Description

- Idle
- Browse User Accounts
- Update User Account
- Browse User Accounts
- Idle

3.1.4.2 Scenario

The System Administrator, and the user, will be able to access and modify user account information.

3.1.5 Create User Account

3.1.5.1 Procedure Description

- Idle

- Create User Account
- Idle

3.1.5.2 Scenario

The System Administrator will be able to create a new user account.

3.1.6 Archive Event(s)

3.1.6.1 Procedure Description

- Idle
- Browse Closed Events
- Archive Closed Event(s)
- Browse Closed Events
- Idle

3.1.6.2 Scenario

The System Administrator will browse the list of closed events and decide if any events should be archived.

3.1.7 Recover Archived Event(s)

3.1.7.1 Procedure Description

- Idle
- Browse Archived Events
- Recover Archived Event(s)
- Browse Archived Events
- Idle

3.1.7.2 Scenario

The System Administrator will browse a list of archived events and determine if any events should be brought back into the active database for review. This will not destroy the event archive(s). Recovered events will not be editable – which might be moot since closed events might also be uneditable.

3.1.8 Purge Recovered Event(s)

3.1.8.1 Procedure Description

- Idle
- Browse Recovered Events
- Purge Recovered Event(s)
- Browse Recovered Events
- Idle

3.1.8.2 Scenario

The System Administrator will browse a list of recovered events and identify which, if any, recovered events will be purged.

3.2 Business Administrator

3.2.1 Access and Permission

3.2.1.1 Procedure Description

- Idle
- Browse User Accounts
- Manage User Permissions
- Browse User Accounts
- Idle

3.2.1.2 Scenario

The Business Administrator will be able to select a user account from a list and review or update the permissions granted to the user account.

3.2.2 Review Audit Trail by Session

3.2.2.1 Procedure Description

- Idle
- Browse Audited Sessions
- Browse Session Activities
- View Activity
- Browse Session Activities
- Browse Audited Sessions
- Idle

3.2.2.2 Scenario

The Business Administrator will be provided a list of audited sessions. User account, date, organization of user account, activity performed, etc, may filter the list of sessions. The Business Administrator may select a specific session to review. The review of a session will present a list of activities performed. If detailed information exists for a selected activity, the Business Administrator may elect to examine it.

3.2.3 Review Audit Trail by Activity

3.2.3.1 Procedure Description

- Idle
- Browse Audited Activities
- View Activity
- Browse Audited Activities
- Idle

3.2.3.2 Scenario

The Business Administrator will be provided a list of audited activities. User account, date, organization of user account, activity performed, etc, may filter the list of sessions. The Business Administrator may select a specific activity to review. If detailed information exists for a selected activity, the Business Administrator may elect to examine it.

3.2.4 Create Organization

3.2.4.1 Procedure Description

- Idle
- Create Organization
- Idle

3.2.4.2 Scenario

The Business Administrator will be able to create an organization.

3.2.5 Update Organization Information

3.2.5.1 Procedure Description

- Idle
- Browse Orgs
- Update Organization Information
- Browse Orgs
- Idle

3.2.5.2 Scenario

The Business Administrator will be able to review and update an organization's information.

3.2.6 Create Organization via Browse Orgs

3.2.6.1 Procedure Description

- Idle
- Browse Orgs
- Create Organization
- Browse Orgs
- Idle

3.2.6.2 Scenario

The Business Administrator will be able to review and update an organization's information. If a desired organization is not present, the Business Administrator may create it.

3.2.7 Create Catalog Items

3.2.7.1 Procedure Description

- Idle
- Create Catalog Item
- Idle

3.2.7.2 Scenario

The Business Administrator will be able to create new catalog items.

3.2.8 Update Catalog Items

3.2.8.1 Procedure Description

- Idle
- Browse Catalog Items
- Update Catalog Item Information
- Browse Catalog Items
- Idle

3.2.8.2 Scenario

The Business Administrator will be able to update a catalog item's information.

3.2.9 Create Catalog Item via Browse Catalog Items

3.2.9.1 Procedure Description

- Idle
- Browse Catalog Items
- Create Catalog Item
- Browse Catalog Items
- Idle

3.2.9.2 Scenario

The Business Administrator will be able to review and update a catalog item's information. If a desired catalog item is not present, the Business Administrator may create it.

3.2.10 Create Resource Items

3.2.10.1 Procedure Description

- Idle
- Create Resource Item
- Idle

3.2.10.2 Scenario

The Business Administrator will be able to create a resource item.

3.2.11 Update Resource Items

3.2.11.1 Procedure Description

- Idle
- Browse Resource Items
- Update Resource Item Information
- Browse Resource Items
- Idle

3.2.11.2 Scenario

The Business Administrator will be able to update a resource item's information.

3.2.12 Create Resource Item via Browse Resource Items

3.2.12.1 Procedure Description

- Idle
- Browse Resource Items
- Create Resource Item
- Browse Resource Items
- Idle

3.2.12.2 Scenario

The Business Administrator will be able to review and update a resource item's information. If a desired resource item is not present, the Business Administrator may create it.

3.2.13 Review and Update Resource Item Status

3.2.13.1 Procedure Description

- Idle
- Resource Item Status Mgmt
- Idle

3.2.13.2 Scenario

The Business Administrator will be able to review and update the status information for resource items.

3.3 Dispatcher

3.3.1 Initial Report with no further action required

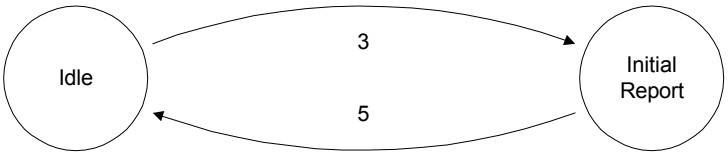

Figure 3-1 Initial Report No Further Action Required

3.3.1.1 Procedure Description

- Idle
- Initial Report
- Idle

3.3.1.2 Scenario

1. Dispatcher receives information from phone, radio, walk-in or other source regarding a situation such as a 911 call.
2. Dispatcher starts new report and logs the following information:
   - Next sequential number for the represented dispatch office
   - Initial Date and time (local)
   - Reporting party
   - Location (maybe Hwy #, mile post, Legal TRS, Latitude/Longitude, UTM, local landmark)

- General description of the situation, i.e. fire, motor vehicle accident, lost hiker, etc.

Note: At this point the initial report is just given a number, no organizational identifier is established.

3. Dispatcher relays report to appropriate authority, such as police.
4. Dispatcher documents action taken.
5. Initial Report maybe closed with no further action required or may remain open / active for future reference.

3.3.2 Initial Report that requires resources

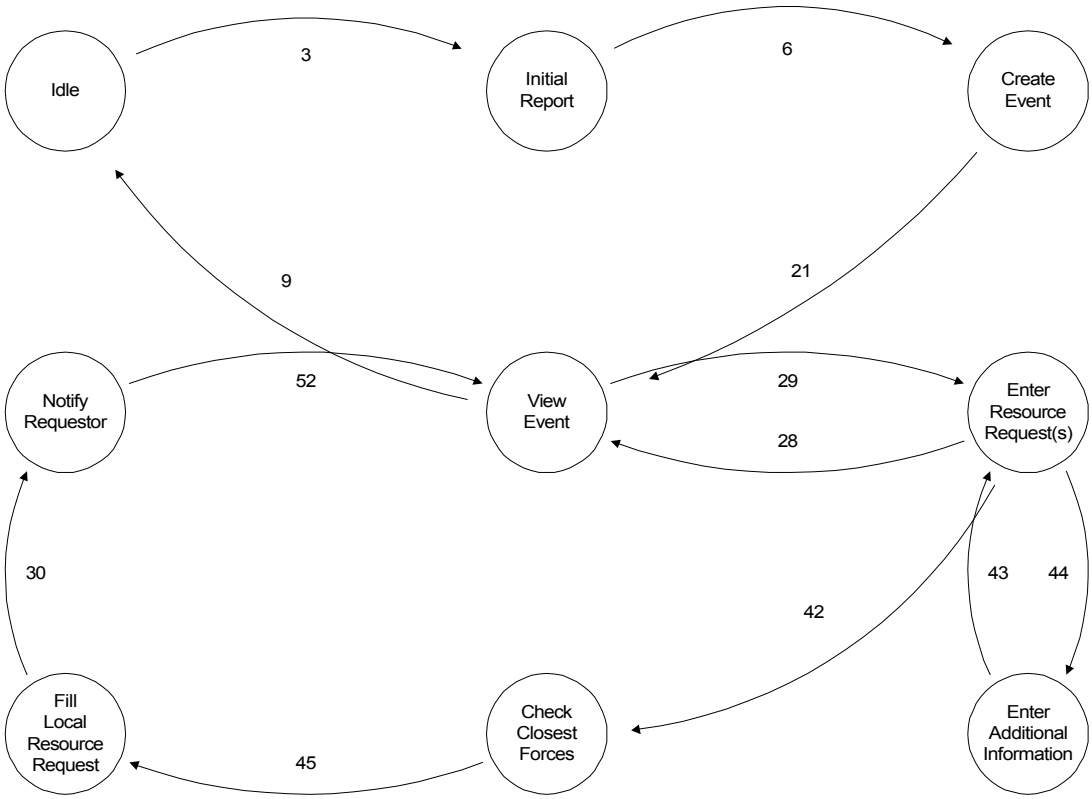

Figure 3-2 Initial Report That Requires Resources

3.3.2.1 Procedure Description

- Idle
- Initial Report
- Create Event
- View Event
- Enter Resource Request(s)
- Enter Additional Information
- Check Closest Forces
- Fill Local Resource Request
- View Event
- Idle

3.3.2.2 Scenario

1. Dispatcher receives information from phone, radio, walk-in or other source regarding a situation that may require action.
2. Dispatcher starts new report and logs the following information:
   - Next sequential number for the represented dispatch office
   - Initial Date and time (local)
   - Reporting party
   - Location (maybe Hwy #, mile post, Legal TRS, Latitude/Longitude, UTM, local landmark)
   - General description of the situation, i.e. fire, motor vehicle accident, lost hiker, etc.
3. Dispatcher determines Initial Report requires response from a participating agency resource(s).
4. Dispatcher transfers the information from the Initial Report to a Resource Order form.
5. Dispatcher would have the option of naming the event.
6. Dispatcher would identify the appropriate organizational identifier (OR-PRD) from a list of the represented agencies assigned to the dispatch office.
7. By default, sequential number for the event would be the initial report sequential number. The dispatcher would have the option of changing the number.
8. Dispatcher assigns a financial code.
9. If the initial location was a legal TRS, Latitude/Longitude, UTM, the system would default to the initial report.
10. Dispatcher would select the appropriate radio frequency from pre-established list, if necessary.
11. Dispatcher enters the resource information appropriate for the event.
12. Dispatcher enters additional information for the resource request, if required.
13. Dispatcher checks closest forces to locate the resource.
14. Dispatcher identifies local resource and fills the resource request.

3.3.3 Create Event with no Resource Request

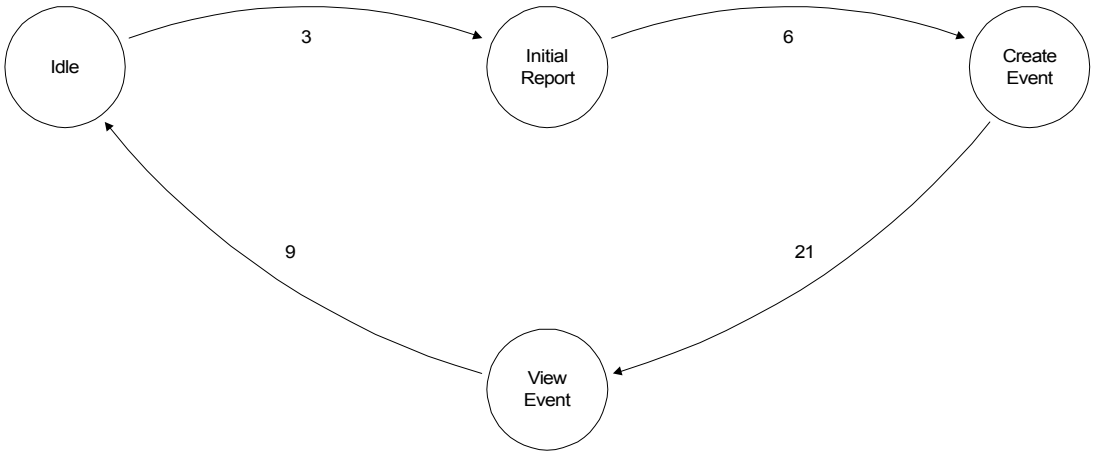

Figure 3-3 Create Event with No Resource Request

3.3.3.1 Procedure Description

- Idle
- Initial Report

- Create Event
- View Event
- Idle

3.3.3.2 Scenario

1. System begins at the Idle position after initial Logon by the dispatcher.
2. Dispatcher receives input from phone, radio, walkin or other source of situation that may require action.
3. Dispatcher selects new report and logs:
   - Initial Date and time (local)
   - Reporting party
   - Location (maybe Hwy #, mile post, Legal TRS, Lat/Long, UTM, local landmark)
   - General description of the situation, i.e. fire, motor vehicle accident, lost hiker, etc.
4. System generates next sequential number for the represented dispatch office.
5. Dispatcher determines appropriate action.
6. Dispatcher documents action taken.
7. Dispatcher determines Initial Report requires response from participating agency resource(s).
8. Dispatcher Creates Event.
9. System defaults to the initial report date and time.
10. Dispatcher has the option of naming the event (e.g., Black Bark).
11. Dispatcher selects the appropriate organizational identifier (OR-PRD) from a list of the represented agencies assigned to the dispatch office and the system defaults the initial report system generated sequential number. At this point the dispatcher has the option of changing the number.
12. Dispatcher may assign a financial code.
13. If the initial location was a legal TRS, Lat/Long, UTM, the system defaults to the initial input.
14. Dispatcher selects the appropriate radio frequency from pre-established list.
15. System returns to View Events Screen.
16. System returns to Idle

3.3.4 Create Event with no Initial Report

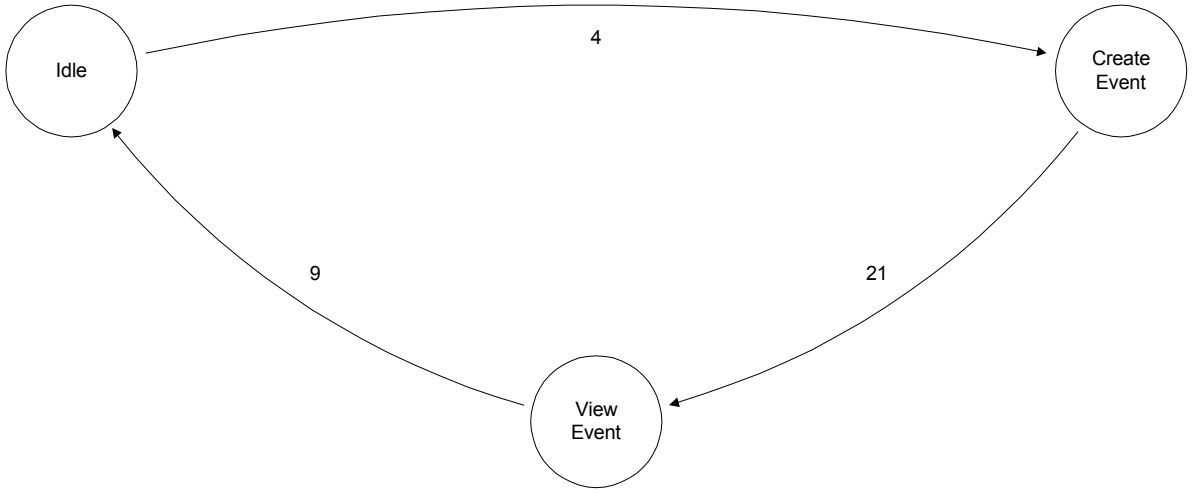

Figure 3-4 Create Event with No Initial Report

3.3.4.1 Procedure Description

- Idle
- Create Event
- View Event
- Idle

3.3.5 Receive Request from Local Event

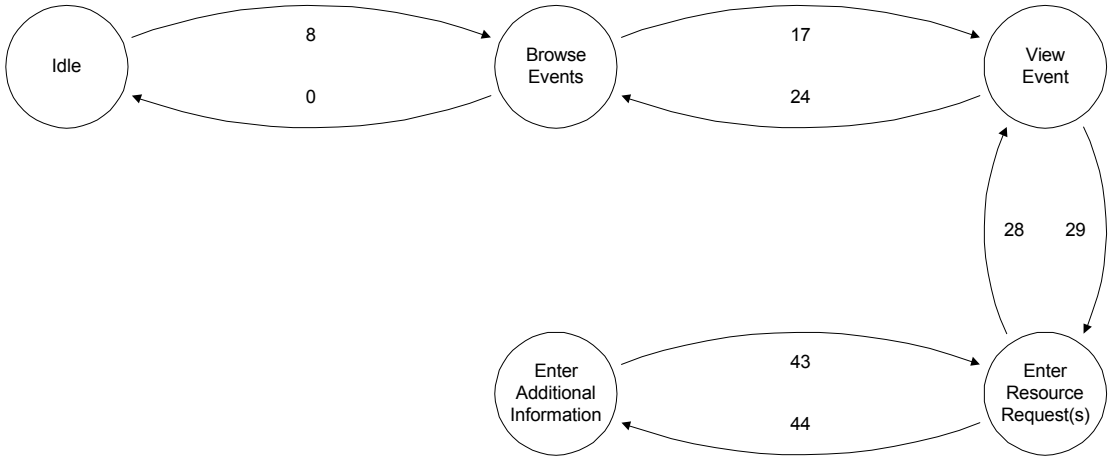

Figure 3-5 Receive Request from Local Event

3.3.5.1 Procedure Description

- Idle
- Browse Events
- View Event
- Enter Resource Request(s)
- Enter Additional Information

- View Event
- Idle

3.3.5.2 Scenario

1. Event has already been created and currently in the idle mode (i.e., setting in the card rack).
2. Dispatcher receives Phone call, Radio call, Fax, etc. from an event requesting a resource. The request may be for aircraft, overhead, equipment, supplies, crews, etc. In this case the request is for 1- supply unit leader.
3. Dispatcher selects appropriate event (ID-IPF-00987) and logs:
   - Request number (O-69)
   - Date and time of request (7/29/99 1400)
   - Who is requesting (Joe R. to Jack T.)
   - Quantity requested (1)
   - Resource type requested (Supply Unit Leader (SPUL))
   - Date and time needed (7/30 0600)
   - Where the resource is to report to (ICP).
   - Additional information may be recorded as to who to contact upon arrival (contact Rick Barth, LSC at ICP).
4. No action is taken at this point and Event card is returned to rack. (idle)

3.3.6 Fill Request with Local Resource

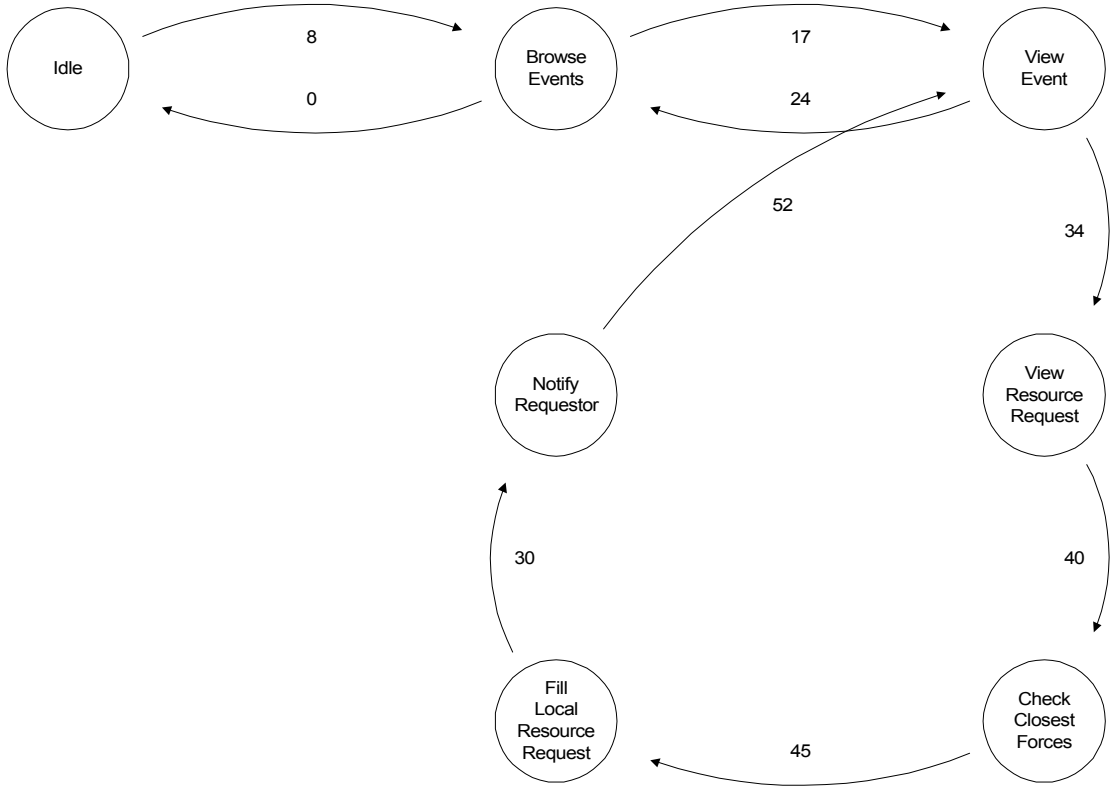

Figure 3-6 Fill Request with Local Resource

3.3.6.1 Procedure Description

- Idle

- Browse Events
- View Event
- View Resource Requests
- Check Closest Forces
- Fill Local Resource Request
- Notify Requestor
- View Event
- Browse Events
- Idle

3.3.6.2 Scenario

1. Event(s) have already been created and setting idle in the card rack.
2. Requests have been recorded on certain events but no action has been taken, maybe shift change and outgoing dispatcher recorded the request and the incoming dispatcher will be filling the request(s).
3. Dispatcher reviews management direction as to which event has priority for filling requests.
4. Dispatcher browses the events to select the appropriate priority event.
5. Dispatcher reviews event information, reviews open requests for the resource category they are assigned. (overhead, crews, aircraft, supplies or equipment).
6. Dispatcher select first request line item (in this case it is equipment and the request is for 1 – Type 4 engine with 3 person crew).
7. Dispatcher checks local availability list for closes forces, makes phone call to duty officer to validate availability and place request with the duty officer if availability is accurate.
8. Dispatcher documents action, fills in assignment information (Eng 3561 with Engine Boss Tom Andrade, crewmembers, Rock Gerke, and Tom Mountz.), estimated time of departure, estimated time of arrival, and demob point (home location).
9. Dispatcher then relays the assignment information back to the requestor (event).
10. Dispatcher then proceeds to fill other open requests or returns the card to the card rack (idle).

3.3.7 Receive Request from External Event

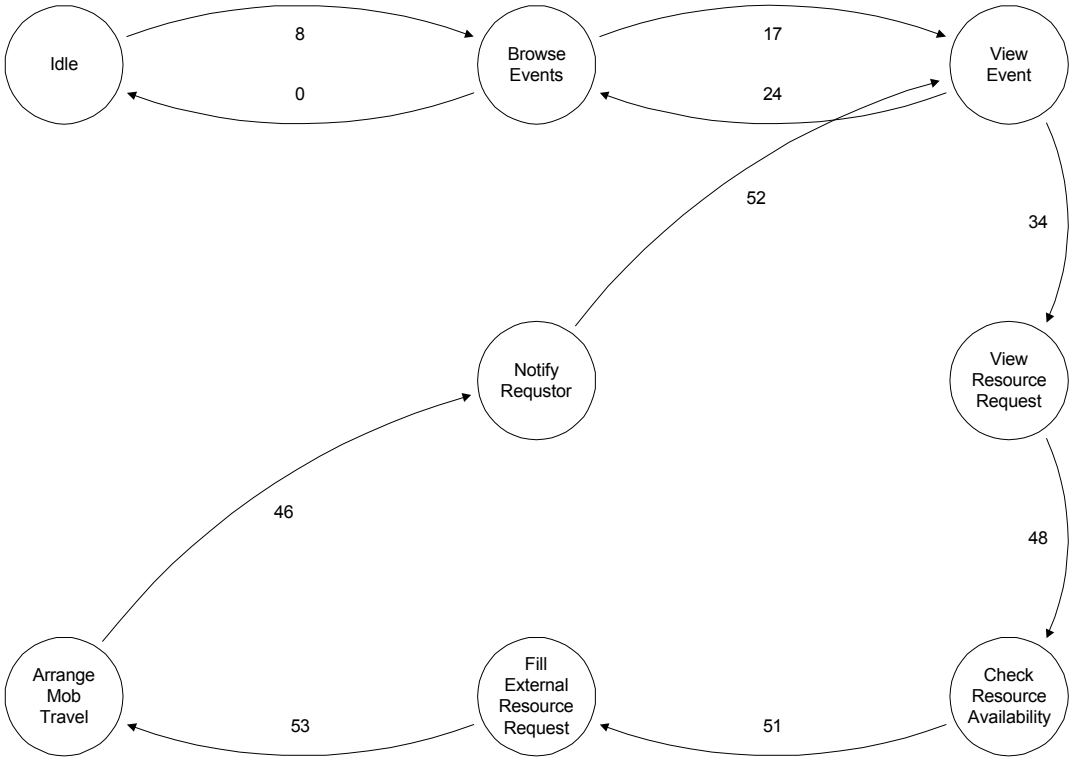

Figure 3-7 Receive Request from External Event

3.3.7.1 Procedure Description

- Idle
- Browse Events
- View Event
- View Resource Request
- Check Resource Availability
- Fill External Resource Request
- Arrange Mob Travel
- Notify Requestor
- View Event
- Browse Events
- Idle

3.3.7.2 Scenario

1. Dispatcher receives request from outside source.
2. Dispatcher may have received other request for this event for which a card has already been generated. If not then the dispatcher starts a new event information, (documents the header info).
3. Dispatcher then records the request info (req #, req date and time, who's placing and receiving requests, req quantity, request type, date and time needed and report to location).
4. Dispatcher checks local availability list for closes forces, makes phone call to duty officer to validate availability and place request with the duty officer if availability is accurate.

5. Dispatcher documents action, fills in assignment information (Eng 3561 with Engine Boss Tom Andrade, crewmembers, Rock Gerke, and Tom Mountz.) Estamated time of departure and Estimated time of arrival, and demob point (home location).
6. Depending on the resource the dispatcher may arrange travel for the resource if they are traveling by means other than driving.
7. Dispatcher then relays the assignment information and travel if appropriate, back to the requestor.
8. Dispatcher documents action, places card in card rack for future reference.

3.3.8 Receive Request from External Event without Travel

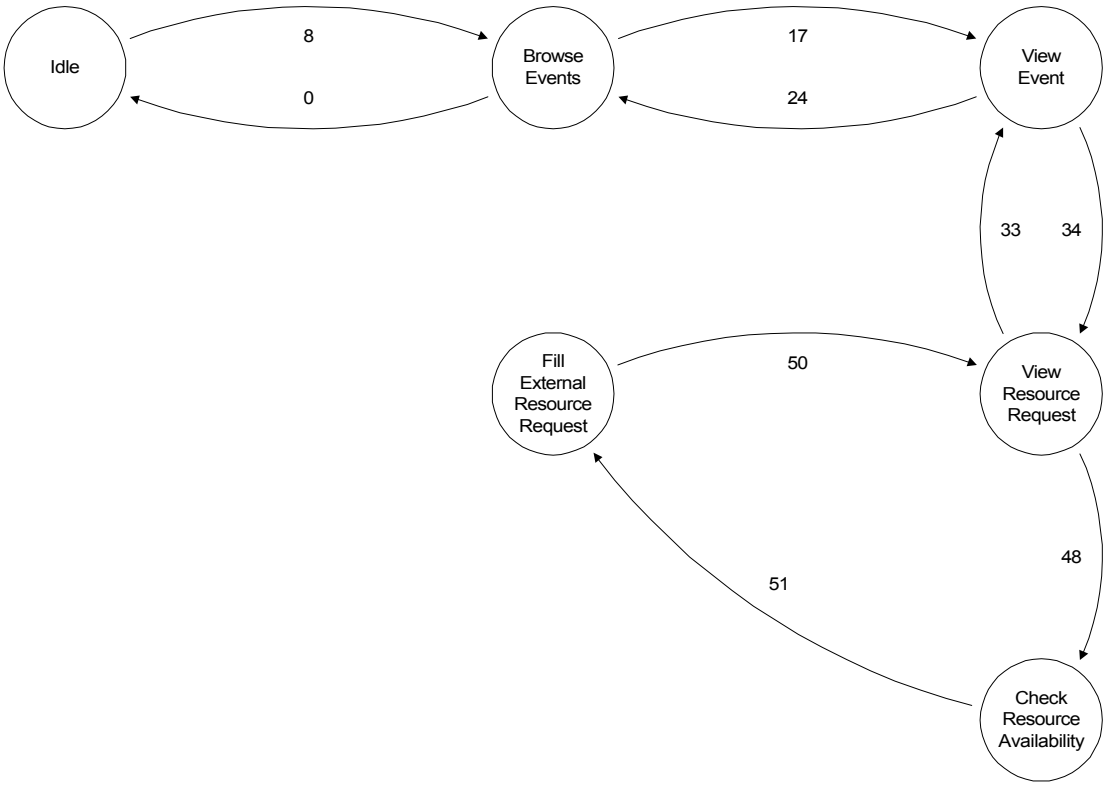

Figure 3-8 Receive Request from External Event without Travel

3.3.8.1 Procedure Description

- Idle
- Browse Events
- View Event
- View Resource Request
- Check Resource Availability
- Fill External Resource Request
- View Resource Request
- View Event
- Browse Events
- Idle

3.3.9 Receive Request from External Event UTF

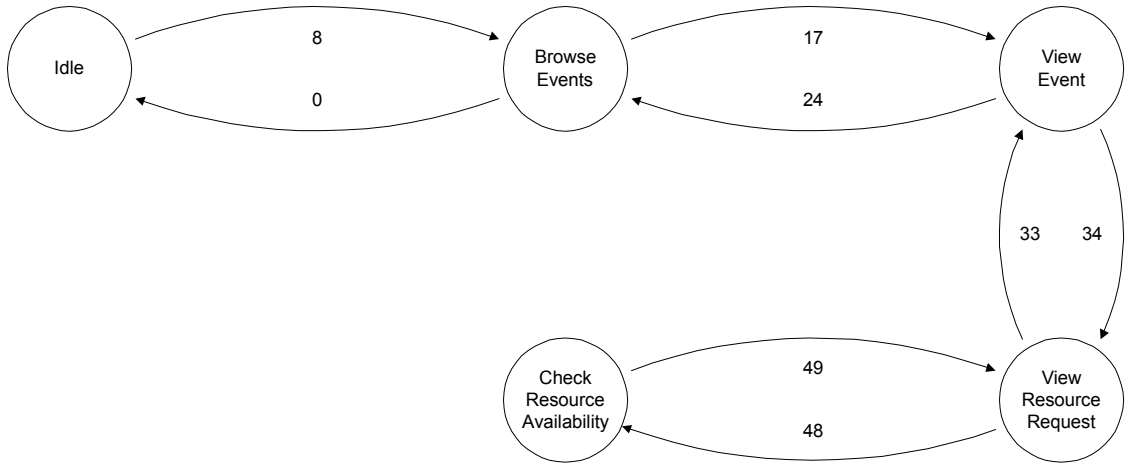

Figure 3-9 Receive Request from External Event and Unable to Fill (UTF)

3.3.9.1 Procedure Description

- Idle
- Browse Events
- View Event
- View Resource Request
- Check Resource Availability
- View Event
- Browse Events
- Idle

3.3.10 Arrange Mob Travel for Many Requests

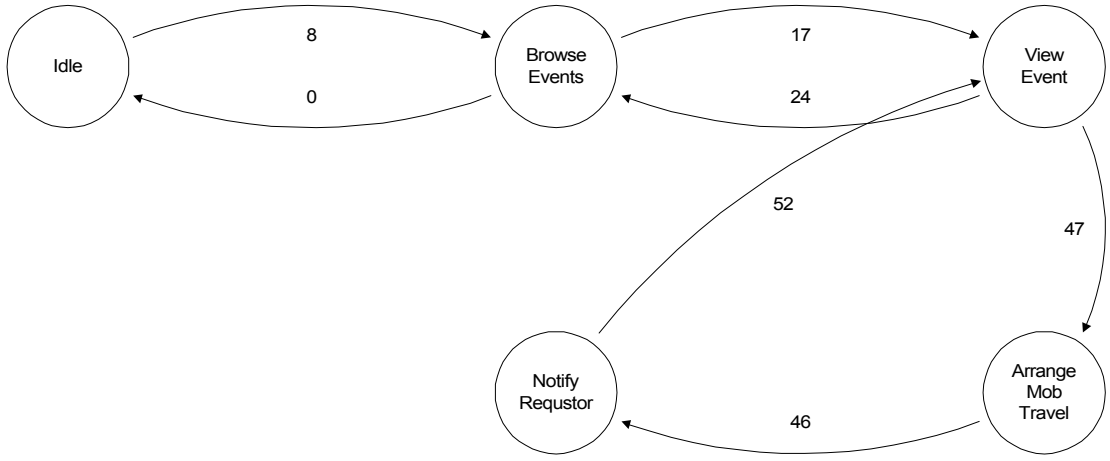

Figure 3-10 Arrange Mobilization (Mob) Travel for Many Requests

3.3.10.1 Procedure Description

- Idle
- Browse Events

- View Event
- Arrange Mob Travel
- Notify Requestor
- View Event
- Browse Events
- Idle

3.3.11 Release Resource from Assignment with Travel

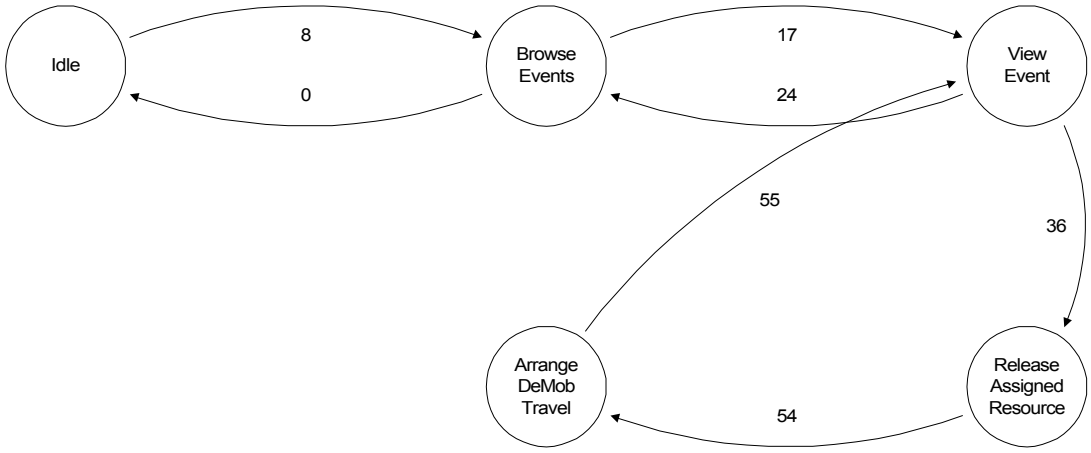

Figure 3-11 Release Resource from Assignment with Travel

3.3.11.1 Procedure Description

- Idle
- Browse Events
- View Event
- Release Assigned Resource
- Arrange DeMob Travel
- View Event
- Browse Events
- Idle

3.3.11.2 Scenario

1. Event determines resources that are in excess of their needs or other reasons.
2. Event relays release information to dispatcher assigned to the appropriate resource category.
3. Dispatcher receives, "Release Engine 3561 w/crew from (UT-ASF-9999) E-87". Resource may not be reassigned due to maximum assignment period.
4. Dispatcher views event assignment info, selects E-87 checks demob point, documents release date and time, and notifies home dispatch office either directly or via appropriate channels.
5. Depending on the resource the dispatcher my arrange travel if the resource is traveling by means other than driving.
6. Dispatcher returns card to card rack (idle).

3.3.12 Release Resource from Assignment without Travel

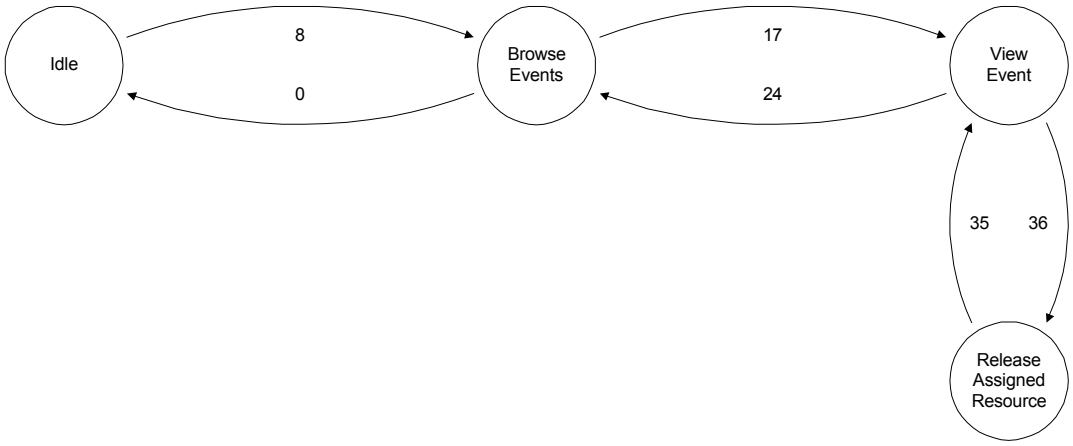

Figure 3-12 Release Resource from Assignment without Travel

3.3.12.1 Procedure Description

- Idle
- Browse Events
- View Event
- Release Assigned Resource
- View Event
- Browse Events
- Idle

3.3.13 Cancel Resource request

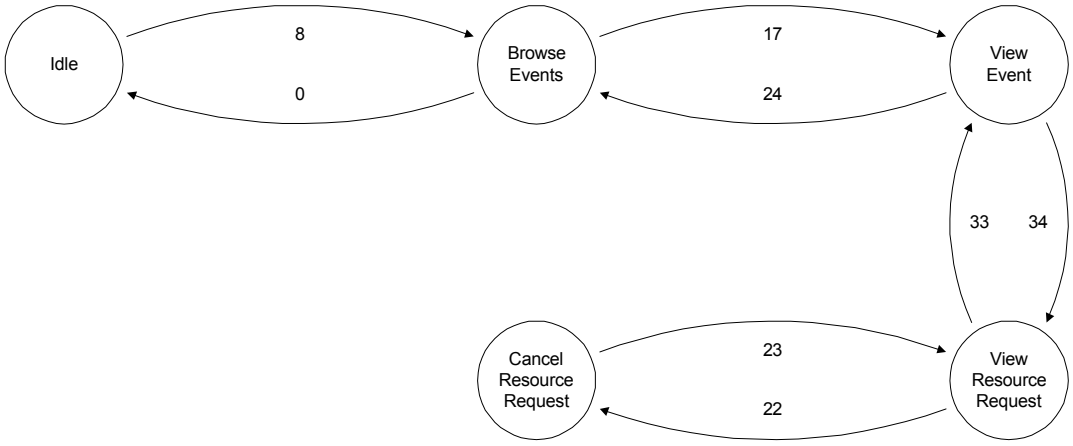

Figure 3-13 Cancel Resource Request

3.3.13.1 Procedure Description

- Idle
- Browse Events
- View Event
- View Resource Request

- Cancel Resource Request
- View Event
- Browse Events
- Idle

3.3.13.2 Scenario

1. Dispatcher receives information from the event that the request for a type III helicopter needs to be cancelled due to other arrangements being made with a neighboring event to share their Type III.
2. Dispatcher inquires to the event whether they want the associated helicopter manager and two crew members cancelled as well.
3. No action has been taken on any of these requests as the night duty let it slip through the cracks.
4. Dispatcher selects the appropriate event from the card rack (AZ-TNF-Y457), requests A-24 on the aircraft card and notes that the associated Overhead requests for O-234, 235, & 236 relate to the helicopter manager (1 each) and crew members (1 each) respectively.
5. Since nothing has been done to these requests, the dispatcher writes "cancelled" in the assignment block of A-24 and does the same in the assignment block for O-234, 235 & 236.
6. Dispatcher then documents who made the cancellation, and notes the date and time and the action taken.
7. Card is then returned to the rack (idle).

3.3.14 Request Resource from External Source

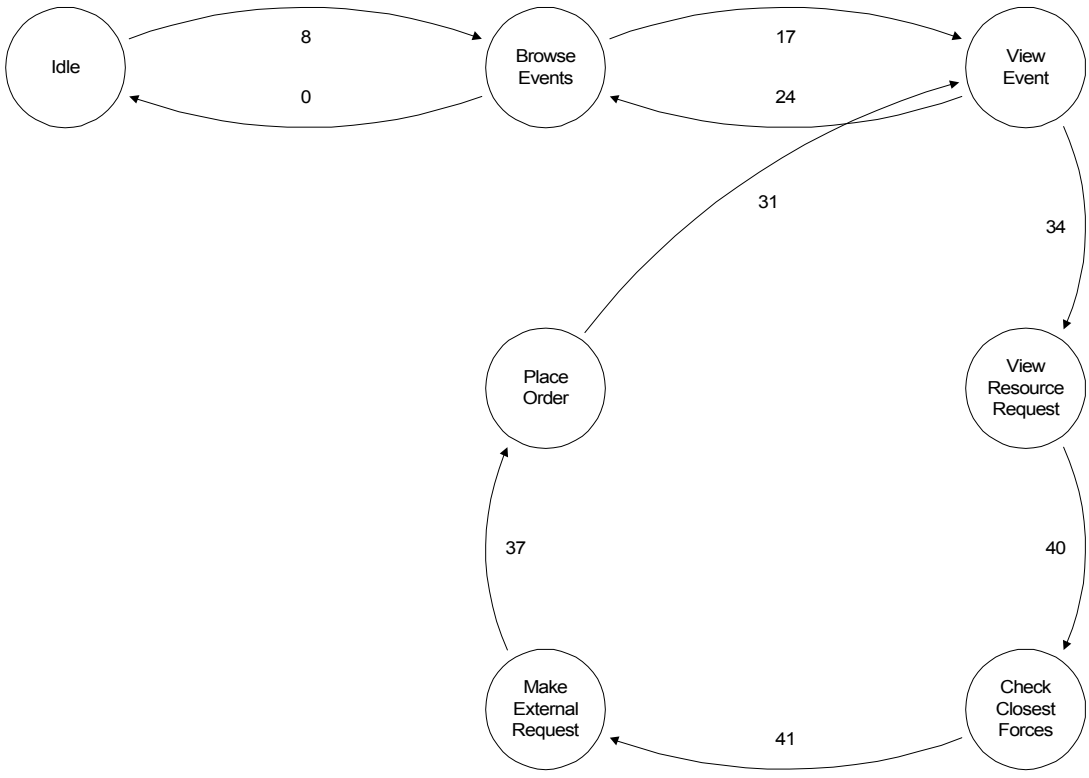

Figure 3-14 Request Resource from External Source

3.3.14.1 Procedure Description

- Idle

- Browse Events
- View Event
- View Resource Request
- Check Closet Forces
- Make External Request
- Place Order
- View Event
- Browse Events
- Idle

3.3.14.2 Scenario

1. The Southern Area Coordination Center determines they need additional help due to the resent increase in hurricane activity.
2. Dispatcher reviews the existing events and open requests.
3. Dispatcher sees there is an open request for a Support Dispatcher EDSD on event GA-SAC-99815099, SAC Hurricane Support.
4. Management explains they need 1 - Support Dispatcher (EDSD) with special needs of FEMA past experience. The date and time needed and the report to location is recorded.
5. Dispatcher reviews current availability lists, makes a few calls to validate the unavailability of qualified EDSD with FEMA experience.
6. Dispatcher documents the contacts and the validation of unavailability.
7. Dispatcher again briefs management of validation contacts and management directs dispatcher to place request with next level of dispatch organization.
8. The next level of dispatch organization for the GACC is the NICC. The NICC has the option of checking availability at their office or placing the request with the closes GACC to the SACC.
9. Once the request has been placed with the next level of dispatch, the dispatcher returns the card to the rack and waits (idle).

3.3.15 Request Resource from External Source Rejected

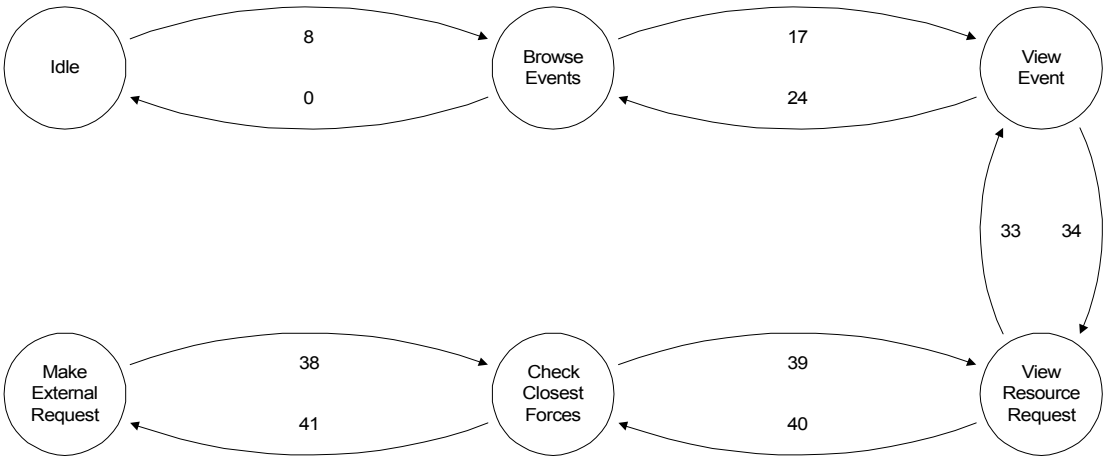

Figure 3-15 Request Resource from External Source - Rejected

3.3.15.1 Procedure Description

- Idle
- Browse Events
- View Event
- View Resource Request
- Check Closest Forces
- Make External Request
- Check Closest Forces
- View Resource Request
- View Event
- Browse Events
- Idle

3.3.16 Close Event

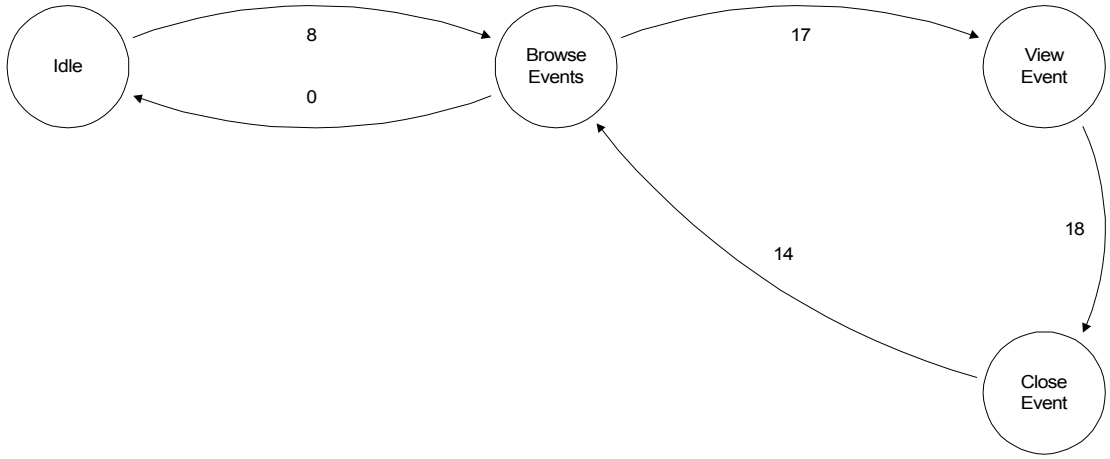

Figure 3-16 Close Event

3.3.16.1 Procedure Description

- Idle
- Browse Events
- View Event
- Close Event
- Browse Event
- Idle

3.3.17 Report Request

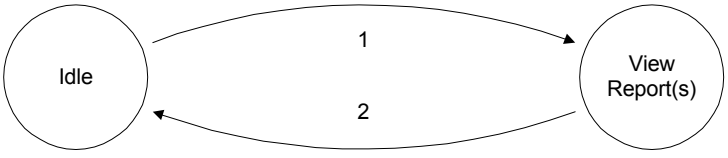

Figure 3-17 Report Request

3.3.17.1 Procedure Description

- Idle
- View Report(s)
- Idle

3.4 Dispatch Manager

3.4.1 Create Complex Event

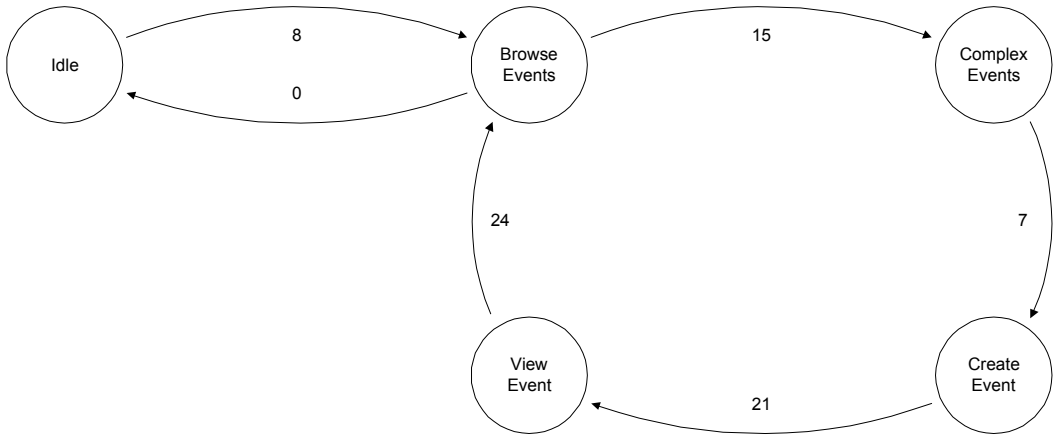

Figure 3-18 Create Complex Event

3.4.1.1 Procedure Description

- Idle
- Browse Events
- Create Complex Event
- Create Event
- View Event
- Browse Events
- Idle

3.4.1.2 Scenario

1. Assume 3 events have been created and are active on one unit.
2. Resources have been sent to all.
3. The dispatcher determines (outside of ROSS) that a complex needs to be established in support of the following events: Event A, Event B, and Event C.
4. A new event (the complex) is created (Event D) and named the Tattuine Complex.
5. Events A, B, and C are going to be supported by the Tattuine Complex so a link is established between the complex and the events. New events may be added to the complex at any time.

Note: It is important to remember that all the Events within a complex are still entities of their own, they don't merge, combine or do anything different than usual because they are a complex. There is just a link to the support organization (complex). Events within a complex may move resources around between the events but they must use the rules of release and reassign.

3.4.2 Add Event to Complex

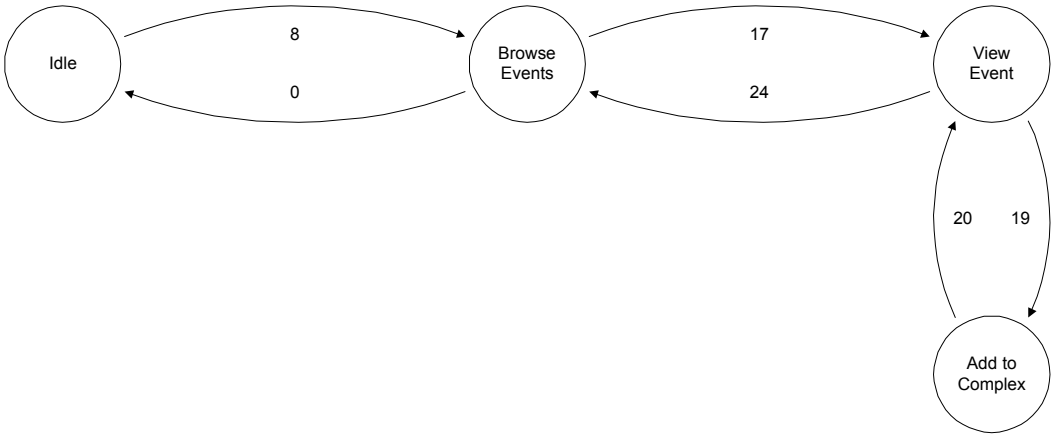

Figure 3-19 Add Event to Complex

3.4.2.1 Procedure Description

- Idle
- Browse Events
- View Event
- Add to Complex
- View Event
- Browse Events
- Idle

3.4.3 Remove Event(s) from Complex

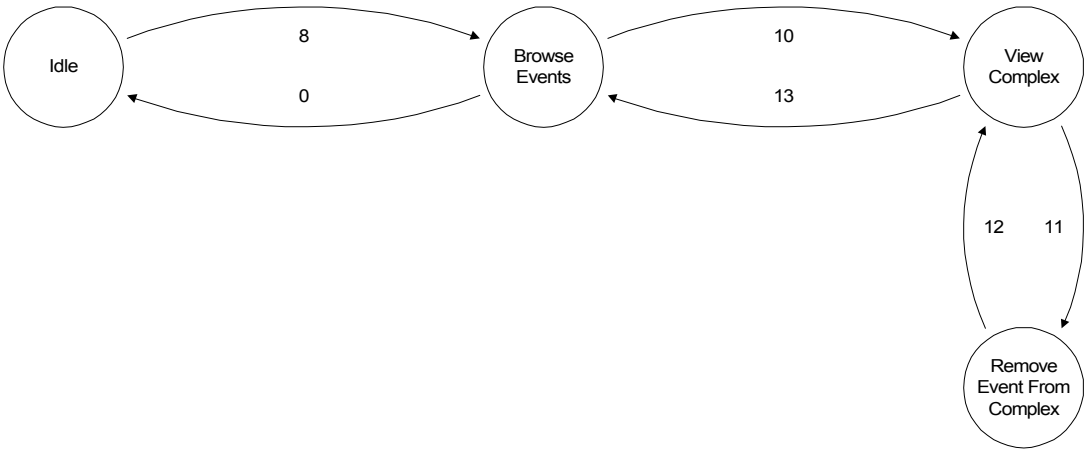

Figure 3-20 Remove Event(s) from Complex

3.4.3.1 Procedure Description

- Idle
- Browse Events
- View Complex
- Remove Event from Complex

- Browse Events
- Idle

3.4.3.2 Scenario

1. Idle
2. The decision is made to demob an incident and close it. This Incident is identified as being part of a Complex.
3. The Dispatcher processes the release on the resource order for the remaining resources;
   - Documents the ETD from the incident,
   - Adds the ETA to the home unit, arranging travel (if needed),
   - Notifies the Home unit of the ETA home.
   - Closes the event with date time stamp and signature.
4. The date time stamp of the closing event and the Incident ID are recorded as part of the Complex record and show the history of the events included within. If you were to access the record for the Complex it might look like the following:
   - A. ID-BOF-135 Tattuine Complex start date 6/3/99.
   - 1. ID-BOF-123 Beer Fire, start date, 6/1/99, closed, 6/15/99.
   - 2. ID-BOF-456 Chips Fire, start date, 6/2/99, closed _____.
   - 3. ID-BOD-213 Salsa Fire, start date, 6/1/99, closed _____.
5. Idle

3.4.4 Merge Events and Manage Assigned Resources

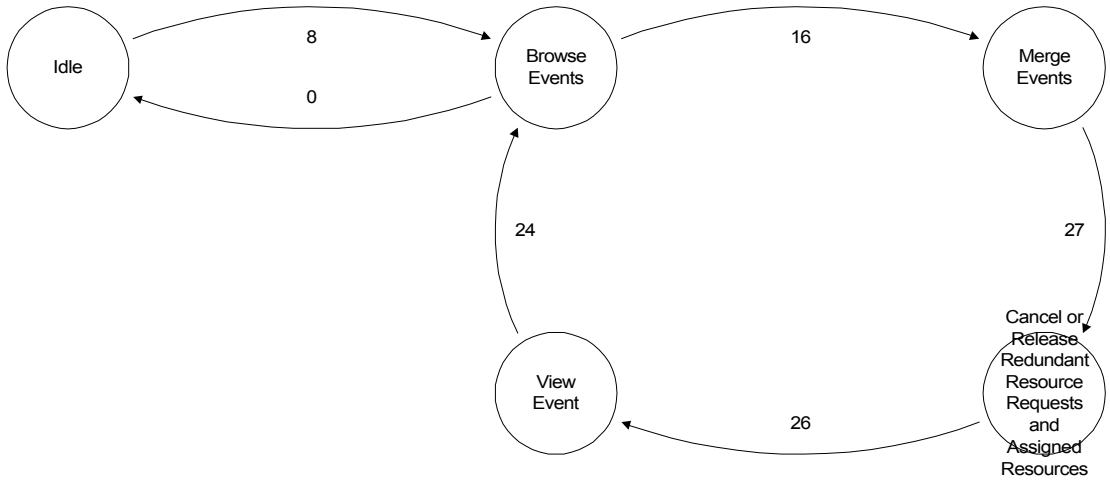

Figure 3-21 Merge Events and Manage Assigned Resources

3.4.4.1 Procedure Description

- Idle
- Browse Events
- Merge Events
- Cancel or Release Redundant Resource Requests and Assigned Resources
- View Event
- Browse Events
- Idle

3.4.4.2 Scenario

1. Assume 2 events are created on one unit
2. Resources have been sent to both.
3. The dispatcher browses active events and makes the decision to merge them (for whatever the reason) Event A, and Event B.
4. The dispatcher is able to see the resource order for each event.
5. There are 4 overhead and 2 Engines on each event.
6. Event A will be the surviving event.
7. The dispatcher selects 3 of the resources from Event B to be released.
8. Event determines resources that are in excess of their needs.
9. Event relays release information to dispatcher assigned to the appropriate resource category.
10. Dispatcher receives, “Release Engine 3561 w/crew from (UT-ASF-9999) E-87”. Resource is not re-assignable due to maximum assignment period.
11. Dispatcher views event assignment info, selects E-87 checks demob point, documents release date and time, and notifies home dispatch office either directly or via appropriate channels.
12. Depending on the resource the dispatcher may arrange travel if the resource is traveling by means other than driving.
13. The other 3 resources are also released using the same process (above) except no travel is arranged and they are assigned to event A:
14. Three requests are created for the 3 resources coming from event B and the 3 assignments are made with the resources from event B.
15. Event B now has all the resources released and event B is closed. (date/time stamped and signed, marked “Closed”) on the Resource Order for event B, Event A is noted as surviving event B and some note is added to tell the reason (documentation).

Note: The business team envisioned having one screen showing both events to be merged and being able to drag and drop the resources from the closing event to the surviving event.

16. Idle

3.4.5 Merge Events

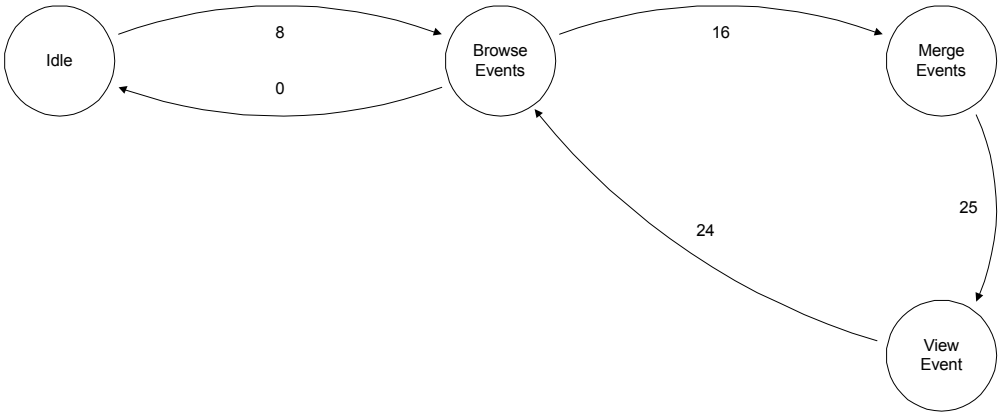

Figure 3-22 Merge Events

3.4.5.1 Procedure Description

- Idle
- Browse Events
- Merge Events
- View Event
- Browse Events
- Idle

4. Scenario Coverage for User Procedure Descriptions

The purpose of 0 and 0 is to demonstrate scenario coverage for the user procedure descriptions and diagrams at both the node and link level. The figures cover the Dispatcher and Dispatch Manager user procedure diagrams only.

Scenario / Procedure	Initial Report with no further action required.	Initial Report that requires resources	Create Event with no Resource Request	Create Event with no Initial Report	Receive Request from Internal Event	Fill Request with Local Resource	Receive Request from External Event	Receive Request from External Event w/o Travel	Receive Request from External Event UTF	Arrange Mob Travel for Many Requests	Release Resource from Assignment w/ Travel	Release Resource from Assignment w/o Travel	Cancel Resource Request	Request Resource from External Source	Request Resource from External Source Rejected	Close Event	Report Request	Create Complex Event	Add Event to Complex	Remove Event(s) from Complex	Merge Events and Manage	Merge Events	Total
AddtoComplex																			1				1
ArrangeDeMobTravel											1												1
ArrangeMobTravel							1			1													2
BrowseEvents					1	1	1	1	1	1	1	1	1	1	1	1		1	1	1	1	1	17
Cancel or Release Redundant Resource Requests and Assigned Resources																					1		1
CancelResourceRequest													1										1
CheckClosestForces		1				1								1	1								4
CheckResourceAvailability							1	1	1														3
CloseEvent																1							1
ComplexEvents																		1					1
CreateEvent		1	1	1														1					4
EnterAdditionalInformation		1			1																		2
EnterResourceRequest(s)		1			1																		2
FillExternalResourceRequest							1	1															2
FillLocalResourceRequest		1				1																	2
Idle	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		1	1	1	21
InitialReport	1	1	1																				3
MakeExternalRequest														1	1								2
MergeEvents																					1	1	2
NorityRequestor		1				1	1			1													4
PlaceOrder														1									1
ReleaseAssignedResource											1	1											2
RemoveEvent From Complex																				1			1
ViewComplex																				1			1
ViewEvent		1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		1	1		1	1	19
ViewReport(s)																	1						1
ViewResourceRequest						1	1	1	1				1	1	1								7

Figure 4-1 Activity Coverage of Procedure Diagrams

Scenario / Link	Initial Report with no further action required.	Initial Report that requires resources	Create Event with no Resource Request	Create Event with no Initial Report	Receive Request from Internal Event	Fill Request with Local Resource	Receive Request from External Event	Receive Request from External Event w/o Travel	Receive Request from External Event UTF	Arrange Mob Travel for Many Requests	Release Resource from Assignment w/ Travel	Release Resource from Assignment w/o Travel	Cancel Resource Request	Request Resource from External Source	Request Resource from External Source Rejected	Close Event	Report Request	Create Complex Event	Add Event to Complex	Remove Event(s) from Complex	Merge Events and Manage	Merge Events	Total
Link 0					1	1	1	1	1	1	1	1	1	1	1	1		1	1	1	1	1	17
Link 1																	1						1
Link 2																	1						1
Link 3	1	1	1																				3
Link 4				1																			1
Link 5	1																						1
Link 6		1	1																				2
Link 7																		1					1
Link 8					1	1	1	1	1	1	1	1	1	1	1	1		1	1	1	1	1	17
Link 9		1	1	1																			3
Link 10																				1			1
Link 11																				1			1
Link 12																				1			1
Link 13																				1			1
Link 14																1							1
Link 15																		1					1
Link 16																					1	1	2
Link 17					1	1	1	1	1	1	1	1	1	1	1	1			1				13
Link 18																1							1
Link 19																			1				1
Link 20																			1				1
Link 21		1	1	1														1					4
Link 22													1										1
Link 23													1										1
Link 24					1	1	1	1	1	1	1	1	1	1	1			1	1		1	1	15
Link 25																						1	1
Link 26																					1		1
Link 27																					1		1
Link 28		1			1																		2
Link 29		1			1																		2
Link 30		1				1																	2
Link 31														1									1
Link 32 - Not correct, removed																							0
Link 33								1	1				1		1								4
Link 34						1	1	1	1				1	1	1								7
Link 35												1											1
Link 36											1	1											2
Link 37														1									1
Link 38															1								1
Link 39															1								1
Link 40						1								1	1								3
Link 41														1	1								2
Link 42		1																					1
Link 43		1			1																		2
Link 44		1			1																		2
Link 45		1				1																	2
Link 46							1			1													2
Link 47										1													1
Link 48							1	1	1														3
Link 49									1														1
Link 50								1															1
Link 51							1	1															2
Link 52		1				1	1			1													4
Link 53							1																1
Link 54											1												1
Link 55											1												1

Figure 4-2 Transition Coverage of Procedural Diagrams