

NATO CRUD 2011 Basic Skills Training 101 – “Team SLOSH”: A FICs Based Perspective

Based on the Official NATO CRUD RULES of 2011 - with due acknowledgement of the USAF Eglin AFB and ACC rules for nationwide tournament play since 1997 and the American CRUD Players Association Official Rules of 1 January 2000.

THE OBJECTIVE: CRUD is a team sport of skill and daring played by air power aficionados and acolytes the world over with two pool balls; a Shooter Ball and another regulation numbered pool Object Ball. Each player begins with three “Lives” to possibly be lost as the game progresses (same as a strike, foul, etc.). The challenge, should you choose to accept it, is for the Shooter to hit the Object Ball with the Shooter Ball only from either end of the CRUD Table causing it to either go into a pocket or to stop all movement on the table before an opposing player can take his/her turn. The team to lose all of its “Lives” first, loses the game and shouts the winning team their drink of choice.

FUNDAMENTAL INPUTS TO CAPABILITY (FICS) VIEW:

Personnel:

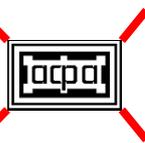
- **The Shooter** – The Offender as a Round begins and the player with the responsibility to make the next shot before the Object Ball is called Dead or is Pocketed. In SLOSH the Shooter merely has to make contact with the Object Ball with the Shooter Ball, regardless of it potentially ‘setting up’ or being a ‘hospital pass’ to subsequent players on one’s own team!
- **The Receiver / Next Shooter** —The Defender as a Round begins, and the next player after the Shooter at any point in time.
- **The Referee** — a respected and experienced (if much maligned) character standing over one of the centre pockets whose word is law, or it’s a Life too.

Organisation: Two Teams, usually of four or more military and/or civilian players with a Team Captain, and a Referee are required per Round.

Collective Training: Currently no formal collective or leadership training regime exists, except by word of mouth. SLOSH is a simpler, precursor game of CRUD, wherein individuals, ranked by assumed skills from best to worst, attempt to emulate WWI fighter pilots without communications shooting down everyone else with no regard to team tactics, techniques or procedures (TTPs) and where any shot is deemed a good shot. Such a rudimentary game will be used with network-enabled ideas and the lives of their mates as the basis for training neophytes wishing to step up to a much more worthy game: hence “Team SLOSH”.

Major Systems:

- **The CRUD Table** – A Snooker-type table approximately 6 ft. by 12 ft with 6 open pockets. No cue sticks are necessary as situational awareness and team work are key.
- **Foul Lines** – Imaginary lines and planes extending vertically and laterally at 45 degrees to the CRUD Table as shown at right. Shooters must have their centre abdomen within these Foul Lines at either end of the table any time a shot is made. Additionally, a Shooter must have a portion of one foot on the Runway within the Foul Lines whenever a shot is attempted.
- **The Object Ball** – Usually the Red “3” Ball which may only be touched by the Shooter Ball, and must be Pocketed or kept in motion at all times during a Round.
- **The Shooter Ball** – Usually the Cue ball, may be touched or picked up by the Receiver/Next Shooter from anywhere around the table only after it hits the Object Ball.



Supplies and Support:

Provision of Rules, Scoring Boards and markers are supplied by the Tournament Hosts or facility.

Facilities and Training Areas: Crud Rooms/Pits can usually be found in most, if not all, Five Eye nations Officers and operational Messes. Any Snooker table can also be used.

Command & Management:

- **“Ball off the Table”** – When the Shooter Ball is shot so

vigorously that it causes either ball to leave the playing surface and either ball touches anything that is not the CRUD Table, including the Next Shooter.

- **“Dead Ball”** – The Object Ball ceases any and all movement. The Next Shooter has responsibility for continued Object Ball movement regardless of opportunity, except when the No Six rule applies.
- **“Foot Off the Runway”** – Whenever a Shooter shoots, at least a portion of one foot must be on the ground.
- **The Lag** – Game opening event used to determine which team has choice. From the Shooter End, Team Captains simultaneously release their respective CRUD Ball so that it touches the opposite short side of the table. The ball that returns closest to the Shooter end without touching it or the side rails determines Choice.
- **The Life** – The term used to impose any infraction of these rules. The Life may also be called by its proper name. Infractions in “quotation marks” within these rules are Lives.
- **“No Six”** – The Shooter must personally make this call to stop the Round before taking any shot. Whenever the Object Ball is hit, it must travel 15 Centimetres (6 inches), including bumper bounce, except in the cases of the “Double Kiss, Dead.” If full travel is less than 15 Centimetres (6 inches), centre-ball to centre-ball, the Life is against the last Shooter. If it travelled 15 Centimetres (6 inches) or more, the Life is a Dead Ball on the Ball-in-Hand Player.
- **“Playing Out of Turn”** – A Player touching the Shooter Ball when it is not that player’s turn or any out-of-turn play detected by the Judge. Also, a Team Captain may stop a game to point this infraction out to the Referee at the risk of a Life. If verified, a Life will be assessed against the guilty Team’s Captain or its first available player. Otherwise, a Life will be assessed for stopping the Round.
- **“Pocket”** – Any time the Object Ball is hit into, and remains in, one of the pockets, i.e., centre-ball past the lip of the pocket. The Referee will determine who receives the Life based on the Judge’s opinion of whether or not the Next Shooter had ANY opportunity to influence the play with a valid shot. ***If the Next Shooter had a chance to influence play, the next Shooter receives the Life.*** Otherwise, the Life is against the previous Shooter on that team.
- **“Push Shot”** – Any stylised propelling of the Shooter Ball by the Shooter’s hand is allowed, providing the Shooter’s hands or fingers are not touching the Shooter Ball when or after the Shooter Ball makes contact with the Object Ball.
- **The Service** – With the Object Ball spotted on the centre line 15 centimetres (6 inches) from the Receiver end of the table (typically halfway to the Snooker location spot), the Shooter is given three (3) attempts to hit the spotted Object Ball using any number of bumper bounces. Any Service where the Shooter Ball goes beyond half the length of the Table will be counted as one (1) attempt.
- **The Shooter Ball** – This ball must be shot in accordance with all applicable rules herein. The Shooter may, in order to hit an Object Ball still in motion, recover the Shooter Ball - even if it goes into a pocket-- and take as many ‘shots’ as needed. All shots must be at the Object Ball and not at other Players. Accidental release or dropping of the Shooter Ball will not be held against the Shooter, unless it hits the Object Ball.
- **The Single Man** – When a Team is attrited down to one Player, that Player has the Choice at the beginning of each Round to Receive or Serve. When both teams have only one player remaining, normal Choice rules apply.

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Australian Defence Capability Management Definitions.

General. In strategic planning terms¹ defence capability is *the achieving of military effects*. More broadly, 'capability' is the *quality of being capable; to have the capacity or ability to do something, achieve specific effects or declared goals and objectives*. Enterprises in essence consist of a portfolio or matrix of capabilities that are used in various combinations to achieve outcomes. Within that portfolio, a capability will be transient unless managed and maintained over time. Therefore, a typical capability lifecycle spans needs, requirements, acquisition, in-service and obsolescence/disposal phases.²

Capability. 'Capability' extends beyond the major capital equipment managed through the approval process by Capability Development Group and acquired by the Defence Materiel Organisation³. According to this framework, in Australia's context:

Capability is the power to achieve a desired operational effect in a nominated environment, within a specified time, and to sustain that effect for a designated period.

Fundamental Inputs to Capability. The capability construct used in the extant Defence Capability Planning Guide is hierarchical. It employs the concept that all fighting forces either attack or defend (ie in Mavens terminology - you are a Shooter or a potential Target). The major building blocks of the construct, that is the major collections of capabilities, are called 'domains'. The current list of domains are broadly derived from the ADO's 'Output Structure' and the US Joint Staff's Joint Warfare Capability Assessment framework (which is also currently permeating ASCC and NATO as well). Defences' ability to achieve particular operational effects is delivered by families of Systems of Systems in each of these domains based on an **Operational Concept** that consist of people, organisation, doctrine, training, materiel, facilities, support and information. These inputs are collectively known as the FICs. These are:

- a. **Personnel.** All people within Defence, both military and civilian. The input incorporates recruiting, individual training and all conditions of service and employment, including entitlements, salaries and wages, superannuation and allowances.
- b. **Organisation.** Flexible functional groupings with an appropriate balance of competency, structure and command and control to accomplish their tasks. This input also includes critical organisations that directly support the ADF effort.
- c. **Collective training.** A defined training regime undertaken by organisations that is validated against the preparedness requirements for operations, and derived from Government guidance. The regime is to include frequency and depth of competency in skills with a particular emphasis on long-term readiness-critical, war-fighting skills.
- d. **Major Systems.** Systems that have a unit cost of A\$1m or more, or have significant Defence policy or joint Service implications designed to enhance Defence's ability to engage military power. Input includes, but is not limited to, ships, tanks, missile systems, armoured personnel carriers, major surveillance or electronic systems, and aircraft.
- e. **Supplies.** Supplies needed for Defence to operate including stock holdings, provisioning lead times, serviceability and configuration status.
- f. **Facilities and Training Areas.** Buildings, structures, property, plant, equipment, training areas, civil engineering works, training areas, through life maintenance and utilities necessary to support capabilities, both at the home base and at a deployed location. This input may include direct ownership or leasing of facilities or training areas.
- g. **Support.** Infrastructure and services from the wider national support base within Australia or offshore which are integral to the maintenance of Defence effort. The input is encompassing and could originate from civil/private industry/contractors, other Government agencies and international support base agencies.
- h. **Command and Management.** Written guidance such as regulations, instructions, publications, directions, doctrine, tactical level procedures and preparedness documents required for Defence to support decision making, administration, and operations.

¹ *The Strategy Framework 2010*, Commonwealth of Australia, Canberra, Australia. See www.defence.gov.au/publications/TheStrategyFramework2010.pdf

² Tutty, M.G., 2011, Experimentation of Complex, Adaptive Aerospace Mission Capabilities - An International Code of Best Practice for T&E & Experimentation – Presentation, *Systems Engineering and T&E in the Next Decade SETE Symposium, SETE 2011*, Canberra, ACT, 4 - 6 May 2011

³ *Defence Capability Development Manual, 2010*, Department of Defence, Commonwealth of Australia, Canberra, Australia. See http://www.defence.gov.au/capability/common/_pubs/dcdm%20preface%20and%20toc.pdf