

NATO CRUD 2011 Basic Skills Training 101 – “Team SLOSH”: A User Effects-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 CONCEPT OF OPERATION: 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. Two Teams, usually of four or more military and/or civilian players with a Team Captain, and a Referee are required per Round.

THE OBJECTIVE: The team to lose all of its “Lives” first, loses the game and shouts the winning team their drink of choice. Currently no formal collective or leadership training regime exists, except by word of mouth and variety of Rules of various parentage and provenance.

The “As-Is” Situation:

- **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. Crud Rooms/Pits can usually be found in most, if not all, Five Eye nations Officers and operational Messes. Any Snooker Tables can also be used. Provision of such things, these Rules, Scoring Boards and markers etc are supplied by the Tournament Hosts or facility.
- **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.

The “To-Be” Situation: SLOSH is a simpler, precursor game of CRUD, wherein individuals, ranked by assumed skills from best to worst, attempt to emulate fighter WWI pilots without any communications by shooting down everyone else with no regard to team tactics, techniques or procedure (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”.

Users Perspective on the Operational Scenario – once you are at the Table and oxy levels are high!

- **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.
- **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 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 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 Receiver / Next Shooter** – The Defender as a Round begins, and the next player after the Shooter at any point in time. 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 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.
- **“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.
- **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.
- **“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.
- **“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.
- **“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 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.

Critical Operational/Technical Issues: To experience “Team SLOSH” so as not to look like a numpty and learn some TTPs so your Team can get free drinks of choice when playing the real thing: CRUD.

Measure of Effectiveness/Performance: When Maven can go into any Five Eyes Mess facility and see interoperable NATO CRUD Rules being used by all aficionado’s who can remember them and buy him drinks accordingly when he wins!

Independent V&V: You are part of the V&V now: it’s good to be a Lab Rat when there’s alcohol involved and it’s probably being paid for by others!



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Capability Concept of Operations

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 phases².

Capability. 'Capability' extends beyond the major capital equipment managed through the approval process by Capability Development Group and acquired by the Australian 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.

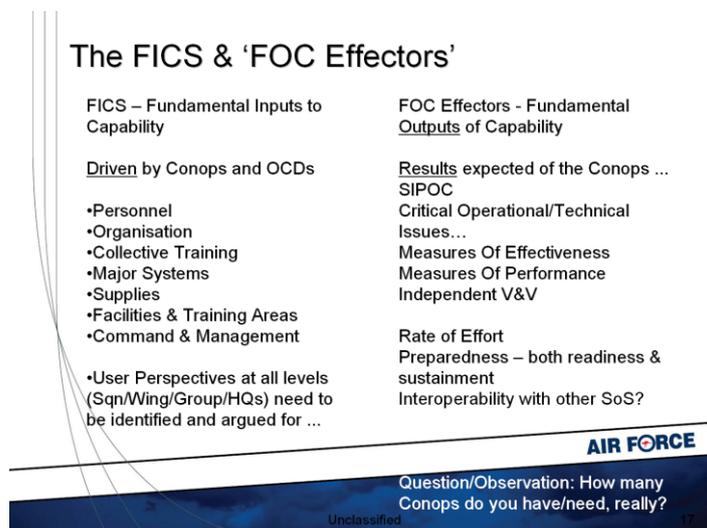
Effects. Are the physical, functional or psychological outcome, event or consequence that results from specific military or non-military actions. A result or impact created by the application of military or other power.⁴

Effects-Based Operations. Coordinated sets of actions [in the cognitive domain] directed at shaping the behaviour of friends, foes, neutral in peace, crisis and war.⁵

Operational Concept Documents / Concept of Operations. Opinions have been divided over the years on the difference between an 'operational concept' (OpConcept or OpsCon) as required by DCDM (2006) and a 'concept of operations' (ConOps). These terms are used almost interchangeably throughout the world, although there is often consistency within some organisations and specific system engineering application domains. In a military context NATO uses the term 'Concept of Operations' reasonably consistently in many countries to describe the 'clear and concise statement of the line of action chosen by a commander in order to accomplish his mission' (NATO).⁶

Purpose and Contents of the Conops / OCD. A Conops describes the likely operation of a future or existing system in the terminology of its users, providing important information for the acquisition and/or development of that system⁷. An OCD is neither a specification nor a formal statement of requirements. It is used as a source of information for the development of such documents and for project planning and decision-making. The process of developing an OCD can enable operational, maintenance, support, acquisition and supplier personnel to improve their understanding of the user needs and expectations.

User Effects Based Conops. A User OCD is typically written by, or in conjunction with, the (potential) system users and other customer personnel, to describe a needed capability. While the most common form of a User OCD is one developed at the start of the project, User OCDs can be developed at any time in the system life cycle, including the operations phase. User OCDs may presuppose a specific system or system design,⁸ depending on when they are written and other factors. Alternatively, they may be restricted to a discussion of a needed capability (a conceptual system).⁹ The perspective used here is that Pool Tables and the other 'Major Systems' already exist and the Conops is to as simply as possible explaining how the User intends to achieve the required operational effects-based operations: learn team leadership skills in a time sensitive decision making sport that few others comprehend whilst taking drinks of other unsuspecting teams; hypothetically and can we prove it!



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 See www.maltutty.com using visitor / Maven1

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

⁴ Smith, Dr E.A., 2003, *Effects Based Operations – Applying network centric warfare in peace, crisis and war*, Command and Control Research Program, USA See URL: <http://www.dodccrp.org>

⁵ *Ibid.*

⁶ Gabb, Andrew P, 2002, Operational Concepts – Some variations, *Proceedings SETE 2002, Sydney, 28-30 October 2002, A Conference of The Systems Engineering Society of Australia (SESA) and The Southern Cross Chapter of The International Test and Evaluation Association (ITEA)*.

⁷ ANSI/AIAA G-043-1992, *Guide for the Preparation of Operational Concept Documents*; American Institute for Aeronautic & Astronautics, Washington, USA

⁸ Gabb, *Ibid*

⁹ *Ibid.*