

All On Board

Submarine Team Training Issue

Fleet Training

July 2010 Vol. 3

CO's Call

Welcome to the Team Skill Building edition of *All On Board*, the quarterly newsletter from SOBT. This newsletter has focused on basic ship qualification and watch station qualification and skills. This edition, using the building block approach to continuing training, focuses on team skill building. SOBT supports this effort by providing simulators that can run at multiple stations, which allow partial and full teams to develop, expand, and hone skills.

When we talk about teams, we are addressing teams such as the Piloting team, the Section Tracking Party, the Casualty

Response team, and the Weapons Launch team, to cite a few. For example, you want to train your piloting team for an inbound to Yokosuka, Japan. Using the Submarine Training Toolbox on the ComSubPac website, you would find that SOBT provides a brief for this port [DODUSNSLCSOBT_01016] under the capability NP14.01, Piloting. The A-Nav could then present this brief to the team. Next you could schedule some Mini-Span time to build team skills, but you have SubSkillsNet [DODUSNSLCSOBT_05040] on-board, which is the backbone of Mini-Span. The team can now work together to build the skills required to safely enter Yokosuka. Section Tracking Party can be done the same way using SubSkillsNet with the Sonar Basic Operator Trainer (SBOT) [DODUSNSLCSOBT_06044] and Combat Basic Operator Trainer (CBOT) [DODUSNSLCSOBT_04021] networked in. This will give the entire tracking team a workout. For the Casualty Response Team, there is 688 EngSkillsNet [DODUSNSLCSOBT_04116]. For the Weapons Launch Team, SOBT provides Mini-WLCTT to practice panel operations and communications. Remember to use the Standard Scenarios when building or using preprogrammed scenarios to ensure you are training to the right level. The Standard Scenarios are

found in CTSS or the Continuing Training References link at the CSP Website.

At this time of the year, SOBT works towards developing the next fiscal year's priority list. If you have any ideas for us, now is the time to provide them while we are allocating FY11 resources.

Captain Kenneth A. Swan

Commanding Officer
Submarine Learning Center

A Note from the Editor

This edition of *All On Board* highlights how you can use SOBT products to accomplish team training. You will notice that this centers mainly on our simulator products, such as SubSkillsNet, EngSkillsNet, Combat Basic Operator Trainer (CBOT), and Sonar Basic Operator Trainer (SBOT). I want you to also keep in mind that you could use most of our products for training in a team setting, such as watch station training. When planning and selecting training resources from the Continuing Training Toolbox for team training, you will see that many SOBT products are listed as resources. Using the building

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block approach to Continuing Training, learning the basic knowledge will come first. This tactic may require the training leader to go through the product in advance to select a section or two of a topic that is critical to the success of the team for discussion. The SOBT product can then be used to lead the discussion, with the team going into greater detail than what the SOBT product provides. This helps the senior members recall important facts and skills, and the junior members to realize that SOBT provides the basics, but there is much more to the knowledge and skills that are needed to successfully perform your jobs.

Please note that when the SOBT Project Managers (PMs) ask for your feedback to make SOBT products the best they can be, the PMs really mean it. They know how busy you are (they were there and will go back), and want to make SOBT the tool you want to use to get the training you need, when you need it. So let them know how you feel about what you are getting from SOBT, both good and bad.

All On Board Editor
SOBT/SLC Learning Standards Officer

Wardroom

While you may think of Submarine On-Board Training as a "single player" computer experience, SOBT actually offers many "multi-player" opportunities. Most recognizable would be the Submarine Skills-training Network (SubSkillNet). This program offers an integrated system of simulations that provide configurable training for individuals, sub-teams and teams, to meet a variety of training objectives. Emulations of many ship's subsystems, such as CEP, RADAR, GPS, SONAR, helm control, and periscope, give the users the ability to work together, as they would on the ship, to allow team training on board and in the school-house training laboratories. Junior Officers preparing for submerged qualifications can practice the approaches to periscope depth or join with other officers to create a homeport piloting experience to better hone their Contact Coordination skills. With a multitude of gaming areas and nu-

merous warships, commercial ships, and features such as SubScript, that allows the users to manipulate scenario characteristics (i.e. adding and removing nav aids, editing water depth, and adding display environments), SubSkillsNet is capable of fulfilling many of your training needs.

Also, Engineering Skills-training Network (EngSkillsNet) offers a simulator of an SSN 688 class propulsion plant with the ability to offer individual training or allow for the linking of multiple workstations to conduct seminar-based training with a watch team

Officer Training
Submarine Learning Center

Fire Control

CBOT (DODUSNSLCSOBT_04021) networked with SUBSKILLSNET (DODUSNSLCSOBT_05040) and SBOT (DODUSNSLCSOBT_06044) can be used to strengthen team operations when other means of training are not available. This training product is aimed at providing the ability to train on the Block 1C, BYG-1 TI-02, MK-1, and MK-2 D0 Fire Control Systems. Although the ADCAP PostLaunch Trainer APLT (DODUSNSLCSOBT_02018) is designed for single operator use, consideration should be given to using the simulator in a team environment. Many discussion points can be drawn from APLT's real-time postlaunch scenarios and provide for a more robust training experience.

Fire Control Systems Manager

SOBT Navigation News

For submarine navigation team training, SOBT provides piloting briefs for the majority of the ports that you will visit. These briefs provide the piloting team with the facts that are needed to conduct a successful transit inbound and outbound. You will also be happy to know that our newest briefs are being updated for the digital age. Knowing that VMS will be the primary means for navigation for the entire Submarine Force, we are adding features that are useful to everyone.



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The first product that we made significant changes to was SS Piloting Brief Guam Ver. 2.00 (DODUSNSLCSOBT_03040). This brief was recently released to the Fleet and developed to better aid Navigation Team in the digital age. A major feature that was added is the ability to select a digital chart or paper chart view. This is just the beginning of improvements for the Piloting Briefs as we endeavor to make them even more useful and beneficial to the Fleet.

I look forward to hearing from you in our continued effort to improve our Piloting Briefs and hopefully reduce your workload in the long run. Thanks for all your support

SOBT Navigation Project Manager

Nuclear Training

688 ENGSKILLSNET (DODUSNSLCSOBT_04116) is a Los Angeles class engine room computer-based simulator. This product will allow your engine room watchstanders to simulate operating the engine room. It is fully interactive and has the capability of networking several computers together to perform watch team scenarios. It will be extremely effective for watch team seminars, proficiency training, running drills, and evolutions during upkeeps or deployments where operation of the engine room is not possible. This simulator encompasses all of the major propulsion plant systems and most of the supporting/interfaces systems of the 688 Class Engine Room. For each simulation performed, the program tracks every action taken by the learner for reference purposes to determine if a lesson was adequately completed in accordance with approved procedures. Is there a specific scenario that you desire to run? With ENGSKILLSNET, this is not a problem. Using the scenario generator which is integral to ENGSKILLSNET, you can generate any scenario to include initial conditions, casualties, stuck valves, and failed equipment just to name a few. Do you have a shipmate that does not understand basic mechanical theory? Use the applied engineering principles courseware that is integrated into ENGSKILLSNET as a digitized version of the Applied Engineering Principles manual. This courseware animates basic engineering concepts such as die-

sel generator theory, heat exchanger theory, steam thermodynamics, turbine theory, and pump theory. Accelerate your training program by adding ENGSKILLSNET to your toolbox today.

BEQ/Nuclear Training Project Manager

Sonar Systems

Have you tried out the Sonar basic operator trainer (SS SBOT SUITE DODUSNSLCSOBT_06044) along with SUBSKILLSNET. It simulates most of the functions that are available to an operator on AN/BQQ-10 SAWS and TAWS including SAWS PBB APB 03/04, TAWS PBB APB 03/04, TAWS PNB APB 03/04, MSD APB 03, AND MAD APB 05. Not only can this be run individually on one laptop, but you can also network several together and get the whole watch team involved. This is an excellent tool to use in port to keep your team sharp and ready for the next underway. Practice going to periscope depth, or go into a full section tracking party. Use the Standard Scenarios from the CTM to adjust difficulty level for where you need practice. If you haven't checked out our other products lately, you should. All of our existing products should already be on your boat just waiting to be utilized. If there is anything missing it can be ordered from the SOBT website and sent to the ship in the mail. As always, I am looking for feedback on existing products and ideas for new products to enhance fleet readiness. If you have any questions let me know.

Sonar Systems Project Manager



On the Cover:

USS Albany (SSN-753) on sea trials, 26 Feb. 1990.

Photo by Caroline Frantz, courtesy of General Dynamics Electric Boat



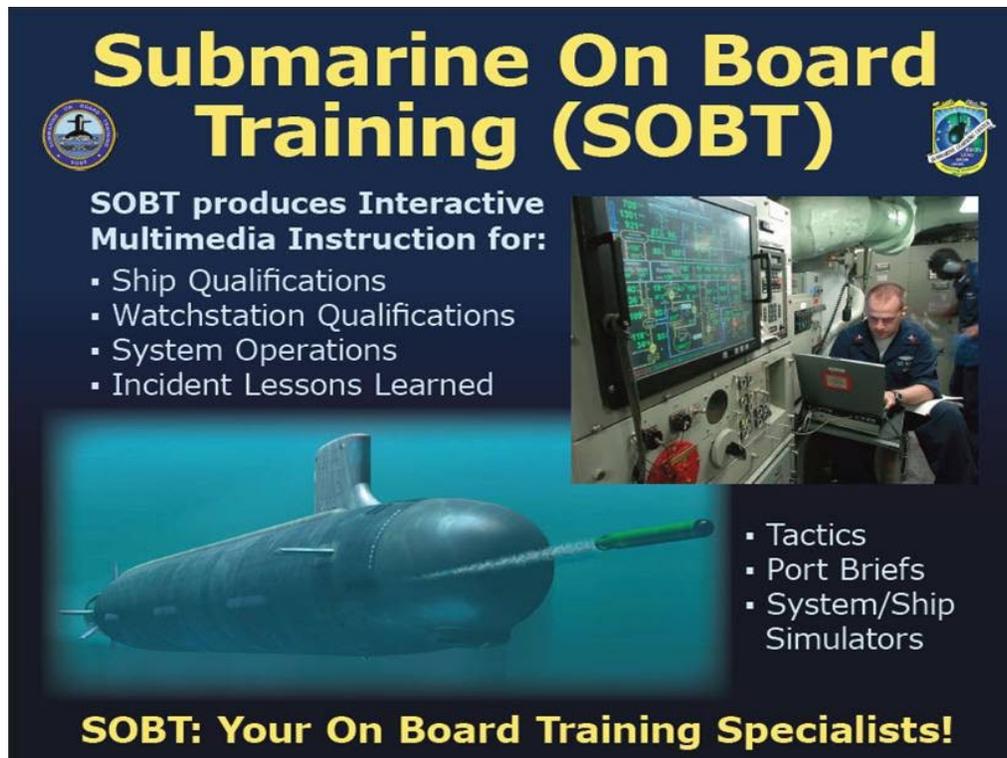
Torpedo Training

Fellow Torpedomen,

The new and improved Shipboard Weapons Launch Console Team Trainer, commonly known as the Mini-WLCTT, is in the final stage of authorization, and when released will be DODUSNSLCSOBT_07079. This new simulator gives the fleet greater flexibility with regards to training new Weapons Launch Console operators and keeping the existing panel operators in a proficient state of readiness. As some of you remember, the older version of the Mini-WLCTT came in a giant silver suitcase with three CF-48 Panasonic laptops and associated cables and routers. Now it is LAN-based and comes in the form of a single CD. Once on board, the ship's LAN Administrator will load it on the LAN and then can install the program on any computers the crew would like to run it on. After it is loaded, the Man in Charge can brief his team and run a scenario anywhere he wants, whether that is in the Crew's Mess, or at various places throughout the boat. If there is a newly reported Sailor that needs to learn the functionality of the WLC, without touching the actual WLC, he can sit down at the PC and operate in the Freeplay mode. This allows him to operate the panel through different scenarios or just play around with the buttons to see how it affects the weapons and weapons systems. For those of you that have used the School House version of the WLCTT, this simulator will run exactly the same, just on a smaller scale. If you have any further questions regarding the implementation of the Mini-WLCTT, please contact me using the provided contact information.

As always, one way to help the SOBT office with the development of its products and the quality of the training is to comment on what is currently available. So, if you have any feedback on the existing courses that are provided by SOBT, or if you would like to provide a topic for further consideration, please contact me via email or by phone (860)694-5507 ext 18. Thank you for your time and have a great Navy Day!

TM Weapons/Force Protection Project Manager



Submarine On Board Training (SOBT)

SOBT produces Interactive Multimedia Instruction for:

- Ship Qualifications
- Watchstation Qualifications
- System Operations
- Incident Lessons Learned




- Tactics
- Port Briefs
- System/Ship Simulators

SOBT: Your On Board Training Specialists!



New Product Releases

The following products have been distributed to the Fleet from April 2010 through July 2010.

Product Number	Ver.	Title
◆DODUSNSLCSOBT_00033	2.10	SS AN/WRR-12B SLVR for Operators
◆DODUSNSLCSOBT_01052	3.00	SS OOD Navigation, CSF OPORD 2000
◆DODUSNSLCSOBT_02011	3.00	SS Advanced Navigation
◆DODUSNSLCSOBT_03010	2.00	SSN 774 BSQ Introduction to Submarine Qualifications
◆DODUSNSLCSOBT_03011	2.00	SSN 774 BSQ Battlestation Procedures
◆DODUSNSLCSOBT_03013	2.00	SSN 774 BSQ Ship Security
◆DODUSNSLCSOBT_03020	2.00	SSN 774 BSQ First Aid
◆DODUSNSLCSOBT_03021	2.00	SSN 774 BSQ Ship's Lighting and Battery Storage
◆DODUSNSLCSOBT_03040	2.00	SS Piloting Brief Guam
◆DODUSNSLCSOBT_03099	4.20	SSBN BSQ Battery and DC Distribution
◆DODUSNSLCSOBT_03152	2.00	SSN 774 BSQ Emergency Diesel and Generator
◆DODUSNSLCSOBT_03153	2.00	SSN 774 BSQ Fuel Oil and Compensating Water Systems
◆DODUSNSLCSOBT_03162	2.00	SSN 774 Salvage Air
◆DODUSNSLCSOBT_04021	14.00	SS Combat Basic Operator Trainer (CBOT)
◆DODUSNSLCSOBT_04035	3.00	SS Piloting Brief Saipan
◆DODUSNSLCSOBT_04055	2.00	SSN 774 Submarine Escape, Survival and Rescue
◆DODUSNSLCSOBT_05040	6.60	SS SubSkillsNet 6.6
◆DODUSNSLCSOBT_05061	1.10	SSGN BSQ Ship Control Station
◆DODUSNSLCSOBT_05161	1.10	SSGN BSQ Emergency Flood Control System
◆DODUSNSLCSOBT_05171	1.10	SSGN BSQ Depth Sensing
◆DODUSNSLCSOBT_05173	1.10	SSGN BSQ Diesel Generator and Snorkel System
◆DODUSNSLCSOBT_05192	1.10	SSGN BSQ Ship's Service Hydraulic System
◆DODUSNSLCSOBT_06044	3.00	SS SBOT Ocean Environment Console OEC

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New Product Releases

Product Number	Ver.	Title
◆DODUSNSLCSOBT_07071	1.00	SSN 774 BEQ Propulsion Plant Control
◆DODUSNSLCSOBT_07072	1.00	SSN 774 BEQ Data Logging System
◆DODUSNSLCSOBT_07074	1.00	SSN 774 BEQ Main Seawater System
◆DODUSNSLCSOBT_07075	1.00	SSN 774 BEQ Auxiliary Seawater System
◆DODUSNSLCSOBT_08014	1.00	SSN 774 (LOT) Lockout Trunk Tender
◆DODUSNSLCSOBT_08017	1.00	SSN 774 Basic Lockout Trunk (LOT) Operator
◆DODUSNSLCSOBT_08018	1.00	SSN 774 LOT Dry Side Operator
◆DODUSNSLCSOBT_08030	1.00	SSN 774 Sonar Operator Module 5
◆DODUSNSLCSOBT_08033	1.00	SSN 774 Submerged OOD
◆DODUSNSLCSOBT_08039	2.10	SS AN/WRR-12B SLVR for Maintainers
◆DODUSNSLCSOBT_09005	1.00	SS Piloting Brief Lisbon, Portugal
◆DODUSNSLCSOBT_09006	1.00	SS Piloting Brief Okinawa, Japan
◆DODUSNSLCSOBT_09009	1.00	SSN 774 LOT Diving Supervisor Watchstation
◆DODUSNSLCSOBT_09010	1.00	SSN 774 LOT Officer
◆DODUSNSLCSOBT_09011	1.00	SSN 774 LOT Wet Side Operator
◆DODUSNSLCSOBT_09015	1.00	SSN 774 Duty Chief Petty Officer Volume 1
◆DODUSNSLCSOBT_09017	1.00	SS SubSkillsNet - Tutorial Manuals
◆DODUSNSLCSOBT_96033	1.10	SSN AN/BQN-17A Fathometer
◆DODUSNSLCSOBT_97023	2.20	SSN 688 BSQ Depth Control System
◆DODUSNSLCSOBT_97029	2.20	SSN 688 BSQ Atmosphere Analyzer
◆DODUSNSLCSOBT_97037	2.20	SSN 688 BSQ EAFW
◆DODUSNSLCSOBT_97040	2.20	SSN 688 BSQ Potable Water and Plumbing System
◆DODUSNSLCSOBT_97042	2.20	SSN 688 BSQ Anchor and Capstan
◆DODUSNSLCSOBT_97047	2.20	SSN 688 BSQ Combat Control System MK I/II