



Combat Decision Range Information Paper



Purpose. Provide information on the background and current status of the Combat Decision Range (CDR).

Description

- The CDR is jointly developed by the Marine Corps Warfighting Lab and GAMA Corporation. It is software for use by Marines to exercise the minds of combat leaders in tactical decision-making.
- Experience saves lives. The CDR uses facilitated, multimedia-driven tactical problem scenarios to build artificial experience. In a typical 45-minute training session, the Marine makes more tactical decisions than in a week in the field. The CDR is a rifle range for the mind.

Background

- The CDR is an outgrowth of the Marine Corps' exploratory program of Dynamic Decision-Making in the late 1990's, examining the nature and imperatives of decision-making on the non-linear 21st Century battlefield. That effort focused on leveraging the experiences, insights, and techniques of selected non-military organizations that dealt with similar decision-making problems in their own environments. It included a series of war games and conferences with the New York Mercantile Exchange (NYMEX), the Federal Aviation Administration (FAA), and the Fire Department of New York (FDNY). The CDR is based on a tool used by the Fire Chiefs to train and assess new Battalion Commanders in the kinds of decisions required in fighting each of the basic types of urban fire situations.
- The initial CDR modules were deployed as part of the MCWL Combat Squad Leader's Course developed for Urban Warrior and assessed by 1st Battalion, 5th Marines. The CDR has also been called the Collins Combat Decision Range, after Colonel Pat Collins, in recognition of his part in formulating the concept of a combat squad leader-training program during Hunter Warrior.



Current Status

- 24 CDR scenarios have been developed through FY 2001.
- 5 more scenarios are slated for 2002 development.
- Delivery and demonstration to the infantry regiments and selected school houses is ongoing. Additional local reproduction is authorized for broadest distribution.
- Current usage is predominantly in the Regimental Training Centers and varies based on local resources and emphasis.
- An Integrated Planning Team with MCWL, TECOM, and SYSCOM is managing the refinement of the proven concept and the transition of the system for ongoing life cycle management, including:
 - Potential compatibility with other training systems, such as the Indoor Simulated Marksmanship Trainer – Enhanced (ISMT-E) and Deployable Virtual Training Environment (DVTE).
 - Production and fielding support for broader distribution.
 - Update to a single common standard to increase usability and reduce training requirements.

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