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OFFICE OF THE CHIEF OF NAVAL OPERATIONS
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OPNAV INSTRUCTION 1500.84

From: Chief of Naval Operations

Subj: CHIEF OF NAVAL OPERATIONS SIMULATOR DEVELOPMENT AND
TRAINING STRATEGY

Ref: (a) SECNAVINST 5200.38A
(b) OPNAVINST 3502.2D
(c) COMNAVAIRFORINST 3500.1B (NOTAL)
(d) OPNAVINST 1500.57C
(e) Overarching Fleet Training Simulator Strategy of
25 January 2011 (NOTAL)
(f) Fleet Live, Virtual and Constructive Training
Capability Requirement of 31 July 2013 (NOTAL)
(g) COMPACFLT/COMUSFLT/COMINST 3501.3D (NOTAL)

Encl: (1) OPNAV Simulator Training Review Group Charter

1. Purpose. To establish guidance for the development and use of simulators for integrated training in support of fleet readiness.

2. Background. The Navy must adopt innovative, integrated, and cost effective strategies for the procurement, utilization, and sustainment of fleet and synthetic training simulators. Reference (a) establishes overarching guidance for Navy modeling and simulation management. References (b) through (d) provide submarine, aviation, surface, and expeditionary platform training; or simulator investment guidance, respectively. References (e) and (h) provide the unified fleet strategy for the development and use of simulators. The guidance in this instruction is intended to support references (a) through (h) by coordinating simulator investments across the Office of the Chief of Naval Operations (OPNAV) resource sponsors to improve platform, unit level, warfare commander, amphibious ready group, and carrier strike group integrated training capabilities while reducing fleet operating costs.

3. Policy. Navy simulator policy must be agile enough to address both current training capability (simulators enabling

platform and type commander (TYCOM) readiness), and emerging training capability (simulators networked together to enable warfare area readiness). The following policy is provided to guide resource and acquisition decisions that assure an appropriate balance of simulator investment oversight to meet both platform readiness, as well as warfare area integrated readiness (i.e., multiple platforms and composite groups).

a. To the maximum extent practicable, live training should be complemented by simulators and or fleet synthetic training where training effectiveness, safety, and operational readiness are not compromised. Navy policy is that flying hours and steaming days should be augmented with simulators and synthetic training whenever and wherever possible. Doing so will improve operator proficiency and enhance service, joint, and partner nation warfighting readiness while reducing fuel consumption and helping achieve full system and platform service life.

b. Simulator training objectives must map to either Navy's mission essential job tasks analysis or personnel qualification standards. Simulators that are intended to interface with other simulators and off-platform training systems during fleet synthetic training events must be interoperable with the Navy continuous training environment network.

c. Use the following simulator employment principles to develop solutions for specific training requirements and training gaps:

(1) Simulators and synthetic training system capabilities must adapt and improve to support unit and integrated strike group demonstration of tactical systems; and must provide realistic training in those areas where viable, realistic training cannot be feasibly or economically accomplished.

(2) Simulation and synthetic training systems shall include an ability to conduct mission rehearsals, develop knowledge and skills, maintain proficiencies, and accomplish qualifications and certifications where economically and realistically possible.

(3) Simulation and synthetic training systems must be integral to platform and system acquisition programs and must

maintain alignment with program modernization. Fleet operators must train in simulators that accurately replicate the attributes and capabilities of the platform in which they will fight.

d. The management process and supporting documents directed in this instruction specifically addresses the use of training simulators and synthetic training systems to enhance platform and warfare area readiness while reducing the total ownership cost of the platforms and systems they support. This includes the reduction of operating hours (flying hours and steaming days), and the cost of live training (e.g., target and weapon expenditures, range costs, and increased platform maintenance). In addition, concepts of operations shall be developed to define and collect metrics that measure the training effectiveness and efficiencies of current and planned simulators to inform investments.

4. Scope. This instruction applies to fleet readiness related simulators and synthetic training systems (operating in isolation and or among other platforms) designed to provide integrated training to teams, units, and composite groups at tactical and operational levels.

5. Responsibilities

a. Chief of Naval Operations (CNO), Deputy Chief of Naval Operations for Information Dominance (CNO N2/N6), Deputy Chief of Naval Operations for Fleet Readiness and Logistics (CNO N4), and Deputy Chief of Naval Operations, Warfare Systems (CNO N9), (CNO N9 chair with Deputy Chief of Naval Operations, Warfare Integration, (OPNAV N9I) as executive secretary) shall form an OPNAV simulator training executive committee to:

(1) Review and approve the OPNAV simulator master plan. Ensure the strategy contained therein supports and is aligned with fleet training simulator requirements and warfare readiness goals and objectives outlined per references (e) and (g).

(2) Provide stakeholder visibility into the development, sustainment, and modernization of training and simulator master plans for expeditionary, surface, submarine, aviation, and cyber-force programs.

(3) Ensure resource sponsors adequately resource simulator and simulation efforts across all phases of the fleet response training plan. Assess planned overall simulator investment strategies to ensure training is supported at both the unit level (platform specific) and across multi-platform warfare area (integrated).

b. OPNAV N9I shall:

(1) As directed by the OPNAV simulator training executive committee and in conjunction with the OPNAV program objective memorandum (POM) process, chair a bi-annual OPNAV simulator training requirements group to coordinate efforts in support of the OPNAV simulator master plan. Participants should include fleet representatives (to include Commander, U.S. Fleet Forces Command (COMUSFLTFORCOM); Commander, Pacific Fleet (COMPACFLT); and other training stakeholders as appropriate to the agenda). OPNAV simulator training requirements group responsibilities are delineated per enclosure (1).

(2) Support the OPNAV simulator training executive committee as executive secretary.

(3) Develop and maintain the OPNAV simulator master plan with input from Director of Warfare Integration for Information Dominance (OPNAV N2/N6F); Director, Fleet Readiness (OPNAV N43); Director, Expeditionary Warfare (OPNAV N95); Director, Surface Warfare (OPNAV N96); Director, Submarine Warfare (OPNAV N97); Director, Air Warfare (OPNAV N98); COMUSFLTFORCOM; and COMPACFLT.

(4) Advise the fleet training integration panel regarding ability of programmed simulator investments to support platform readiness and warfare area (multiple platform) integrated readiness.

(5) Report progress and future plans to the fleet training community twice a year during the fleet training integration panel or its successor meetings.

(6) Lead the bi-annual OPNAV N9I fleet simulator investment cross-functional team summit.

c. OPNAV N2/N6F, OPNAV N43, OPNAV N95, OPNAV N96, OPNAV N97, and OPNAV N98 in coordination with COMUSFLTFORCOM and COMPACFLT shall:

(1) In collaboration with stakeholders: identify, validate, resource, and assess development, delivery and sustainment of program office simulators and synthetic training systems designed to meet platform and integrated training requirements as described in TYCOM, fleet, and OPNAV requirements documents.

(2) Include simulator development and procurement in community training, simulator master plans, and resource and acquisition requirements documents. Simulators used for multi-platform or cross-platform mission area training, should be compatible with the Navy continuous training environment and provide the appropriate level of fidelity required to effectively train to specified task(s).

(3) Codify platform and integrated simulator and synthetic training requirements in Navy training system plans.

(4) Assist OPNAV N9I in developing a single CNO N9-N2/N6 simulator master plan that provides a path to achieve cross-community, multi-mission area synthetic training integration in support of both platform readiness and warfare area readiness.

(5) In conjunction with the OPNAV POM process, review the OPNAV simulator master plan program goals and objectives semi-annually.

(6) Participate in the bi-annual OPNAV N9I fleet simulator investment cross-functional team.

d. COMUSFLTFORCOM and COMPACFLT shall:

(1) Validate subordinate execution of the simulator strategies and initiatives per this instruction, references (b) through (d), and via the fleet training integration panel.

(2) Leverage the fleet training integration panel charter; establish a collaborative OPNAV and fleet effort to implement and routinely assess investments outlined in the fleet

integration and platform simulator investment road-maps, and further described in the supporting open system management plan, to achieve cross-community, multi-mission area synthetic training integration.

(3) In collaboration with OPNAV stakeholders, develop and maintain the single fleet-wide integrated simulator training road-maps that are the foundation for the OPNAV simulator master plan, providing a path to achieve cross-community, multi-mission area synthetic training integration, in support of both platform readiness and warfare area readiness.

(4) Coordinate to develop and maintain simulator program goals and objectives.

(5) Incorporate simulator guidance for both platforms and warfare area readiness into reference (g) and all associated training directives.

(6) As co-chairs of the fleet training integration panel, engage OPNAV resource sponsors to ensure training simulators and synthetic training systems designed or modernized to support fleet synthetic training, are compatible with Navy continuous training environment, and are capable of integrating with other community platform simulators to conduct combined mission area training.

(7) Develop synthetic training roadmaps that show relationships and reliance among all community platforms for the conduct of integrated warfare area, high fidelity, synthetic training events.

e. TYCOMs, in collaboration with their applicable community resource sponsor(s), shall:

(1) Develop synthetic training roadmaps for each community platform or warfare mission area depicting improvements in warfighting wholeness through the conduct of high fidelity stand alone and or integrated synthetic training events.

(2) Monitor modeling and simulation technology innovation and conduct periodic reviews of community training

and readiness matrices to identify live training events that could be accomplished in a simulation based environment using new technologies.

(3) Semi-annually at the fleet training integration panel executive steering committee and advisory group conferences, brief the progress in implementing mission area synthetic training roadmaps and potential live training events that are candidates for simulation-based training adoption.

f. COMUSFLTFORCOM and Commander, 3rd Fleet (COMTHIRDFLT) in collaboration with Commander, Strike Force Training Atlantic (COMSTRKFORTALANT)/Commander, Strike Force Training Pacific (COMSTRKFORTAPAC); and supported by Commander, Tactical Training Group Atlantic/Pacific shall:

(1) Validate and recommend updates to OPNAV-approved synthetic training roadmaps for cross-community and composite group integrated warfare mission area training.

(2) Monitor platform participation in integrated fleet synthetic training events, and provide feedback to the TYCOMS regarding improvements to platform simulators that would enhance warfare mission area integrated training.

(3) Semi-annually at the fleet training integration panel executive steering committee and advisory group conferences, brief the progress in implementing cross-community and composite group integrated mission area synthetic training roadmaps.

6. Records Management. Records created as a result of this instruction, regardless of media and format, shall be managed per Secretary of the Navy Manual 5210.1 of January 2012.

7. Reports Control. Reporting requirements contained within this instruction are exempt from report per SECNAV M5214.1 Part IV paragraph 7(k).



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OPNAV SIMULATOR TRAINING REVIEW GROUP CHARTER

1. Title. OPNAV Simulator Training Review Group.
2. Objective. To coordinate Navy efforts in the development, sustainment, and employment of simulators and synthetic training systems in support of platform (individual unit) readiness and integrated (multiple platform and composite group) warfare area mission readiness.
3. Functions. The major functions of the OPNAV simulator training requirements group are:
 - a. Act as the advisor to the OPNAV simulator training executive committee by conducting critical assessments of simulators and synthetic training, recommending policy and management decisions, and developing long-term simulator strategy.
 - b. Review fleet simulator and synthetic training shortfalls and gaps as identified by COMUSFLTFORCOM, COMPACFLT, and TYCOMs.
 - c. Develop and publish the OPNAV simulator master plan. The OPNAV simulator master plan shall serve as the Navy's simulator strategy; document simulator funding decisions by all applicable resource sponsors; and assess ability of the POM simulator investments to support platform readiness and warfare area readiness. Recommendations for updates to the OPNAV simulator master plan shall be reviewed at each OPNAV simulator training requirements group meeting.
 - d. Provide a forum to review the status of simulator training and simulation in each of the major warfare areas.
 - e. Provide advocacy and assessment of POM decisions in support of fleet training requirements, especially as it relates to simulator investment strategies for platform readiness and or integrated (multiple platform) warfare area readiness. Advise the fleet training integration panel on OPNAV intentions regarding simulator investments.
4. Scope. All fleet readiness-related simulators and synthetic training systems designed to provide service, joint, and partner

nation training interoperability to teams, units, and composite groups at tactical and operational levels.

5. Membership

a. The OPNAV simulator training requirements group shall consist of the following members (O-6 and GS-15 representatives):

- (1) OPNAV N9I (chair)
- (2) OPNAV N95
- (3) OPNAV N96 (co-chair)
- (4) OPNAV N97
- (5) OPNAV N98
- (6) OPNAV N43
- (7) OPNAV N2/6F
- (8) COMUSFLTFORCOM
- (9) COMPACFLT
- (10) Commander, Naval Surface Forces
- (11) Commander, Naval Air Forces
- (12) Commander, Submarine Force Atlantic
- (13) Commander, Navy Cyber Forces
- (14) Commander, Navy Expeditionary Combat Command
- (15) Commander, Navy Warfare Development Command

b. Other stakeholders will be invited by members to participate as required.

6. Responsibilities. OPNAV N9I shall administer and chair the OPNAV simulator training requirements group. Meetings should be

conducted via the most economical method to achieve meeting objectives, and may include both video teleconferencing and formal meetings.

a. The OPNAV simulator training requirements group chair has the following responsibilities:

(1) Provide group members direction and guidance.

(2) Coordinate development of the OPNAV simulator master plan.

b. The OPNAV simulator training requirements group members shall:

(1) Provide updated warfare area simulator master plans and roadmaps for consolidation into the OPNAV simulator master plan, and shall brief the status of their plans and other simulator and synthetic training efforts at each meeting.

(2) Provide agenda items and issue papers to the chair for consideration and discussion by the OPNAV simulator training executive committee. Participating organizations should include members with the appropriate levels of decision-making authority.

7. Reporting Requirements. The OPNAV simulator training requirements group chair shall report to the OPNAV simulator training executive committee.

8. Frequency of Meetings. The OPNAV simulator training requirements group shall meet at least semi-annually staying aligned to the OPNAV POM process.