

# COMMAND POST

Rapid decision making and analysis  
in an evolving and growing crisis



## MAIN THEMES : Critical Thinking, Responsible Communication and Team-Building

### Outline

Using techniques drawn from military exercises, this game gives participants a unique 'command post' experience. Taking on role within a military-style team similar to a military command post, the participants are given a series of increasingly challenging problems within a tight time-frame.

The features of game are to practise:

- Rapid and effective decision-making within a limited timescale
- Responsible communication to ensure key information is transmitted in a timely way
- Using critical thinking techniques to approach the 'Fog of War' aspect, that is, making decisions when complete information about all the factors is impossible to obtain – using that vital skill of making a good 'best guess'.

### Gameplay

Players are formed into Headquarters teams and receive a briefing on the roles and the structure of the exercise, and a 'shakedown exercise' with a series of simple problems to check out that the teams understand the basic Command Post methods.

The teams are then placed under time pressure to deal with a military crisis situation based on a real world situation where rapid decision-making and managing



scarce operational resources in a low-information environment allows players to use (and develop) their full range of interpersonal, decision-making and communication skills.

At the end of the game there is a debriefing – this is an honest and open analysis of the way the teams worked, reviewing strengths and areas for development.

The players are invited to think about how critical thinking and communications worked both within and between the teams. Teams have the opportunity to reflect on how their decision making was affected by the low-information environment and the time pressure and how this might inform their practice and planning in future

## Ideal Audiences

- Organisations wishing to practice critical thinking and responsible communication skills.
- Organisations seeking a team building challenge.
- Students looking at crisis studies, military history or mediation.

## Example game structures

<b>Command Post: For 12 players</b>	
<b>Team</b>	<b>Number in team</b>
Blue Team High Command	2
Blue Team 1 <sup>st</sup> Army	2
Blue Team 2 <sup>nd</sup> Army	2
Red Team High Command	2
Red Team 1 <sup>st</sup> Army	2
Red Team 2 <sup>nd</sup> Army	2
<b>Total</b>	<b>12</b>

<b>Command Post : for 30 players</b>	
<b>Team</b>	<b>Number in team</b>
Blue Team High Command	3
Blue Team 1 <sup>st</sup> Army	3
Blue Team 2 <sup>nd</sup> Army	3
Blue Team 3 <sup>rd</sup> Army	3
Blue Team Air Force	3
Red Team High Command	3
Red Team 1 <sup>st</sup> Army	3
Red Team 2 <sup>nd</sup> Army	3
Red Team 3 <sup>rd</sup> Army	3
Red Team Air Force	3
<b>Total</b>	<b>30</b>