APPENDIX D

PRIORITY INTELLIGENCE REQUIREMENTS, INFORMATION REQUIREMENTS, AND INDICATORS

PIR are intelligence requirements associated with a decision that will affect the overall success of the command's mission. PIR may change in order or be replaced entirely.

IR are requirements for intelligence to fill a gap in the command's knowledge and understanding of the battlefield or threat forces. They target specific COAs.

Indicators are positive or negative evidence of threat activity or any AO characteristic which points toward threat vulnerabilities or adoption or rejection by the threat of a particular capability, or which may influence the commander's selection of a COA.

During wargaming, the S2 develops a set of PIR for each friendly COA. Each is linked to a specific enemy action that requires a friendly response (DPs).

PIR are those IR critical to accomplishing the mission. Wargaming will dictate which IR will become PIR as the mission runs its course.

The S2 should nominate PIR for approval ONLY FROM THE LIST OF ALREADY PLANNED AND COORDINATED IR.

EXAMPLE OF A POOR PIR:

"Will the enemy attack? If so, how, when, where, and in what strength?"

- The PIR contains five significantly different questions. Which one is the priority? Unless the S2 gives more guidance, the individual collector must determine which part of this PIR to work.

- The S2 probably knows more about the situation than "the enemy might attack somehow, sometime, somewhere, and in some strength." The PIR as stated might prompt some collection assets to collect known information.

- Even for issues that the S2 does not know, the enemy can only select from a limited range of COAs due, for example, to terrain, weather, policies. If the PIR consider IPB, the S2, through more specific tasking, will minimize the chance that collection assets will look for the enemy where they are not likely to be.

- When the staff wargames, it may find some aspects of this question to be irrelevant to the present situation. For example, the defense may be fully capable of defeating an enemy attack regardless of when they actually attack. Why waste collection assets on a question that does not need to be answered?

EXAMPLE OF A GOOD PIR:

There is no "set" of PIR we can present that will be useful for all tactical situations any more than there is a set of maneuver paragraphs that the S3 can plug into any OPORD. Below are examples of *types* of PIR the S2 presents to the commander for approval. Because intelligence needs change over time, most PIR will be important only during certain times.

Referring to PIR as "timephased" is redundant. They are dynamic just as the battle will be dynamic. Just as there are no standard situation templates or friendly COAs that will serve in all situations, there is no standard set of PIR. Good PIR, however, have some things in common:

- They ask only one question.
- They focus on a specific fact, event, or activity.
- They provide intelligence required to support a single decision.
- They are tied to key decisions that the commander has to make.
- They give an LTIOV.

Examples:

- "Will the enemy defend OBJ JAMES using a forward slope defense?"
- What size force is defending OBJ NACO?"
- Which bridges over the San Pedro River are intact?"

Not all PIR are appropriate as questions, particularly those associated with moving targets or formations. PIR are *requirements* and should be stated as such when appropriate. In addition, PIR for moving targets must include the requirement to continue to maintain contact with the target. Simply locating the target once will not prevent it from surprising the commander later.

Example: "Locate and track the enemy's battalion reserve."