EXHIBIT R-2, RDT&E Budget Item Justification					DATE:	
					February 2006	

APPROPRIATION/BUDGET ACTIVITY REASEARCH DEVELOPMENT TEST & EVALUATION, NAVY / BA 5					R-1 ITEM NOMENCLATURE 0604703N, MANPOWER, PERSONNEL, TRAINING, SIM, & HF	
COST ($ in Millions)	FY 2005	FY 2006	FY 2007	FY 2008	FY 2009	FY 2010	FY 2011

COST ($ in Millions)	FY 2005	FY 2006	FY 2007	FY 2008	FY 2009	FY 2010	FY 2011
Total PE Cost	18.361	5.150	8.754	8.775	8.798	8.740	8.736
1822 MANPOWER, PERSONNEL, TRAINING, SIM, & HF	1.933	1.962	2.711	2.696	2.699	2.758	2.808
3089 SCIENCE AND TECHNOLOGY TRAINING	16.428	1.088	6.043	6.079	6.099	5.982	5.928
9999 Congressional Add		2.100					

(U) A. MISSION DESCRIPTION AND BUDGET ITEM JUSTIFICATION

Project 1822, Manpower, Personnel, Training SIM, & HF: This non-acquisition category program provides funds for continued R&D for broader application of advanced training technologies and the science of learning to transition successful 6.3 research proof of concept demonstrations and rapid prototyping of COTS/GOTS technologies into operation use.

Project 3089, Science and Technology Training Transition: Every major study on Navy Training (e.g. Zero-based Review (ZBT), Navy Research Advisory Committee (NRAC), Naval Studies Board, Executive Review of Navy Training (ERNT), Strategic Studies Group, Revolution in Training (SSG RIT)) conducted over the past decade has indicated the need for a Development, Test and Evaluation (D, T&E) program for training technologies. This non-acquisition category program provides funds for continued R&D for broader application of advanced training technologies and the science of learning to transition emerging successful 6.3 research proof of concept demonstrations and rapid prototyping of COTS/GOTS technologies into operational use. Development of prototype systems to support and/or improve operational requirements of training sponsors is the primary goal of this Engineering Development Program.   Demonstrations of the 6.3 R&D training technologies have significantly reduced knowledge acquisition times and cost to the Navy. For example, intelligent tutoring has been shown to significantly reduce time (up to 30%) to acquire complex knowledge and skills, and accelerate knowledge acquisition (by 1-2 standard deviation) over traditional training methods. Team dimensional training has demonstrated up to a 60% improvement in tactical teamwork skills. 6.3 programs like Interactive Multisensor Analysis Training (IMAT), and visualization technologies have decreased time to qualify and have been documented and endorsed as a fleet requirement.   Reduced manning initiatives require training solutions that will accomplish the training in less time and with fewer instructors. Current acquisition initiatives are unable to incorporate many of the technology developments that would reduce training time and trainers due to the lack of funds to support prototype development on specific platforms or at schoolhouses. This 6.3 program features the use of a broad range of maturing technologies from the science of learning and cognitive science, learning object design design and development, learning delivery technologies, and human performance technologies and also push the envelope on new technologies. Further Engineering Development and Test/Evaluation is needed in support of the Capable Manpower Future Naval Capability investment strategy to prepare technologies for Fleet/School implementation.

Project 9999, Congressional Add. This non-acquisition category program provides funds for continued (but less risky) R&D for broader application of advanced technologies to transition successful 6.3 research proof-of-concept demonstrations into operational use. Development of prototype systems to support and/or improve operational requirements of manpower and personnel sponsors is the primary goal of this Engineering Development Program. The 6.5 R&D Program features the use of a broad range of technologies from cognitive science and ability testing techniques, mathematical modeling and optimization, statistical and econometric forecasting, intelligent systems, data visualization, data mining, simulation, decision support systems, and new database and communications configuration.

FY 05 only: Battle Stations-21 (BS-21) complex for the Recruit Training Command, Great Lakes, Illinois consists of the BS-21 trainer design of shell improvements, fixed equipment, relocation of equipment, complex improvements, and outfitting of the BS-21 trainer. Battle Stations is the capstone event of Navy Basic Military Training. The various scenarios presented during Battle Stations will provide new sailors with the tools to deal with real-life combat scenarios. The exercise has previously been conducted in five different buildings throughout the base, using a variety of low-tech simulations. The new BS-21 complex will use modern special effects equipment from the entertainment and theme park industries, combined with reality-based immersive Navy training scenarios to provide a more experience-based effective learning environment for new recruits.

EXHIBIT R-2, RDT&E Budget Item Justification	DATE:
	February 2006
APPROPRIATION/BUDGET ACTIVITY REASEARCH DEVELOP BA 5	R-1 ITEM NOMENCLATURE 0604703N, MANPOWER, PERSONNEL, TRAINING, SIM, & HF

B. PROGRAM CHANGE SUMMARY:

Funding:		FY 2005	FY 2006	FY 2005
FY 06 President's Budget		2.958	3.097	4.031
FY07 President's Budget		18.361	3.050	8.754
Total Adjustments		15.403	-0.047	4.723
Summary of Adjustments				
Congressional Undistributed Reductions		-0.511	-0.033	
Congressional Increases		0.002		
Economic Assumptions			-0.014	0.097
Program Adjustments		15.912		4.626
	Subtotal	15.403	-0.047	4.723

Changes are due to realignment of OPN funds to RDT&E, N for Battlestations 21.

C. OTHER PROGRAM FUNDING SUMMARY:
Not Applicable
D. ACQUISITION STRATEGY:

Acquisition strategy will rely on extensive market surveillance and market research and include a combination of competitive commercial and non-developmental item procurements with competitive integration and support contracts. Most hardware/software system contracts will be firm-fixed price. Integration and support contracts will be a combination of firm-fixed price and cost type contracts. Project will use an integrated project team approach to manage the requirements, development, integration, testing and support of fielded prototypes.

CLASSIFICATION:							
EXHIBIT R-2a, RDT&E Project Justification					DATE: **February 2006**		

| APPROPRIATION/BUDGET ACTIVITY
RDT&E, N / BA-5 | PROGRAM ELEMENT NUMBER AND NAME
0604703N, Manpower, Personnel, Training, Simulation, and Human Factors | | | PROJECT NUMBER AND NAME
1822/Manpower, Personnel, Training, Sim, and HF | | | |

COST ($ in Millions)	FY 2005	FY 2006	FY 2007	FY 2008	FY 2009	FY 2010	FY 2011
1822 Manpower, Personnel, Training, Sim and Human Factor	**1.933**	**1.962**	**2.711**	**2.696**	**2.699**	**2.758**	**2.808**
RDT&E Articles Qty							

A. MISSION DESCRIPTION AND BUDGET ITEM JUSTIFICATION:

1822/Manpower, Personnel, Training, Sim, and Human Factors This non-acquisition category program provides funds for continued (but less risky) R&D for broader application of advanced technologies to transition successful 6.3 research proof-of-concept demonstrations into operational use. Development of prototype systems to support and/or improve operational requirements of manpower and personnel sponsors is the primary goal of this Engineering Development Program. The 6.5 R&D Program features the use of a broad range of technologies from cognitive science and ability testing techniques, mathematical modeling and optimization, statistical and econometric forecasting, intelligent systems, data visualization, data mining, simulation, decision support systems, and new database and communications configuration.

JUSTIFICATION FOR BUDGET ACTIVITY: This program is funded under RDT&E operational systems development because it encompasses engineering and development of new end-items prior to production approval decision.

EXHIBIT R-2a, RDT&E Project Justification				DATE:
				February 2006

APPROPRIATION/BUDGET ACTIVITY		PROGRAM ELEMENT NUMBER AND NAME	PROJECT NUMBER AND NAME
RDT&E, N /	**BA 5**	0604703N, MANPOWER, PERSONNEL, TRAINING, SIMULATION, & HF	1822/Manpower, Personnel, Training, Sim, and HF

B. ACCOMPLISHMENTS / PLANNED PROGRAM:

	FY 2005	FY 2006	FY 2007
Accomplishments / Effort / Sub-total Cost	1.933	1.282	.782
RDT&E Articles Qty			

Completed prototype development of CNP Quick Polling System for Military. Continued prototype development of URL Officer Career Path Simulation model. Finalize input and output reporting requirements and prepare for full implementation. Extended application of the model to Submarine and Fleet Support Officer Communities. Validate the model across all URL communities. Continued prototype development of Comprehensive Officer Force Management Environment models/system (CHROME) that supports N13 officer force management decision-making. Support model implementation and training. Finalize and standardize programs and data generation processes. Develop a Technical Report to report findings and transition into full operation. Continued prototype development of the Models of Navy Compensation and Personnel Behavior (MODCOMP). Continued 6.5 R&D transitioning to operational use of Rating Identification Engine (RIDE). Demonstrate Skill-Job Matching Algorithm known as RIDE; a broad spectrum assignment algorithm that optimally assigns individuals to jobs, increasing job options for recruits while reducing training attrition, increasing first-pass A-school success, and maximizing average school and job performance. Continued transition of Enlisted Manpower and Personnel Integrated Planning System (EMPIPS) to operational use by developing a prototype that supports N13 Officer and Enlisted Strength Planners. Demonstrate the feasibility of a personnel decision support system that exploits advanced technology for intelligent monitoring of personnel data and cross-functional evaluation of alternative policy scenarios. Integrate disparate data into an information conduit that provides timely and accurate officer and enlisted personnel information to populate current and future manpower and personnel decision support systems. Demonstrate accurate retrieval and integration of data into standardized information windows. Started transition of Enterprise Management System. R&D support to Retention Goaling.

Scenario Based Performance Assessment & Diagnosis	FY 2005	FY 2006	FY 2007
Accomplishments / Effort / Sub-total Cost		.680	
RDT&E Articles Qty			

Begin transition of Non-Cognitive Measures. Begin transition of Attrition Reduction Technologies.

COTS/GOTS Simulation Engines	FY05	FY06	FY07
Accomplishments/Effort/Subtotal Cost			1.929
RDT&E Articles Quantity			

Complete prototype development of TCARM. Continue prototype development of Non-Cognitive Measures. Continue prototype development of Attrition Reduction Technologies. Begin prototype development of Career Case Manager Technologies. Begin prototype development of Distribution Incentives System (DIS).

		DATE:
		February 2006

APPROPRIATION/BUDGET ACTIVITY		PROGRAM ELEMENT NUMBER AND NAME	PROJECT NUMBER AND NAME
RDT&E, N /	BA 5	0604703N, MANPOWER, PERSONNEL, TRAINING, SIMULATION, & HF	3089, SCIENCE AND TECHNOLOGY TRAINING TRANSITION

COST ($ in Millions)	FY 2005	FY 2006	FY 2007	FY 2008	FY 2009	FY 2010	FY 2011
3089 SCIENCE AND TECHNOLOGY TRAINING	16.428	1.088	6.043	6.079	6.099	5.982	5.928
RDT&E Articles Qty	4	3	3	3	3	3	3

A. MISSION DESCRIPTION AND BUDGET ITEM JUSTIFICATION:

U) Every major study on Navy Training (e.g. Zero-based Review (ZBT), Navy Research Advisory Committee (NRAC), Naval Studies Board, Executive Review of Navy Training (ERNT), Strategic Studies Group, Revolution in Training (SSG RIT)) conducted over the past decade has indicated the need for a Development, Test and Evaluation (D, T&E) program for emerging training technologies. This non-acquisition category program provides funds for continued R&D for broader application of advanced training technologies and the science of learning to transition successful 6.3 research proof of concept demonstrations and rapid prototyping of COTS/GOTS technologies into operational use. Development of prototype systems to support and/or improve operational requirements of training sponsors is the primary goal of this Engineering Development Program.   Demonstrations of the 6.3 R&D training technologies have significantly reduced knowledge acquisition times and cost to the Navy. For example, intelligent tutoring has been shown to significantly reduce time (up to 30%) to acquire complex knowledge and skills, and accelerate knowledge acquisition (by 1-2 standard deviation) over traditional training methods. Team dimensional training has demonstrated up to a 60% improvement in tactical teamwork skills. 6.3 programs like Interactive Multisensor Analysis Training (IMAT), and visualization technologies have decreased time to qualif and have been documented and endorsed as a fleet requirement.   Reduced manning initiatives require training solutions that will accomplish the training in less time and with fewer instructors. Current acquisition initiatives are unable to incorporate many of the technology developments that would reduce training time and trainers due to the lack of funds to support prototype development on specific platforms or at schoolhouses. This 6.3 program features the use of a broad range of maturing technologies from the science of learning and cognitive science, learning object design and development, learning delivery technologies, and human performance technologies and also push the envelope on new technologies.   Further Engineering Development and Test/Evaluation is needed in support of the Capable Manpower Future Naval Capability investment strategy to prepare technologies for Fleet/School implementation.

FY 05 only: Battle Stations-21 (BS-21) complex for the Recruit Training Command, Great Lakes, Illinois consists of the BS-21 trainer design of shell improvements, fixed equipment, relocation of equipment, complex improvements, and outfitting of the BS-21 trainer. Battle Stations is the capstone event of Navy Basic Military Training. The various scenarios presented during Battle Stations will provide new sailors with the tools to deal with real-life combat scenarios. The exercise has previously been conducted in five different buildings throughout the base, using a variety of low-tech simulations. The new BS-21 comple will use modern special effects equipment from the entertainment and theme park industries, combined with reality-based immersive Navy training scenarios to provide a more experience-based effective learnin environment for new recruits.

R-1 Shopping List - Item No. 123

			DATE:
			February 2006

APPROPRIATION/BUDGET ACTIVITY		PROGRAM ELEMENT NUMBER AND NAME	PROJECT NUMBER AND NAME
RDT&E, N /	**BA 5**	0604703N, MANPOWER, PERSONNEL, TRAINING, SIMULATION, & HF	3089, SCIENCE AND TECHNOLOGY TRAINING TRANSITION

B. ACCOMPLISHMENTS / PLANNED PROGRAM:

BattleStations 21	FY 2005	FY 2006	FY 2007
Accomplishments / Effort / Sub-total Cost	15.456		
RDT&E Articles Qty	1		

Objective: Battle Stations-21 (BS-21) complex for the Recruit Training Command, Great Lakes, Illinois consists of the BS-21 trainer design of shell improvements, fixed equipment, relocation of equipment, complex improvements, and outfitting of the BS-21 trainer. Battle Stations is the capstone event of Navy Basic Military Training. The various scenarios presented during Battle Stations will provide new sailors with the tools to deal with real-life combat scenarios. The exercise has previously been conducted in five different buildings throughout the base, using a variety of low-tech simulations. The new BS-21 complex will use modern special effects equipment from the entertainment and theme park industries, combined with reality-based immersive Navy training scenarios to provide a more experience-based effective learning environment for new recruits.

Scenario Based Performance Assessment & Diagnosis	FY 2005	FY 2006	FY 2007
Accomplishments / Effort / Sub-total Cost	.391	.424	5.136
RDT&E Articles Qty	1	1	1

Objective: Develop and integrate tools and technologies for performance assessment and scenario redesign. The purpose of this program is to leverage work done on intelligent agents and authoring tool projects to produce prototype products that will support the Fleet and Total Force training audience with electronic performance support for human performance assessment, scenario design, . Prototype capability would support the Fleet in the rapid authoring of various types of human performance metrics and assessment methods to be used in training individuals and teams while deployed. FY06 deliverable w be an integration test using algorithm-based assessment methods for a selected community or platform in the Navy. FY07 deliverable will extend 06 effort into other communities and provide improved user interface and tool set. FY07 $5M increase for Integrated Learning Environment (ILE) key delivery system design, intergration effort and assessment capability.

COTS/GOTS Simulation Engines	FY05	FY06	FY07
Accomplishments/Effort/Subtotal Cost	0.104	0.272	0.483
RDT&E Articles Quantity	1	1	1

Develop prototype low-cost COTS/GOTS simulation systems. The program would leverage work done on micro-simulator systems, interoperability using the high level architecture (HLA), team dimensional training, PC-based simulation, and human performance measurement to provide very low-cost (<$100K per unit) part-task devices and reusa ble simulation objects to increase participant access to existing distributed simulation and distributed learning networks. FY06 deliverables will be a demonstration of an open source gaming engine interfaced with the ILE Learning Management System and interface specification, and a specification for reusable simulation objects with working prototype that allows scenario-based authoring of attributes, characteristics, and behaviors of common simulation objects (e.g. general purpose electronic test equipment).

E- learning Tools for Diagnosis and Assessment	FY05	FY06	FY07
Accomplishments/Effort/Subtotal Cost	0.477	0.392	0.424
RDT&E Articles Quantity	1	1	1

Develop prototype E-learning mentoring, tutoring, skills and performance support tools and develop prototype models and capability in successive spiral updates to ILE capability. The strategies used for authoring content for reuse are markedly different than traditional methods for authoring and deploying content. This prototype effort would integrate current E-learning technologies including content packaging best practices for reusable learning content, learning management systems, learning content management systems, authoring tools, skills and knowledge management tools, synchronous and asynchronous communications technology and provide a capability to test alternative curriculum design, development and deployment strategies. The result of this effort would be used to develop successive spirals of capability to include development guidelines and standards so that publications, technical specifications & data, training data, and learning assets, fully integrated with job, skill, and performance data. Capabilities at each spiral will support a variety of delivery modes (hand-held computer, web-based, CD-ROM, print, job performance aids, etc) to support instructor led training in both classroom and web environments, stand alone web-based or CD-ROM based training, performance support for the Sailor at the deckplate, and integration of mentoring tools and techniques for career development. FY06 deliverable will be an integrated user interface, and web services development effort for end-to-end data capture and mapping of skills and job task data to learning content, learning objectives, and learning assessments. FY07 deliverable will be a major revision to the 06 product.

											Target

Exhibit R-3 Cost Analysis (page 1) — DATE: February 2006

APPROPRIATION/BUDGET ACTIVITY: RDT&E, N / BA 5
PROGRAM ELEMENT: 0604703N, MANPOWER, PERSONNEL, TRAINING, SIMULATION & HUMAN FACTORS
PROJECT NUMBER AND NAME: W3089, SCIENCE AND TECHNOLOGY TRAINING TRANSITION

Cost Categories	Contract Method & Type	Performing Activity & Location	Total PYs Cost	FY 2005 Cost	FY 2005 Award Date	FY 2006 Cost	FY 2006 Award Date	FY 2007 Cost	FY 2007 Award Date	Cost to Complete	Total Cost	Target Value of Contract
PRODUCT DEVELOPMENT												
Other Contracts	C-FFP	JAMES MCHUGH CONST. CO., CHICAGO, IL		15.066	1/1/2005						15.066	15.066
Other Contracts	C-FFP	KNOWLEDGE ANALYSIS TECH. LLC, BOULDER, CO				.150	1/1/2005				.150	.150
Training Development	WX	NAWCTSD, ORLANDO FL		.391	1/1/2005	.215	1/1/2006	2.214	1/1/2007	8.987	11.807	
SUBTOTAL PRODUCT DEVELOPMEN				15.457		.365		2.214		8.987	27.023	
Remarks:												
SUPPORT												
Software Development	WX	NAVAL POSTGRADUATE SCHOOL, MONTEREY, CA	.161			.125	1/1/2006	2.876	1/1/2007		3.162	
Software Development	C-FFP	KNOWLEDGE ANALYSIS TECH. LLC, BOULDER, CO		.129	VARIOUS	.150	VARIOUS	.900	VARIOUS	15.600	16.779	16.779
Studies & Analyses	C-FFP	UCLA CRESST, LA, CA	.682	.357	VARIOUS	.408	VARIOUS				1.447	1.447
Studies & Analyses	C-FFP	JAMES MCHUGH CONST. CO., CHICAGO, IL		.485	1/1/2005						.485	.485
SUBTOTAL SUPPORT			.843	.971		.683		3.776		15.600	21.873	
Remarks:												
TEST & EVALUATION												
SUBTOTAL TEST & EVALUATION												
Remarks:												
MANAGEMENT												
Program Management Support	WR	NAWCTSD, ORLANDO FL				.040	1/1/2006	.053	1/1/2007	.264	.357	
SUBTOTAL MANAGEMENT						.040		.053		.264	.357	
Remarks:												
Total Cost			.843	16.428		1.088		6.043		24.851	49.253	
Remarks:												

CLASSIFICATION:

EXHIBIT R4, Schedule Profile	DATE: **February 2006**

APPROPRIATION/BUDGET ACTIVITY **RDT&E, N /**	PROGRAM ELEMENT NUMBER AND NAME PE0604703N, Manpower,Personnel,Training, Simulation, and Human Factors	PROJECT NUMBER AND NAME 3089, Science and Technology Training Transition

Fiscal Year	2005				2006				2007				2008				2009				2010				2011			
	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Scenario based Performance Assessment & Diagnosis																												
For BattleStations 21																												
For Individual Training/ ILE																												
Spiral 1- PM																												
Spiral 2- Assessment																												
Spiral 3 - Diagnosis																												
For Fleet Training																												
Spiral 1- PM																												
Spiral 2- Assessment																												
Spiral 3 - Diagnosis																												
COTS/GOTS Simulation Engines																												
For Individual Training/ ILE																												
Spiral 1- Stand alone																												
Spiral 2- Networked/ Interoperable																												
Spiral 3 - Distributed																												
For Fleet Training																												
Spiral 1- Stand alone																												
Spiral 2- Networked/ Interoperable																												
Spiral 3 - Distributed																												
E- learning Tools for Diagnosis and Assessment																												
For Individual Training/ ILE																												
Spiral 1- PM																												
Spiral 2- Assessment																												
Spiral 3 - Diagnosis																												
For Fleet Training																												
Spiral 1- PM																												
Spiral 2- Assessment																												
Spiral 3 - Diagnosis																												
Deliverables																												
Report - Study Results			△				△				△				△				△				△				△
Prototype Demonstration		△					△				△				△				△				△				△	
Systems Requirements Specifications (SRS)			△					△				△				△				△				△				△

R-1 Shopping List - Item No. 123

CLASSIFICATION:							
Exhibit R-4a, Schedule Detail				DATE: **February 2006**			
APPROPRIATION/BUDGET ACTIVITY **RDT&E, N / BA-5**	PROGRAM ELEMENT NUMBER AND NAME PE0604703N, Manpower,Personnel,Training, Simulation, and Human Factors			PROJECT NUMBER AND NAME 3089, Science and Technology Training Transition			
Schedule Profile	FY 2005	FY 2006	FY 2007	FY 2008	FY 2009	FY 2010	FY 2011
Scenario based Performance Assessment & Diagnosis							
For BattleStations 21							
--Analysis/Studies	2Q-4Q						
--Prototype Development		1Q-3Q					
--Systems Requirements Specifications (SRS)		4Q					
For Individual Training/Integrated Learning Environment (ILE)	1Q-4Q	1Q-4Q	1Q-4Q	1Q-4Q			
--Analysis/Studies	1Q-2Q	1Q-2Q	1Q-2Q	1Q-2Q			
--Prototype Development	2Q-3Q	2Q-3Q	2Q-3Q	2Q-3Q			
--Systems Requirements Specifications (SRS)	4Q	4Q	4Q	4Q			
For Fleet Training				1Q-4Q	1Q-4Q	1Q-4Q	1Q-4Q
--Analysis/Studies				1Q-2Q	1Q-2Q	1Q-2Q	1Q-2Q
--Prototype Development				2Q-3Q	2Q-3Q	2Q-3Q	2Q-3Q
--Systems Requirements Specifications (SRS)				4Q	4Q	4Q	4Q
COTS/GOTS Simulation Engines							
For Individual Training/Integrated Learning Environment (ILE)		1Q-4Q	1Q-4Q	1Q-4Q	1Q-4Q		
--Analysis/Studies		1Q-2Q	1Q-2Q	1Q-2Q	1Q-2Q		
-Prototype Development		2Q-3Q	2Q-3Q	2Q-3Q	2Q-3Q		
--Systems Requirements Specifications (SRS)		4Q	4Q	4Q	4Q		
For Fleet Training					1Q-4Q	1Q-4Q	1Q-4Q
--Analysis/Studies					1Q-2Q	1Q-2Q	1Q-2Q
--Prototype Development					2Q-3Q	2Q-3Q	2Q-3Q
--Systems Requirements Specifications (SRS)					4Q	4Q	4Q
E- learning Tools for Diagnosis and Assessment							
For Individual Training/Integrated Learning Environment (ILE)	1Q-4Q	1Q-4Q	1Q-4Q	1Q-4Q			
--Analysis/Studies	1Q-2Q	1Q-2Q	1Q-2Q	1Q-2Q			
--Prototype Development	2Q-3Q	2Q-3Q	2Q-3Q	2Q-3Q			
--Systems Requirements Specifications (SRS)	4Q	4Q	4Q	4Q			
For Fleet Training				1Q-4Q	1Q-4Q	1Q-4Q	1Q-4Q
--Analysis/Studies				1Q-2Q	1Q-2Q	1Q-2Q	1Q-2Q
--Prototype Development				2Q-3Q	2Q-3Q	2Q-3Q	2Q-3Q
--Systems Requirements Specifications (SRS)				4Q	4Q	4Q	4Q

CLASSIFICATION:							
EXHIBIT R-2a, RDT&E Project Justification					DATE: **February 2006**		
APPROPRIATION/BUDGET ACTIVITY **RDT&E, N / BA-5**	PROGRAM ELEMENT NUMBER AND NAME 0604703N, Manpower, Personnel, Training, Simulation, and Human Factors			PROJECT NUMBER AND NAME 9999, Congressional Adds			
COST ($ in Millions)		FY 2005	FY 2006	FY 2007	FY 2008	FY 2009	FY 2010	FY 2011
9999, Congressional Adds		**0.000**	**2.100**	**0.000**	**0.000**	**0.000**	**0.000**	**0.000**
RDT&E Articles Qty								

9786 Human System design support tool	FY 2005	FY 2006
		2.1
Transition Models and Tools developed under earlier SEAPRINT/IMPRINT-N Initiatives.		