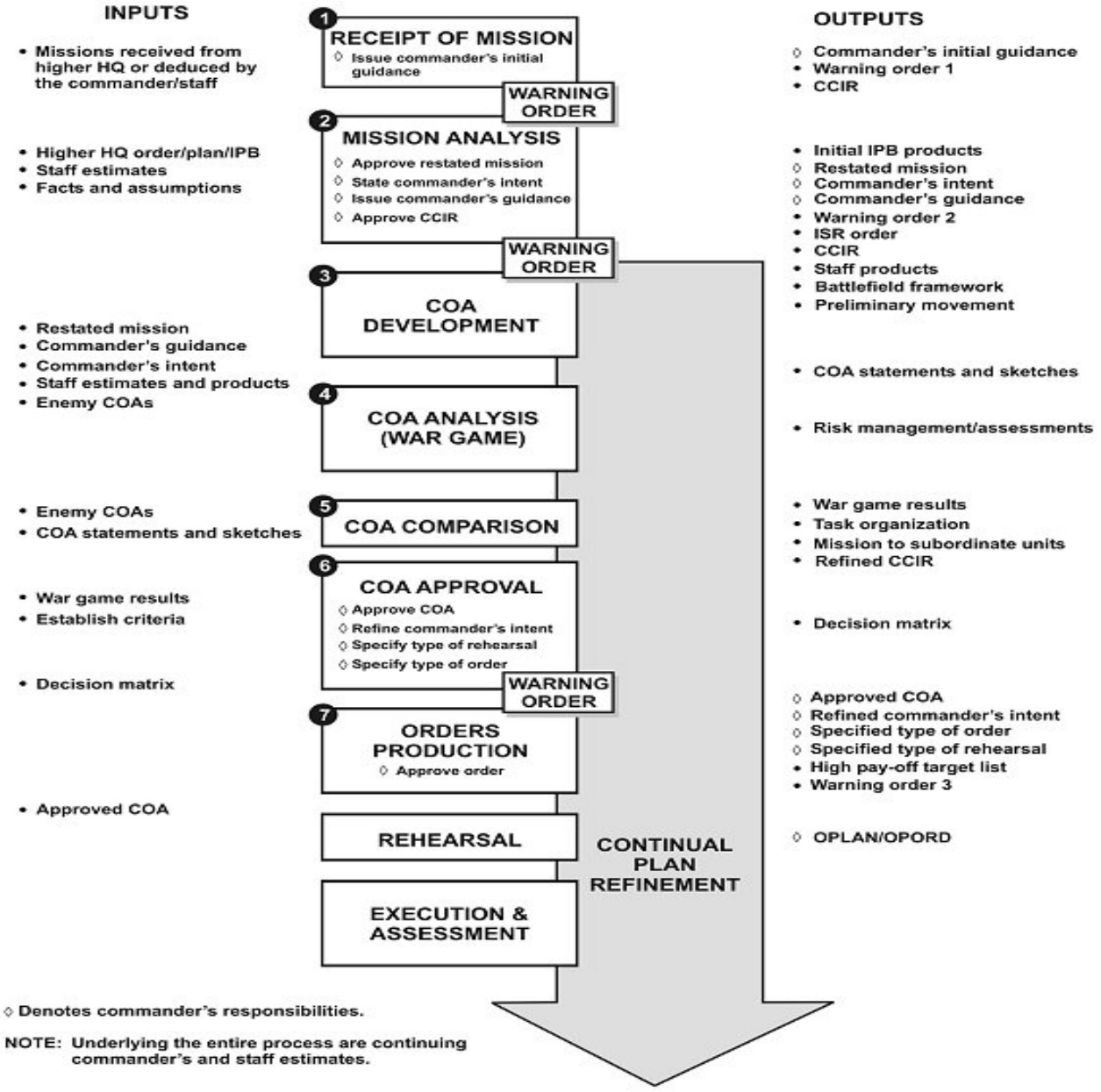
INPUTS
OUTPUTS
1 RECEIPT OF MISSION
◊ Issue commander's initial guidance
WARNING ORDER
• Missions received from higher HQ or deduced by the commander/staff
◊ Commander's initial guidance
• Warning order 1
• CCIR
2 MISSION ANALYSIS
◊ Approve restated mission
◊ State commander's intent
◊ Issue commander's guidance
◊ Approve CCIR
WARNING ORDER
• Higher HQ order/plan/IPB
• Staff estimates
• Facts and assumptions
• Initial IPB products
◊ Restated mission
◊ Commander's intent
◊ Commander's guidance
• Warning order 2
• ISR order
• CCIR
• Staff products
• Battlefield framework
• Preliminary movement
3 COA DEVELOPMENT
• Restated mission
• Commander's guidance
• Commander's intent
• Staff estimates and products
• Enemy COAs
• COA statements and sketches
4 COA ANALYSIS (WAR GAME)
• Risk management/assessments
5 COA COMPARISON
• Enemy COAs
• COA statements and sketches
• War game results
• Task organization
• Mission to subordinate units
• Refined CCIR
6 COA APPROVAL
◊ Approve COA
◊ Refine commander's intent
◊ Specify type of rehearsal
◊ Specify type of order
WARNING ORDER
• War game results
• Establish criteria
• Decision matrix
• Decision matrix
7 ORDERS PRODUCTION
◊ Approve order
◊ Approved COA
◊ Refined commander's intent
◊ Specified type of order
◊ Specified type of rehearsal
• High pay-off target list
• Warning order 3
• Approved COA
REHEARSAL
◊ OPLAN/OPORD
CONTINUAL PLAN REFINEMENT
EXECUTION & ASSESSMENT
◊ Denotes commander's responsibilities.
NOTE: Underlying the entire process are continuing commander's and staff estimates.