

**NESA GSAR SITUATION REPORT**

	“ _____ (PAUSE) (UNIT BEING CALLING) <b>THIS IS _____, SITREP OVER</b> (UNIT CALLING)
LOCATION	8 digit UTM Coordinates
WATER	GREEN ____/YELLOW ____/RED _____
PERSONNEL	GREEN ____/YELLOW ____/RED _____
OTHER IMPORTANT INFORMATION	

Example: Mission Base (pause) this Alpha 1, Location is as follows,5833 4359. We are Green, Yellow. Nothing further to share.

A quick efficient way to give a team’s status using color code for fast information.

**Green:** Full water bottle for all team members, no personnel issues,

**Yellow:** Water is half full for any team member (need water w/in 30 minutes), minor personnel issues that are not time critical.

**Red:** Team members are empty on water, immediate attention for personnel issues requested

**100% is Green/75% is Yellow/Below 50% is Red**

**NOTE: Real world issues (medical, heat, or personnel) a “KNOCK IT OFF or REAL WORLD”**

**Return to normal will be noted with the pro-word “Fights On”.**

**NESA GSAR SITUATION REPORT**

	“ _____ (PAUSE) (UNIT BEING CALLING) <b>THIS IS _____, SITREP OVER</b> (UNIT CALLING)
LOCATION	8 digit UTM Coordinates
WATER	GREEN ____/YELLOW ____/RED _____
PERSONNEL	GREEN ____/YELLOW ____/RED _____
OTHER IMPORTANT INFORMATION	

Example: Mission Base (pause) this Alpha 1, Location is as follows,5833 4359. We are Green, Yellow. Nothing further to share.

A quick efficient way to give a team’s status using color code for fast information.

**Green:** Full water bottle for all team members, no personnel issues,

**Yellow:** Water is half full for any team member (need water w/in 30 minutes), minor personnel issues that are not time critical.

**Red:** Team members are empty on water, immediate attention for personnel issues requested

**100% is Green/75% is Yellow/Below 50% is Red**

**NOTE: Real world issues (medical, heat, or personnel) a “KNOCK IT OFF or REAL WORLD”**

**Return to normal will be noted with the pro-word “Fights On”.**