MRTT Job Aid:

Building Requests & Requirements

Purpose

Provide branch with standard operating procedures in the use of the Mobilization Readiness Tracking Tool (MRTT) and other administrative processes pertaining to the branch's functions in the mobilization of reservists.

References

- (a) Mobilization Readiness Tracking Tool (MRTT)
- (b) United States Coast Guard Mobilization Readiness Tracking Tool (MRTT) User Reference Manual Version -1.6 Revised

User Roles

- Each user is assigned one or more user roles in the MRTT system. The roles to which you are assigned determine the features you can access.
 - a. View Only Can view any module but cannot edit, delete, or add any record to the system.
 - b. Planner Can upload a CPRL. Sees all non-activated CPRLs.
 - c. Requestor Can build a request and validate it so it can be approved. Requestors see requirements belonging to them or to someone for whom they are a delegate provided that the status is AI (additional info required) SI1 (sourced internally), or PA (Pending Approval). They also see requirements belonging to them or someone for whom they are a delegate that has been processed (either mobilized or demobilized). They can activate a CPRL. Requestors select the Tasked Approver for each requirement when they submit the requirement for Approval.
 - d. Approver Can build a request, validate, and approve a request. Approvers cannot source a request. They see Requirements tasked to them or to someone for whom they are designated that are in VH (validated), PS (partially sourced), or RV (reviewed) status. The approver role can belong to members from District, Area, FORCECOM (FC-1), or PSC-PSD-SSB can generate a RFF Message, provided they were the original creator/approvers.
 - e. Sourcer Can build a request, validate, approve, and source a request. Sourcers see all Approved or Partially Sourced requirements (both IA and CPRL) tasked to their Disctrict, or if they belong to Area, FORCECOM (FC-1) or PSC-PSD-SSB, requirements belonging to that group. If the sourcing end date is less than the requirement end date, the Sourcer is now forced to select Partially Sourced, Sourced, Shortfall to PSC-PSD-SSB, or Shortfall to FORCECOM (FC-1) as the tasking status. If one of the Shortfalls is selected, the requirement returns to the appropriate scorecard. Sourcer can generate an orders ready message.
 - f. Processor Can process a sourced request and check-out Service Members. Sees all records considered in processing (P in processing, M mobilized, D demobilized, S sourced but not yet in processing, or PS partially sourced but not yet in processing) within their SPO. SPO is based on the SPO DeptID of the Service Member to be

- processed.
- g. System Administrator Can do all of the above plus administrative functions. Sees all requirements meeting the above criteria on each scorecard, without consideration of Tasking District or Tasked Approvers. Can also re-task a requirement to another District.

Unique Request Identifier (URI) and Requirement Tracking Number (RTN)

- The Unique Request Identifier (URI) is a unique five digit number that is automatically generated by the Mobilization Readiness Tracking Tool (MRTT) when each request is generated. The Requirement Tracking Number (RTN) is the four digit unique number that comes after the URI.
- For example, if a request is generated for 5 Yeoman for the same time frame at the same location, the URI is the same '10018' and each requirement for each individual Yeoman is '0001', '0002', '0003', etc. The RTN is the total number that would be '10018-0001', '10018-0002', etc.

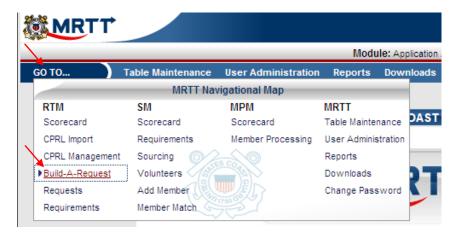
Status Codes

- As a requirement flows through the system, users take actions that assign various statuses to the requirement. These statuses reflect the current location of the requirement in the MRTT system flow. You use the Status page to task actions on a requirement such as validation, approval, sourcing internally, etc. As you take these actions, a status is assigned. You view the status of each requirement on the Requirement page. The following describes each requirement status.
 - a. Approved (A) Requirement was approved.
 - b. Additional Info Required (AI) An Approver/Sourcer has requested additional information.
 - c. Cancelled (CNL) Requirement was canceled at some point during the review process.
 - d. Denied (D) Requirement has been denied.
 - e. Pending Approval (PA) Requirement is pending Approvers/Sourcers approval.
 - f. Partially Sourced (PS) Requirement has been sourced for a portion of the period of time between the Begin Date and End Date. For example, if the Begin Date is 2007.09.09 and the end date is 2008.09.09 and the requirement is only sourced from 2007.09.09 to 2007.12.31, the requirement is partially sourced.
 - g. Reviewed (RV) Requirement has been reviewed but has not yet been approved or denied.
 - h. Sourced (S) Requirement has been approved and sourced.
 - i. Validated to Approver (VH) Requirement has passed validation and is awaiting review at Step 2 by an Approver/Sourcer.

Building a Request

- The Build-A-Request function allows you to construct a mobilization request for a single requirement or for multiple requirements. This feature is only available to users whose assigned user roles are authorized to process requests.
- The Build-A-Request page is used to capture the base information for the

- request. Once you save the base request information on the Build-A-Request page, the Request page displays to allow you to add or modify requirements within the request.
- When you create a request, any field with red asterisks is required. If you
 attempt to send the request to the Approver with missing or invalid
 information, error messages display in red underneath the buttons on the
 Request Package tab. You must correct the errors in order to send the request
 to an Approver.
- Procedure:
 - a. Upon logging into MRTT, ensure your keyboard Caps Lock in ON so that all information entered into MRTT is capitalized.
 - b. Mouse over the "GO TO…" button and select and click "Build-A-Request" from the RTM menu column that appears.

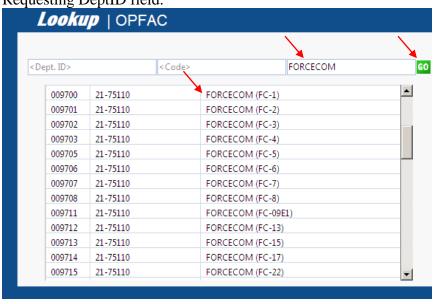


c. The Requesting Dept ID is the identification number of the unit that issues the request for forces or personnel augmentation request.

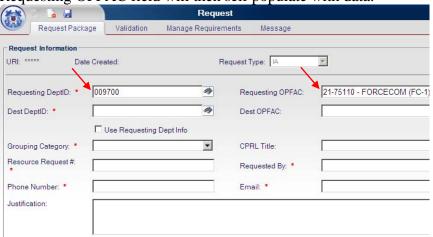
Enter the Requesting Dept ID by clicking the binocular button next to the field. The Lookup OPFAC window will now appear.



Search for the Dept ID by entering a description and clicking "GO". After the Dept ID is found, simply click on it to enter it in the Requesting DeptID field.



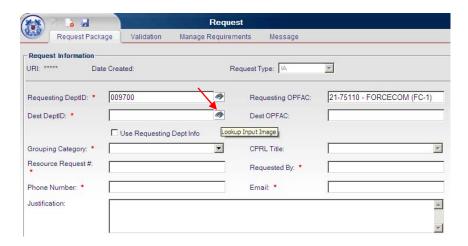
The Requesting DeptID field will now contain the selected Dept ID. The Requesting OPFAC field will then self populate with data.



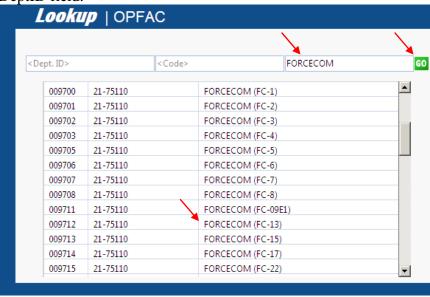
d. The Destination Dept ID is the identification number of the unit at which duty is to be performed.

Note: Maybe different from the mobilization side listed on reserve member's orders.

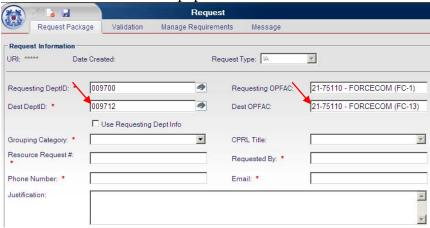
Enter the Destination Dept ID by clicking the binocular button next to the field. Lookup OPFAC window will now appear.



Search for the Dept ID by entering a description and clicking "GO". After the Dept ID is found, simply click on it to enter it in the Dest DeptID field.



The Dest DeptID field will now contain the selected Dept ID. The Dest OPFAC field will then self populate with data.

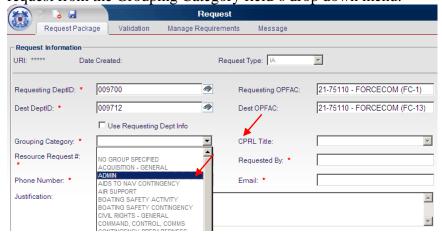


e. Grouping categories used by FC-1:

Defense Contingency – Named defense operation under which CG reserves are mobilized IAW Title 10 US Code. Also known as (OCO)

Disaster Response – Manmade or natural disaster response where members are mobilized under Title 14 US Code for domestic emergencies, or Title 10 US Code for international disaster assistance.

Then select the Grouping Category by clicking the category for the request from the Grouping Category field's drop down menu.



f. Next, enter the Resource Request Number into the Resource Request # field. The preferred format is:

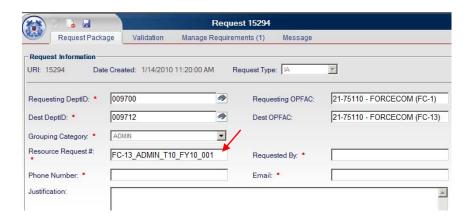
For OCO (military outloads and overseas contingency support):

Unit_Type of Duty_Order Type_Fiscal Year_3 Digit Request Number Example: FC13_ADMIN_T10_FY10_001

For Disaster Response:

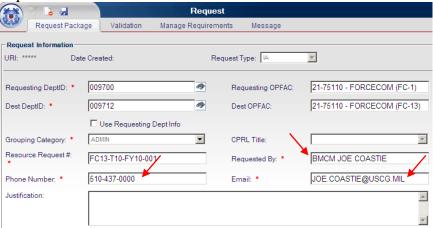
Unit_Type of Duty_Disaster Name_Fiscal Year_3 Digit Request Number

Example: FC-13_Yeoman_HaitiEarthquake_FY10_001

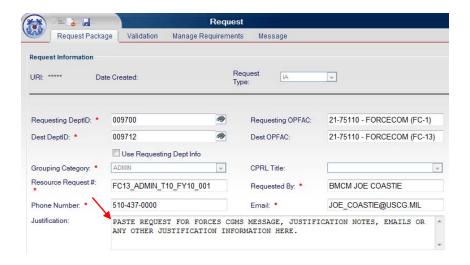


NOTE: The 3 digit request number starts with 001, the next proceeding request created under this Resource Request number will be 002.

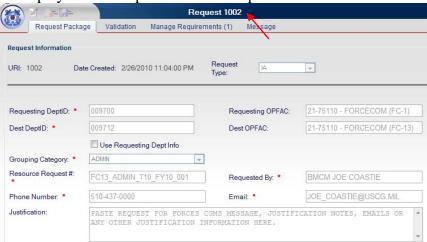
- g. Enter the rank and name of person requesting the requirement in the format "BMCM JOE COASTIE" into the Requested By field.
- h. Enter the person requesting the requirement's phone number into the Phone Number field in the format "XXX-XXXX".
- i. Enter the official CG email address of the person requesting the requirement into the Email field.



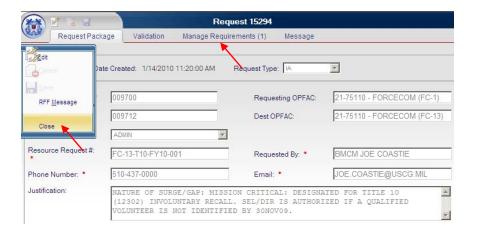
j. Copy and paste the Request for Forces message from CGMS into the Justification field. If no message is available paste or enter any notes pertaining to the justification of this request, emails for request, or resource request number from ICS-213RRCG.



- k. Click on the floppy disk icon located on the task bar at the top of the requirement to save the request.
- 1. The request will now have been saved and built. The URI number will be displayed at the top center of the request.



m. You may now close the request by hovering over the CG emblem on the top left and clicking "Close" from the drop down menu or continue to manage the request's requirements by clicking the "Manage Requirements" tab under the 5 digit URI number.

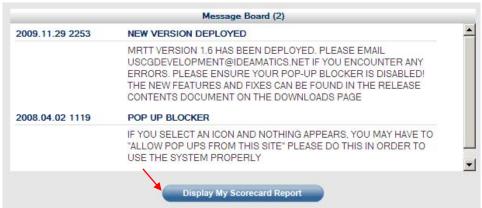


View Request Through Scorecard

• To view a request in your scorecard, mouse over the "GO TO…" button and select and click "Scorecard" from the RTM menu column that appears.



Next click on the "Display My Scorecard Report" button to enter your scorecard.



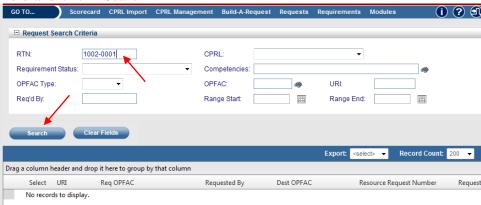
Your scorecard will now appear. You may browse through requests in your area of responsibility along with its current status. Clicking on the RTN of a request will bring up its requirement in a separate window.



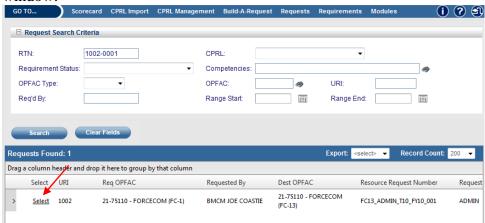
View Request by Searching for RTN

• To view a previously built request by searching for its RTN, mouse over the "GO TO…" button and select and click "Requests" from the RTM menu column that appears.

Next input the URI or RTN of the request you are searching for in the RTN field and click "Search".



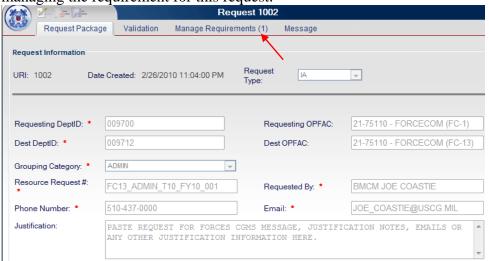
If you inputted an URI with multiple RTNs under it, all of the RTNs will be listed. The request that you searched for should now be found in the search results. Clicking on "Select" will allow you to view the request in a separate window.



Creating a Requirement: Requirement Information

• To complete a requirement, view the built request using steps outlined above. To view a previously built request by searching for its RTN, mouse over the "GO TO…" button and select and click "Requests" from the RTM menu column that appears.

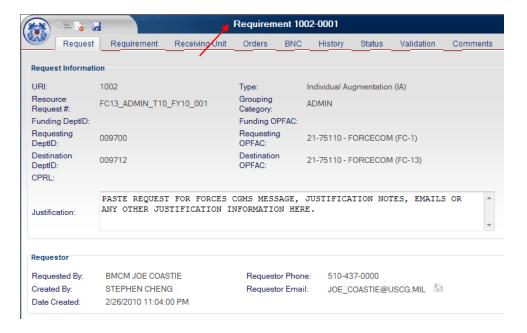
The request will now be displayed in a new window. Click on the "Manage Requirements" tab under the Request RTN in the middle of the screen to begin managing the requirement for this request.



Click on the Request's RTN under the Select column.



The requirement will now be displayed for that request in a new window. Notice that the Request RTN in the middle of the screen now reads as Requirement RTN.



Ensure that all of the request's information is correct before continuing on to manage the requirement. If any information is incorrect, close this requirement window and go back into the request window. Select the "Edit" function from the drop down menu of the CG emblem to edit any information. Then click on the floppy disk icon to save the edited request.

If all of the request's information is correct, click on the Requirement tab to continue creating the requirement for the request.



On the Requirement tab, begin filling out the requirement information. Click in the "Title" field and enter the same information used for the Resource Request Number into the "Resource Request #" field. The preferred format is:

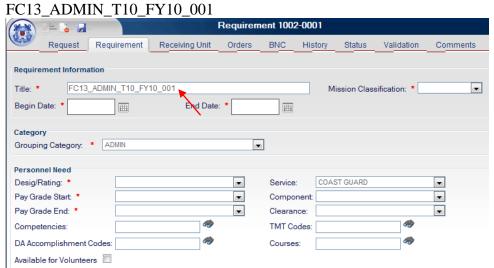
For OCO (military outloads and overseas contingency support):

Unit_Type of Duty_Order Type_Fiscal Year_3 Digit Request Number Example: FC13_ADMIN_T10_FY10_001

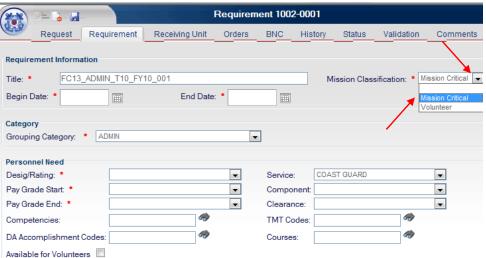
For Disaster Response:

Unit_Type of Duty_Disaster Name_Fiscal Year_3 Digit Request Number Example: FC-13_Yeoman_HaitiEarthquake_FY10_001

Unit_Type of Duty_Order Type_Fiscal Year-3 Digit Request Number example:



Next in the "Mission Classification" drop down menu, select if this requirement is to be "Mission Critical" or "Volunteer".



Click on the calendar icon to the right of the "Begin Date" field. A calendar will appear, click through and select the beginning date of this requirement. The calendar will close and the beginning date selected will appear in the

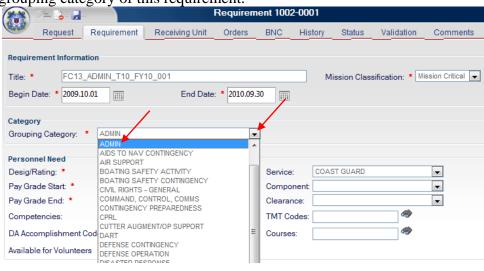
"Begin Date" field.

Click on the calendar icon to the right of the "End Date" field. Click through and select the end date of this requirement. The calendar will close and the beginning date selected will appear in the "End Date" field.

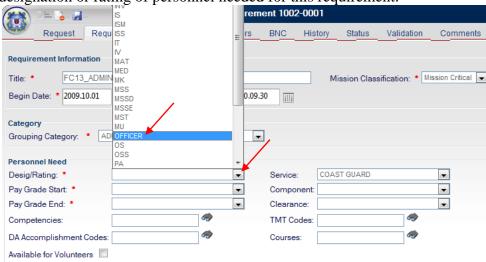
Creating a Requirement: Category

Click on the calendar icon to the right of the "End Date" field. Click through and select the end date of this requirement. The calendar will close and the beginning date selected will appear in the "End Date" field.

Click on the drop down menu of the "Grouping Category" field. Select the grouping category of this requirement.



Creating a Requirement: Personnel Need Click on the drop down menu of the "Desig/Rating" field. Select the designation or rating of personnel needed for this requirement.

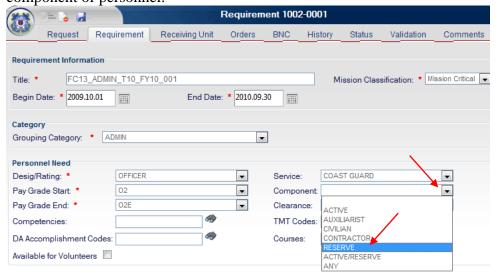


Click on the drop down menu of the "Pay Grade Start" field and select the

correct starting pay grade of personnel. rement 1002-0001 Request Requ BNC History Status Validation Comments Requirement Information FC13_ADMIN 02E Mission Classification: * Mission Critical Begin Date: * 2009.10.01 0.09.30 \blacksquare • Grouping Category: Personnel Need COAST GUARD Desig/Rating: * • Pay Grade Start: * • Pay Grade End: * • Competencies: TMT Codes: DA Accomplishment Codes: Courses Available for Volunteers

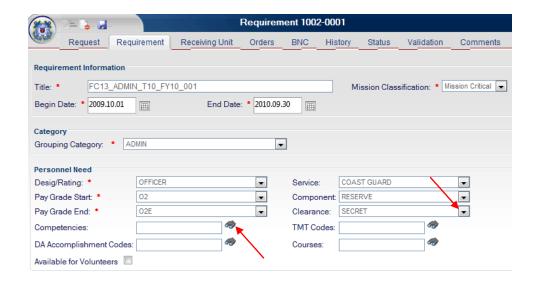
Click on the drop down menu of the "Pay Grade End" field and select the correct ending pay grade of personnel. If the requirement is requesting for a specific pay grade such as E4, select E4 on both of the "Pay Grade Start" and "Pay Grade End" fields.

Click on the drop down menu of the "Component" field and select the correct component of personnel.

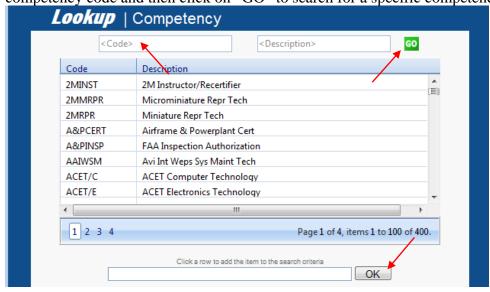


Click on the drop down menu of the "Clearance" field and select the correct security clearance required by personnel for this requirement.

To search for competencies, click on the binocular icon to the right of the "Competencies" field to open the Lookup Competency window.

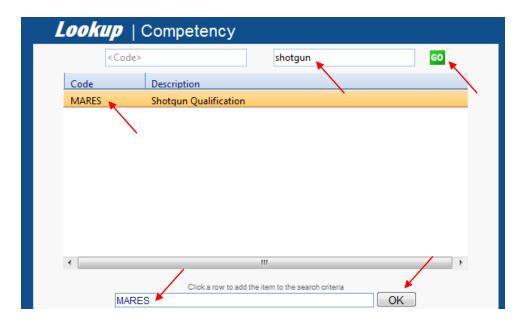


Creating a Requirement: Personnel Need – Competency In the Lookup Competency window, click in the "<Code>" field and enter a competency code and then click on "GO" to search for a specific competency.

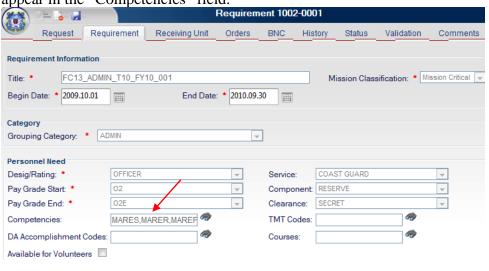


To select the desired competency, click on the competency code or description from the search results. The competency code will now appear in the field box on the bottom of the window. If you have other competencies to enter, repeat these steps for each requested competency.

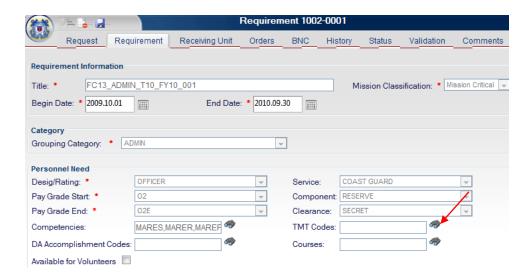
To search for a specific competency using a description, repeat these steps using the "<Description>" field rather than the "<Code>" field. When all requested competencies have been entered for this requirement, click on the "OK" button near the bottom of the screen. The Lookup Competency window will now close.



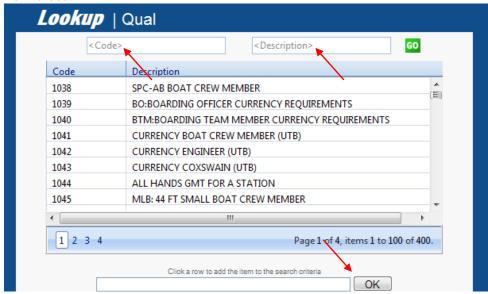
You will now be brought back to the Requirement window. Notice that the selected competency codes from the Lookup Competency window will now appear in the "Competencies" field.



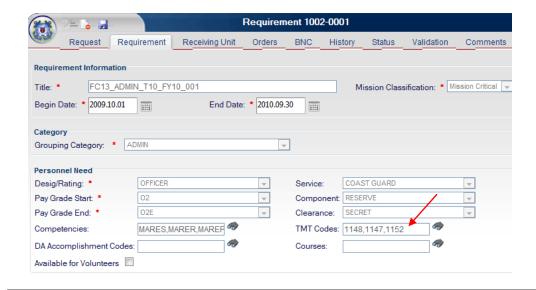
Creating a Requirement: Personnel Need – TMT Codes To search for TMT Codes, click on the binocular icon to the right of the "TMT Codes" field to open the Lookup Quals window.



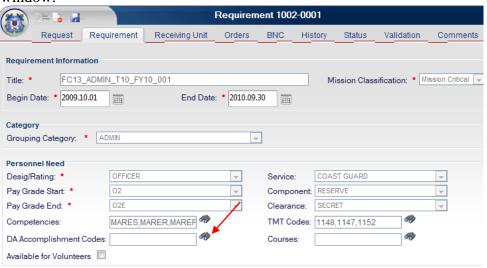
Follow the same procedures for selecting requested competencies in the Lookup Competency window by either searching in the "<Code>" or "<Description>" fields. When all TMT codes have been selected, click on the "OK" button near the bottom of the screen. The Lookup Quals window will now close.



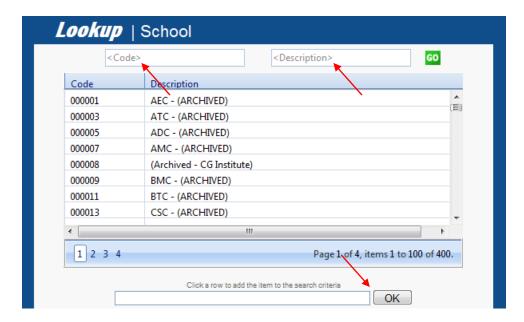
You will now be brought back to the Requirement window. Notice that the selected TMT codes from the Lookup Quals window will now appear in the "TMT Codes" field.



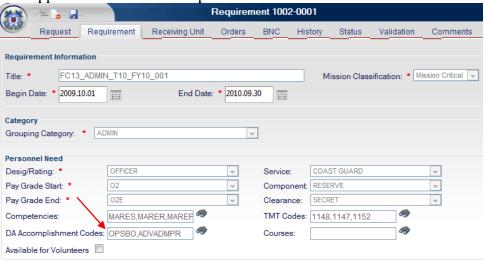
Creating a Requirement: Personnel Need – DA Codes To search for DA Accomplishment Codes, click on the binocular icon to the right of the "DA Accomplishment Codes" field to open the Lookup School window.



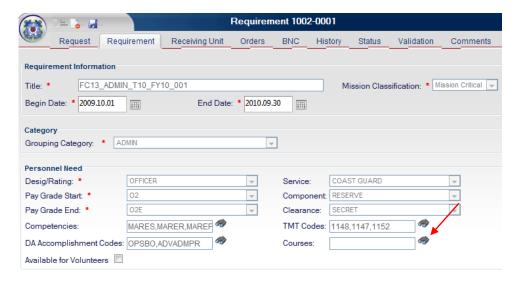
Follow the same procedures for selecting requested competencies bin the Lookup Competency window by either searching in the "<Code>" or "<Description>" fields. When all DA Accomplishment codes have been selected, click on the "OK" button near the bottom of the screen. The Lookup School window will now close.



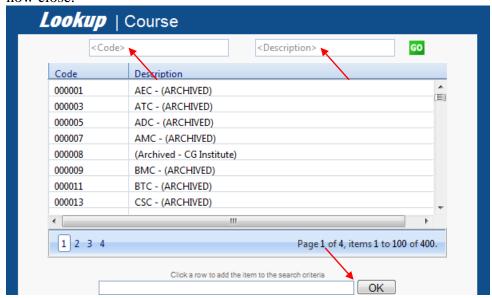
You will now be brought back to the Requirement window. Notice that the selected DA Accomplishment codes from the Lookup School window will now appear in the "DA Accomplishment Codes" field.



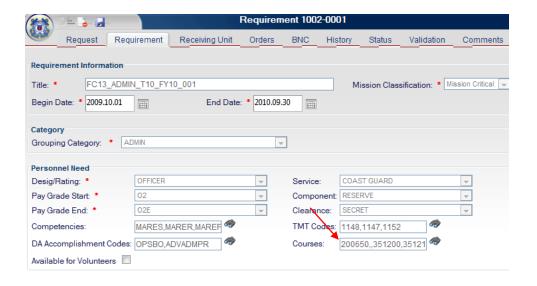
Creating a Requirement: Personnel Need – Course Code Lookup To search for courses, click on the binocular icon to the right of the "Courses" field to open the Lookup Course window.



Follow the same procedures for selecting requested competencies bin the Lookup Competency window by either searching in the "<Code>" or "<Description>" fields. When all course codes have been selected, click on the "OK" button near the bottom of the screen. The Lookup Course window will now close.

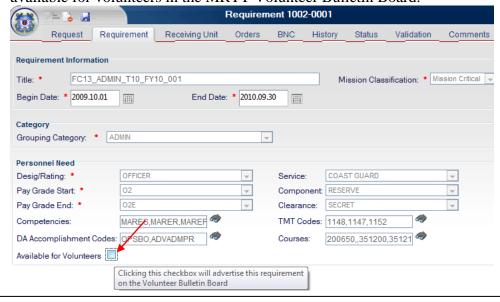


You will now be brought back to the Requirement window. Notice that the selected Course codes from the Lookup Course window will now appear in the "Courses" field.

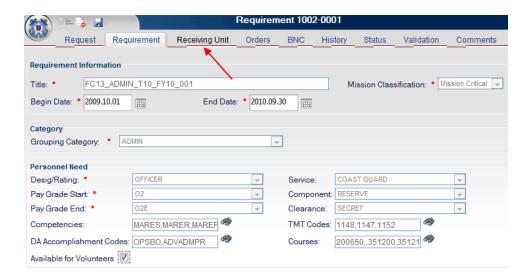


Creating a
Requirement:
Personnel
Need –
Making the
Requirement
Available to
Volunteers

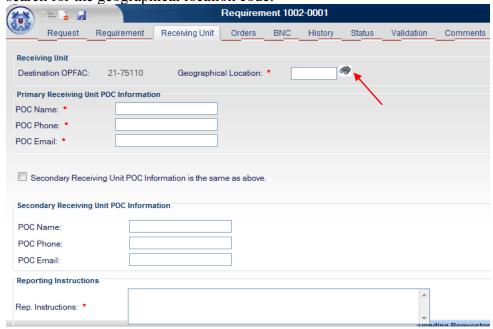
Check the "Available for Volunteers" checkbox to make this requirement available for volunteers in the MRTT Volunteer Bulletin Board.



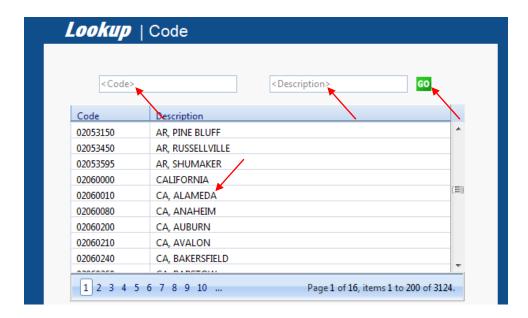
Creating a Requirement: Receiving Unit Click on the Receiving Unit tab to move onto the next tab of the requirement.



On the Receiving Unit tab, begin filling out the receiving unit information. Click on the binocular icon to the right of the "Geographical Location" field to search for the geographical location code.



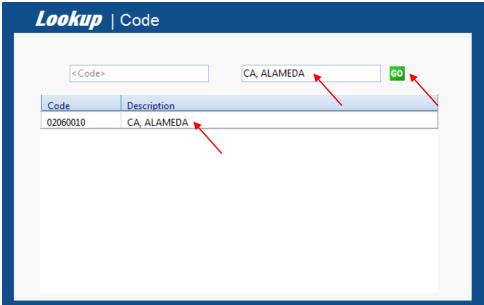
The Lookup Code window will now open. Click in the "<Code>" field and enter a geographical location code to search for. Click on the green "GO" button to search. Select the geographical location by clicking on the geographical location from the search results.



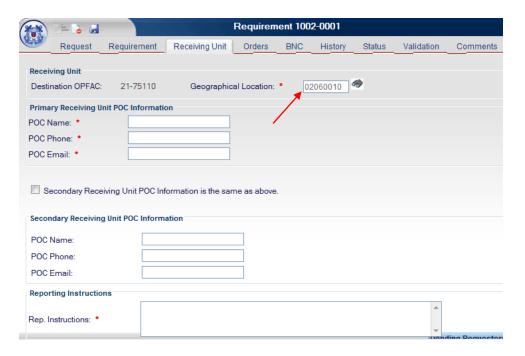
To search for a geographical location by description, click in the "<Description>" field and enter in the geographical location in the format:

State Abbreviation, City Name Example: CA, ALAMEDA

Then click on the green "GO" button to search for the geographical location code. Select the geographical location by clicking on the geographical location from the search results.



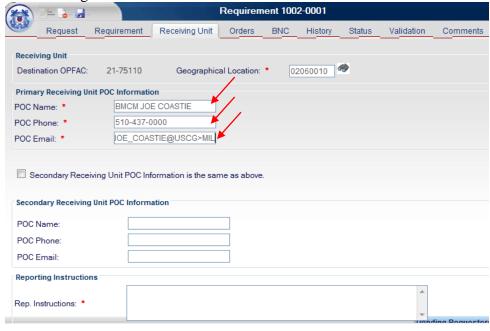
The Lookup Code window will automatically close and you will return to the Requirement window. Notice that the "Geographical Location" field will now contain the geographical location code you selected from the Lookup Code window.



Next click on the "POC Name" field in the Primary Receiving Unit POC Information section. Enter in the rank and name of the receiving unit POC.

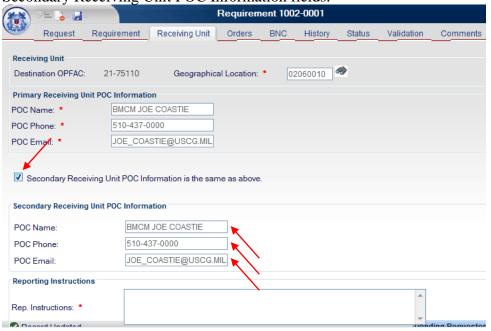
Click on the "POC Phone" field and enter in the phone number of the receiving unit POC in the format of "XXX-XXXX".

Click on the "POC Email" field and enter in the official CG email address of the receiving unit POC.

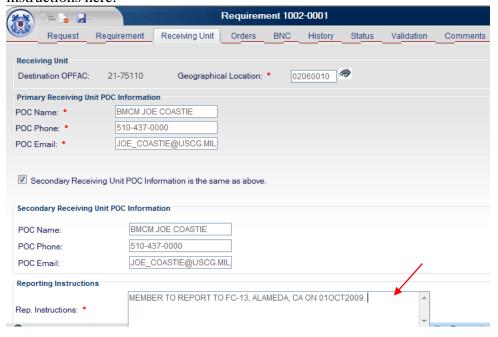


If there is a secondary POC for the receiving unit, enter in that information within the Secondary Receiving Unit POC Information section of the

Receiving Unit tab following the steps used for the Primary Receiving Unit POC Information. Otherwise, click the "Secondary Receiving Unit POC Information is the same as above" box to indicate there is none. Primary Receiving Unit POC Information will automatically be copied to the Secondary Receiving Unit POC Information fields.



Lastly, click on the "Rep. Instructions" field in the Reporting Instructions section of the Receiving Unit tab. Enter or paste any pertinent reporting instructions here.

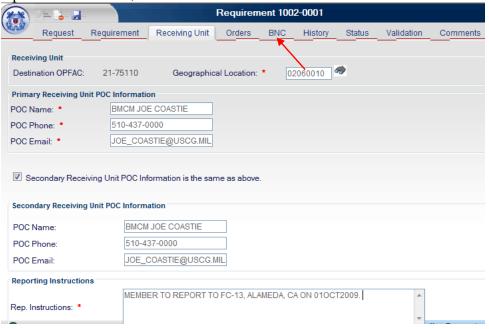


Creating a Requirement:

By Name Candidate is defined as an individual who the requesting unit has

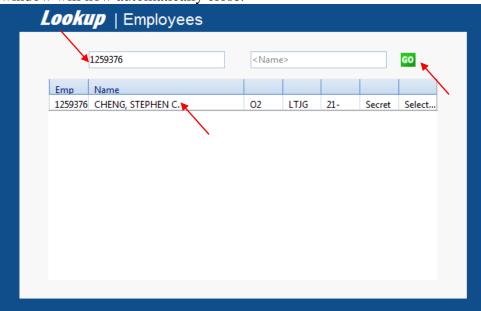
By Name Candidate

pre-identified to fill a requirement. If the requesting unit has already identified a possible candidate, click on the "BNC" tab to enter the candidate.



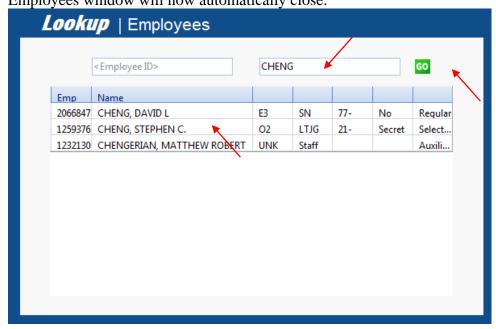
On the By Name Candidate (BNC) tab, click on the binocular icon to the right of the "EmplID" field. The Lookup Employees window will now open.

To search for the member by EMPLID, enter their EMPLID into the "<Employee ID" field and click on the green "GO" button. Click on the member from the search results to select the member. The Lookup Employees window will now automatically close.



If you choose to search for the member by name, enter a part or their full last name into the "<Name>" field and click on the green "GO" button. Click on

the member from the search results to select the member. The Lookup Employees window will now automatically close.



You will now notice that the selected member's information will now be contained in the BNC tab.



Next enter any justifications for the candidate such as CGMS message, email or notes into the "Candidate Justification" field.



You can clear the member you selected in error by clicking on the "Clear Candidate Data" button on the bottom left of the BNC tab.

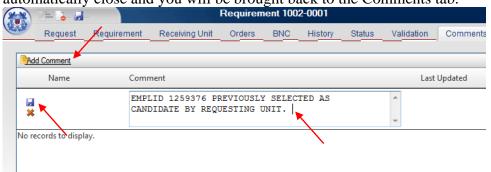


Creating a Requirement: Comments

If you have any additional comments to provide for this requirement, click on the Comments tab.



Click on the "Add Comment" link to open the "Comment" field. Enter any comments that you may have for this requirement into this field. Click on the floppy disk icon to save the comment. The "Comment" field will now automatically close and you will be brought back to the Comments tab.



You will now notice that the comment you entered has been displayed into the Comment tab. A number representing the number of current comments on this requirement is now displayed in the Comment tab link.

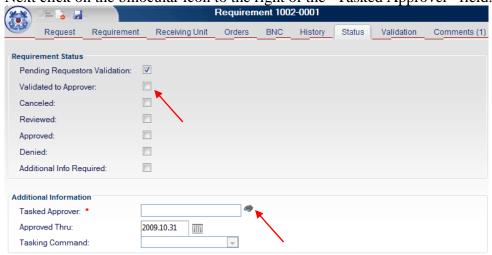


Validating Requirement to Approver

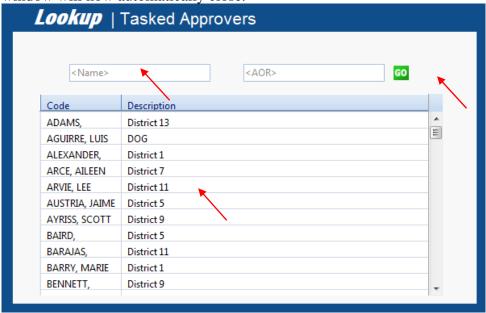
Now click back onto the Request tab and go through each tab to proof all the data that you have entered to ensure its validity. You will validate data entered into the Request, Requirement, Receiving Unit, and BNC (if any) tabs. Make any corrections to incorrect data. If all data is correct, click on the Status tab to continue.



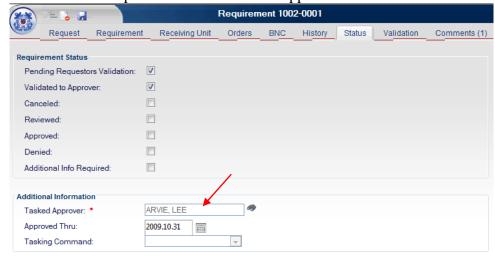
An Approver is defined as a member of the command whom is delegated authority to approve personnel resource requirements for the unit. Click to check the "Validated to Approver" box to indicate all data has been validated. Next click on the binocular icon to the right of the "Tasked Approver" field.



The Lookup Tasked Approvers window will now open. To search by a tasked approver's name, enter part or the entire last name of the tasked approver into the "<Name>" field and click on the green "GO" button. Click on the tasked approver in the search results to select them. The Lookup Tasked Approvers window will now automatically close.



To search for a tasked approver by area of responsibility, enter the area of responsibility into the "<AOR>" field and click on the green "GO" button. Click on the tasked approver in the search results to select them. The Lookup Tasked Approvers window will now automatically close. You will now be returned to the Status tab where you will notice the Tasked Approver you have selected is now inputted into the "Tasked Approver" field.



Finally, mouse over the CG Emblem and click on "Save" from the drop down menu or click on the floppy disk icon on the top menu bar to save this requirement. The requirement will now have been saved.

Click on the Validation tab to view any validation errors in the requirement. If any validation errors exist, fix those errors and save the requirement again. If no validation errors exist the requirement has now been created and the Validation tab will read "No records to display."

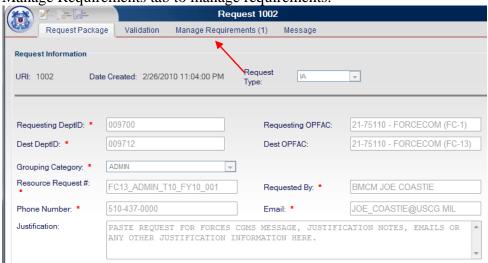


Duplicating Requirements

If you need create numerous requirements that are the same or similar in data, you can duplicate a requirement to save time from having to create each one individually. To duplicate a requirement, navigate to the Manage Requirements tab of the request after searching the request by URI. Click on "Select" from the search results on the left of the URI.



The Request window will now open. On the Request window, click on the Manage Requirements tab to manage requirements.



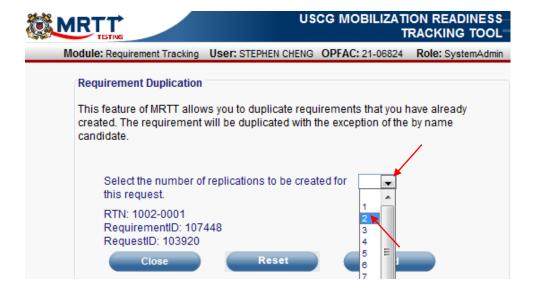
Now click on the Duplicate Requirements link to open the Requirement Duplication window.



In the Requirement Duplication window, click Select on the RTN of the requirement that you would like to duplicate.



Click on the dropdown menu to select the number of times you would like to have this requirement duplicated. You can select a number from 1 to 100. So by selecting 100, you will duplicate the requirement 100 times and will have a total of 101 requirements after duplication by including the original requirement.

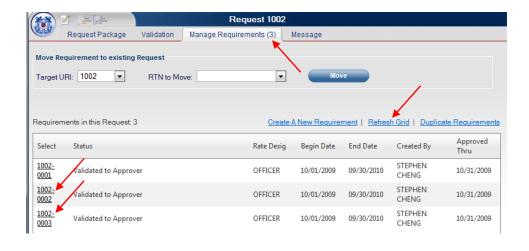


Click on the Add button to complete requirement duplication.

MRTT will now duplicate the requirement you selected and display them in the Requirement Duplication window. Each new requirement will have an individual RTN as seen here. Click the Close button to close the Requirement Duplication window and return to the Manage Requirements tab of the request.

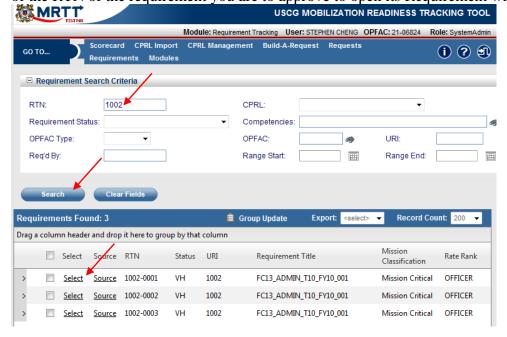


The newly duplicated requirements will not be shown in the Request window. Click on Refresh Grid, to refresh the Request window. You will now notice that the number of requirements to manage in the Manage Requirements tab has changed as well as the duplicated requirements now being listed in the Request window. To open a specific requirement window and make individual requirement data edits, click on the RTN of the specific requirement you would like to edit under the Select column.

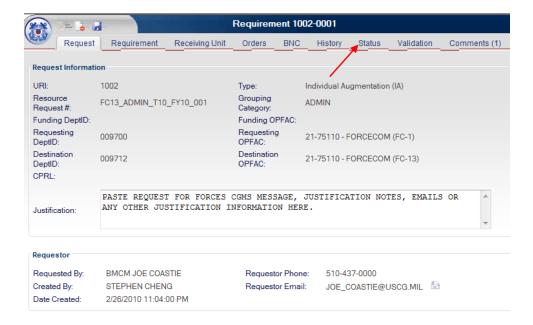


View/Search for a Requirement

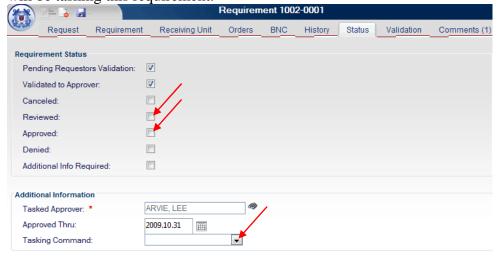
Enter the RTN or URI for the requirement into the "RTN" field and click on search. If you entered the URI of the requirement and there are more than one RTN for that particular URI, all RTNs will be listed in to search results. Click on Select to the left of the RTN of the requirement you are to approve to open its Requirement window.



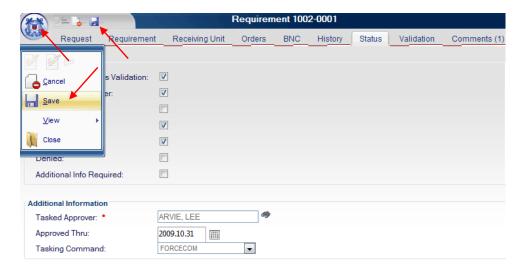
On the Requirement window, click each of the tabs to ensure all data of the requirement is correct before approving it. Once all data has been validated, click on the Status tab.



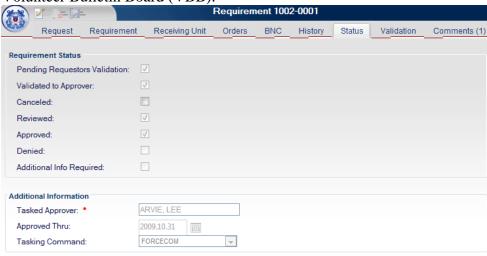
Click on the box to the right of the "Reviewed" and the "Approved" fields and click on the dropdown menu of the "Tasking Command" field. Select the command that will be tasking this requirement.



Mouse over the CG Emblem and click on Save or click on the floppy disk icon in the top menu to save the requirement.

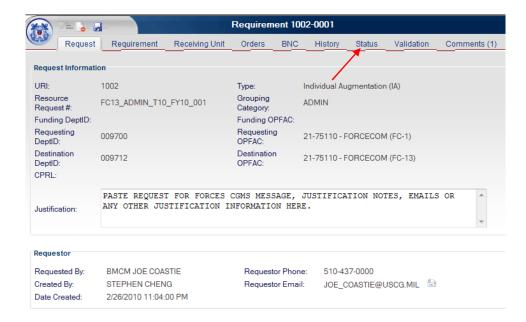


Notice that the elements in the Status tab of the requirement will now be grayed out. The requirement is now approved and available for volunteers in the MRTT Volunteer Bulletin Board (VBB).



Approving a Requirement

On the Requirement window, click each of the tabs to ensure all data of the requirement is correct before approving it. Once all data has been validated, click on the Status tab.



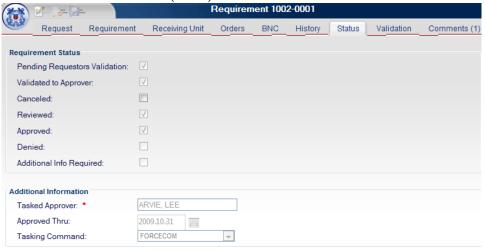
Click on the box to the right of the "Reviewed" and the "Approved" fields and click on the dropdown menu of the "Tasking Command" field. Select "FORCECOM" as it will be tasking this requirement.



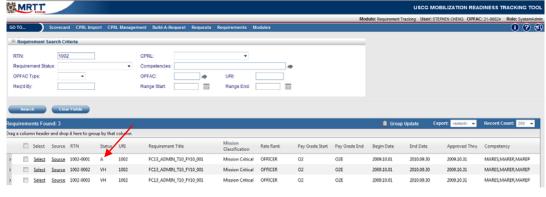
Mouse over the CG Emblem and click on Save or click on the floppy disk icon in the top menu to save the requirement.



Notice that the elements in the Status tab of the requirement will now be grayed out. The requirement is now approved and available for volunteers in the MRTT Volunteer Bulletin Board (VBB).



If you search for the URI of the requirement again from the requirement search function, you will notice that the Status of this requirement has now changed, indicating that it has been approved.

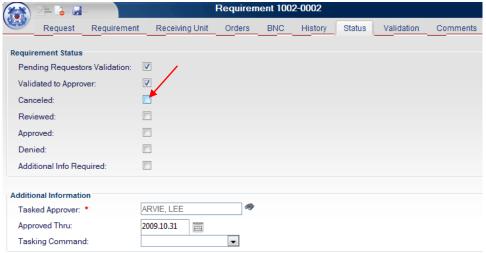


Cancelling a

To cancel a requirement, go to the Status tab of the requirement to be cancelled.

Requirement

Then check the box of the "Canceled" field.



A Comments window will now open. Enter specific comments as to why the requirement will be cancelled and hit the Save button on the bottom of the window.



MRTT will now confirm that the requirement has been cancelled and the Comment window will now display the message seen below. Click the Close button to return to the Requirement Search window.

To confirm that the requirement has been cancelled, re-enter the URI of the requirement into the Requirement Search window's "RTN" field and click on the Search button. You will now see that the Status of the requirement has been changed to reflect that the requirement is cancelled.

22 MAR 2010

