



White Hats to Eagle

In a recent ceremony held at the Navy Memorial in Washington, D. C., Reserve Intelligence Area (RIA) NINETEEN Commanders Jeff Johnson, Bill Mitchell, and John Rodgaard celebrated their promotion to captain by emphasizing the theme of “White Hats to Eagles.” In the speeches they delivered to the audience of family and friends, they each stressed that their success was largely due to unwavering support from spouses, family, superiors, and subordinates. They each urged the audience to find a mentor and to be a mentor and always to offer encouragement to others to follow their dreams.

Captain Bruce C. Martin, RIA-NINETEEN Commander, delivered the oath for their new rank. Lieutenant Commander Chris Isakson acted as Master of Ceremonies. In his remarks prior to the oath, Captain Martin made the following observations about the three long-time shipmates.

All three are Mustangs. The generally accepted definition for a Mustang is an officer who was formerly enlisted; however, the officer must have earned a Good Conduct Medal during their enlisted service.

Bill was an Intelligence Specialist (IS). Jeff was a Disbursing Clerk (DK), a Yeoman (YN), and an IS. John was an Operations Specialist (OS) and an IS.

As “White Hats,” Bill and John graduated in June 1980 from the very first RIA-NINETEEN class of PRI-SAT and Jeff from the second in August 1981. (PRI-SAT was the forerunner of today’s Basic Reserve Intelligence Training (BRIT) program. BRIT is the mandatory course that reserve Direct Commission Intelligence Officers (1635’s) or reserve enlisted personnel who desire to be rated as IS’s must attend.

The three have a combined total active duty and reserve service



Within the Naval Memorial. From Left to Right: CAPT Bruce Martin, CAPT John Rodgaard, CAPT Bill Mitchell, and CAPT Jeff Johnson. Symbols of their enlisted rank are on the table: the IS rating badge, the white hats, and a boarding cutlass.

time of 90-plus years! Two have 30-plus years. John leads the pack with 34 years.

Two have active duty sea time totaling ten years, with tours of duty in the Atlantic Ocean, the Mediterranean Sea, and the South China Sea (during the Vietnam War).

Two returned to become the OIC of the BRIT program, the school they graduated from as enlisted in 1980.

Two have been Executive Officers of four units in three different RIA’s.

Two have been Deputy Directors for Intelligence for the J2 at the National Military Joint Intelligence Center at the

Pentagon which allows them to wear the Joint Chiefs of Staff badge.

Two were Junior Officers of the Year in FY90; one in RIA-5 and the other in RIA-19.

Their OCONU assignments include England, Germany, Hawaii, Iceland, Italy, Kosovo, Panama, the Philippines, and Spain.

One was mobilized for Desert Storm, one for Kosovo, and one for Operation Iraqi Freedom. Jeff was mobilized as a Navy Emergency Preparedness Liaison Officer (NEPLO) for Washington, DC, for the year right after the 9/11 terrorist attacks.

All have relatives who served in WWII. Two have Mothers who were born in Great Britain who married their Dads and came to the U.S. as war brides. One Mom served in the British Army as a lorry or truck driver and the other served in the Women’s Royal Air Force as a teletypist and plotter of aircraft movements.

Currently, all three work for DoD either as a federal employee or contractor. All are members of the Naval Reserve Association. ⚓



Naval Reservists Help Bring High Tech War Games to the Fleet

Naval Reservists from Commander, Pacific Fleet 519 Detachment San Diego (CPF 519 DET SD) recently supported the first ever “virtual war game” entitled Multi-Battle Group In-port Exercise, (known in the fleet as MBGIE, or “M-Biggie”). Three aircraft carrier strike groups (CSG) stationed on both east and west coasts participated in the exercise. Organized by Commander, U.S. 3rd Fleet (COMTHIRDFLT), and controlled by Tactical Training Group Pacific (TTGP), the event simultaneously occurred in San Diego, Norfolk, and the Pacific Northwest locations of Bremerton and Everett, WA. Crossing three time zones and over 3,000 miles, the three-day exercise simulated three CSGs engaging the enemy in a single operating area, all without getting underway or launching aircraft. MBGIE networked three carriers, six destroyers, two submarines, an EP-3E, a FFG, and over 17,000 Sailors into a virtual environment for this ground-breaking training initiative.

By creating electronic networks linking ships and staffs together over a large geographic area, virtual war gaming provides the Navy numerous unique advantages:

- Virtual war gaming enables Navy staffs and ships’ crews to work with the same common operational picture (COP) and C4I systems in-port that they have at sea.
- Using “virtual” air and surface tracks, ESM, and sonar signals, we can create a rich and dynamic operational scenario for in-port training without typical resource constraints often encountered with underway operations.
- Dramatic cost avoidance in terms of fuel, maintenance, ordnance, and repair dollars to the fleet.
- Ability to provide live, coordinated mentoring of the ships and staffs to work out training problems quickly and to provide rapid feedback on decision making.
- Provide ability to conduct multiple in-port requirements in parallel during intensive combat systems training.

Training of this fidelity and magnitude was, until recently, not possible. With high-speed networks and TCP/IP broadband fiber optic backbones, the Navy can now train and test combat operations,



TACTRAGRUPAC Command and Control Training Module used for the Multi-Battle Group In-port Exercise

communications, and coordination in a complex, multi-battle group scenario. TTGP and Navy Warfare Development Command (NWDC) coordinated the virtual networks for all ships and staffs on the west coast, and linked them to their east coast counterparts.

CPF 519 DET SD Reservists worked alongside the active duty TTGP staff, standing watches as exercise controllers. They were also employed onboard several San Diego-based ships assisting the ship’s force in resolving technical problems, keeping the game and technical directors informed, and helping to coordinate game play. At TTGP, the Reservists facilitated exercise

control, ensured communication links remained functional, and compiled lessons learned for implementation to improve future virtual exercises.

According to CDR Richard Alexander, Game Director, the Reservists filled a vital role for TTGP. Thanks to focused training during drill weekends, CPF 519 Reservists arrived prepared to step up and contribute, alongside their active duty peers. Nine officers from CPF 519 DET SD participated in MBGIE. CAPT Dick Arnold, TTGP CO, also praised the “terrific” support provided by the unit.

The partnership forged between CPF 519 DET SD and TACTRAGRUPAC that enabled this operational support does not stop with MBGIE. As a result of the successful integration of Reservists during the exercise, CPF 519 and TTGP are collaborating to increase Reserve participation into the TTGP training processes for the benefit of both parties. CAPT Stu Newman, CPF 519 SD CO, stated that, “In addition to helping TACTRAGRUPAC in preparing for and participating in this intensive war game, we also got great training that substantially increased our readiness for our primary supported command-COMPACFLT.”

CPF 519 DET San Diego provides qualified personnel to augment Commander, U.S. Pacific Fleet (COMPACFLT) staff when required to support joint operations, exercises, and real-world contingencies. The unit’s secondary mission is to provide and resource battle group trainer assets for TTGP. ⚓