SAR T-Cards 1

1. Open SAR T-Cards with 200 cards.
2. Open the Demo database for Operational Period 1.
3. Find all resources that are have the skill to be a CASIE Operator.
4. Sort the T-Cards in the Resource column by name.
5. What kind of resource is Rosa Parks?
6. What skills/equipment and qualifications does Rosa Parks have? What agency does Rosa represent?
7. Sort the T-Cards in the Resource column by kind of resource.

SAR T-Cards 2

Reality Check

2. "File" ⇒ "Open Demo". Select "1" in the Operational Period window.
3. Click on "Find", "In Skills/Equipment", and select "CASIE Operator" from the drop-down list. There are 4 resources.
4. Right-click on the Resource column header and select "Sort By Name".
5. Look at the color or icon of Rosa Parks' T-Card, and compare it to the list on the right-hand side. She is a Ground Vehicle (operator).
6. Let the mouse hover over Rosa Parks' T-Card. Skill/Equipment: ATV, Snowmobile. Qualifications: Nurse Practitioner. Agency: Settler CSD.
7. Right-click on the Resource column header and select "Sort By Kind Of Resource".

SAR T-Cards 3

1. Check In Rocky Balboa.
2. Try to move Rocky back to the slot he came from in the Resource column. What happens?
3. Put Rocky into an Aircraft team called "Fixed Wing".
4. How can you tell how many members are in the Fixed Wing team?
5. Add Polly Ester to the Fixed Wing team.

SAR T-Cards 4

Reality Check

1. Left-click on Rocky's T-Card and then left-click on an unused slot in the Checked In column.
2. You get the message that Rocky is not Checked Out.
3. Left-click on Rocky's T-Card and then left-click on the Aircraft button on the right-hand side. Enter "Fixed Wing" in the Team Name box.
4. The name on the T-Card is "Fixed Wing (1)". The number in parentheses, 1, tells you how many team members there are.
5. You can't add Polly to the team directly. She must fist check in. Left-click on Polly's T-Card and then left-click on an unused slot in the Checked In column. Then left-click on Polly's T-Card and then left-click on the Fixed Wing team. Notice that "Fixed Wing(1)" has changed to "Fixed Wing(2)"

SAR T-Cards 5

1. The Fixed Wing team is given an assignment.
2. The Fixed Wing team is to search Segment 1, with Rocky as the Team Leader.
3. Look at the Log to see what you've done. Highlight all occurrences of "Fixed Wing".

SAR T-Cards 6

Reality Check

1. Left-click on the Fixed Wing's T-Card and then left-click on an unused slot in the Assigned column.
2. Double-click on the Fixed Wing's T-Card. Select "Fixed Wing" from the drop-down list. Make sure the "Edit" button is checked. Click "Accept". Then insert "Segment 1" in the "Location" box, and select "Balboa" from the drop-down list as the Team Leader.
3. "File" ⇒ "Log" ⇒ "View Log". To highlight all occurrences of "Fixed Wing": "Find" ⇒ "Highlight Find", and insert "Fixed Wing" in the box. (Note: The search is case insensitive, so you could have entered "fIxed wing", with the same result.)

SAR T-Cards 7

1. Close up the empty slots in the Resource column.
2. Create a Command team, named "Overhead" consisting of Lauri Norder, Remington Steel, Lance Boyle, and Harry Callahan.
3. The Overhead team is assigned, and its location is "Command Post" with Remington Steel as Team Leader (IC).

SAR T-Cards 8

Reality Check

1. Right-click on the Resource column header and select "Close Up".
2. Check In Lauri Norder, Remington Steel, Lance Boyle, and Harry Callahan. Use one of them to create a Command Team named "Overhead". Move the remaining three T-Cards into the team.
3. Left-click on Overhead's T-Card and then left-click on an unused slot in the Assigned column. Double-click on Overhead's T-Card. Select "Overhead" from the drop-down list. Make sure the "Edit" button is checked. Click "Accept". Then insert "Command Post" in the "Location" box, and select "Steel" from the drop-down list as the Team Leader.

SAR T-Cards 9

1. You want to see all resources in the Assigned column.
2. Create a Ground Searcher team, named "Hasty Team A" consisting of Annie How, Carrie Oakey, and Will Power. They are Checked In. Team leader: Will Power.
3. Create a Horse Patrol team, named "Posse A" consisting of Jethrow Gibbs and Joe Kerr. They are Available. Team leader: Jethrow Gibbs.
4. Create a Canine team, named "K9 A" consisting of Donny Brook, Dave Roberts, and Pete Perkins. They are Available. Team leader: Donny Brook.

SAR T-Cards 10

Reality Check

1. "Show" ⇒ "All Resources/Teams In Assigned Column". When the window opens, note two things. Double clicking on any column header sorts the column alphabetically. Double clicking on any row, opens up a window to edit that resource.
2. Check In Annie How, Carrie Oakey, and Will Power. Use one of them to create a Ground Searcher named "Hasty Team A". Move the remaining two T-Cards into the team.
3. Similar to item 2, except move the team card to the Available column.
4. Similar to item 2, except move the team card to the Available column.

SAR T-Cards 11

1. The Fixed Wing team's aircraft has develop mechanical trouble, so it returned to base and is out of service. Both team members are resting.
2. The Fixed Wing team's aircraft will not be available until the next operational period. Disband the team and have the team member's check out.
3. Save the status of the T-Cards.
4. The Settler SAR Ground team arrives on scene. They have their members in a SAR T-Cards resource file, named "SettlerSARGroundTeam", which is on the Desktop. Import it.
5. Play with the menu items "Show", "Find" and "Reports".

SAR T-Cards 12

Reality Check

1. Move the Fixed Wing team to the Out Of Service column, and check the appropriate boxes for the Team (Mechanical/Injury), and the team members (Resting).
2. Double click on the Fixed Wing team, and select "Disband Team". Then move each team member to the Check Out column.
3. "File" ⇒ "Save Status".
4. "File" ⇒ "Import Resource File".