Appendix E
Command and Depot Codes

E–1. Command/MSC codes

a. BY: IOC—U.S. Army Industrial Operations Command.
b. Dl: AMCOM—U.S. Army Aviation and Missile Command–Missile.
c. EJ: AMCOM—U.S. Army Aviation and Missile Command–Aviation.
d. EH: TACOM—U.S. Army Tank, Automotive and Armament Command–Warren, MI.
e. Ml: TACOM—U.S. Army Tank, Automotive and Armament Command–Army Chemical Acquisition Logistics Activity.
f. 1G: CECOM—U.S. Army Communications-Electronics Command.

E–2. Depot codes Army

a. H3: Anniston Army Depot, Anniston, AL.
b. J3: Corpus Christi Army Depot, Corpus Christi, TX.
c. HP: Letterkenny Army Depot, Chambersburg, PA.
d. I8: Red River Army Depot, Texarkana, TX.
e. IP: Tobyhanna Army Depot, Tobyhanna, PA.
f. M5: Rock Island Arsenal, Rock Island, IL.
g. M7: Watervliet Arsenal, Albany, NY.
h. JD: Sierra Army Depot, Hawthorne, NV.
i. II: Seneca Army Depot, Romulus, NY.
j. FJ: Pine Bluff Arsenal, Pine Bluff, AK.
k. I4: Pueblo Depot Activity, Pueblo, CO.
l. IF: Savannah Depot Activity, Savannah, GA.

E–3. Navy codes

a. DA: Naval Air Rework, N. Isl., CA.
b. DK: Naval Air Rework, Pensacola, FL.
c. DL: Naval Air Rework, Cherry Point, NC.
d. S7: Norfolk Shipyard, Norfolk, VA.
e. T4: Naval Air Rework, Alameda, CA.
f. T8: Naval Weapons Center, Craine, IN.
g. 6h: Naval Shipyard, Long Beach, CA.

E–4. Air Force codes

a. UJ: Ogden Air LOG, UT.
b. UK: Oklahoma Air LOG, OK.
c. UN: Sacramento Air LOG, CA.
d. UO: San Antonio Air LOG, TX.
e. UT: Warner Robbins Air LOG, GA.
f. VY: Newark AFB, OH.
g. WK: Kirtland AFB, NM.
h. XQ: Air Defense Center, El Paso, TX.

E–5. Marine Corps codes

a. 6N: USMC LOG, Albany, GA.
b. O: Barstow, CA.

E–6. Other codes

8L: DSAFE–Korea (This office manages Far East-contracted maintenance.)

E–7. Database record structure

Table E–1 describes the database record structure.

Table E–1
Database record structure

Field	Description	Type	Width
MAJOR–GRP	Major Group/Commodity	Character	1
EQUIP–CAT	Equipment Category	Character	1
TYPE	Type Reportable Item	Character	1
NSN	National Stock Number	Character	13
MDEP	MDEP	Character	4
SSN	Standard Study Number	Character	8
WPN–SYS	Weapon System	Character	3
EI–NOMEN	SSN Nomenclature	Character	19
EI–RANK[1]	End Item Rank	Character	4
NOMEN–AMS	AMDF NSN Nomenclature	Character	30
SI–RANK[2]	Priority Item Rank	Character	4
WAC	Work Accomplishment Code	Character	2
MI	Modification Indicator	Character	1
METHOD	Organic/Contract	Character	1
DEPOT	Depot Code	Character	2
CMD–CD	Command Code	Character	2
RCD–ID	Record Indicator	Character	1
CUST–CD	Customer Code	Character	2
MAJ–SEC	Major or Secondary	Character	1
CUR–UMHRS	Current Unit Manhours	Numeric	10
OY–UMHRS	Out Year Unit Manhours	Numeric	10
QTYF00–08	Funded Quantity	Numeric	7
QTYU00–08	Unfunded Quantity	Numeric	7
DOLF00–08	Funded Dollar Value	Numeric	11
DOLU00–08	Unfunded Dollar Value	Numeric	11
FIA–CD	Code	Character	5
NOMEN–FIA	FIA Nomenclature	Character	19
REMARKS	Remarks/Defer Memo	Character	25

Notes:

[1] This field is left blank.

[2] The priority is to be assigned based on the approved ODCS, G–3 prioritization matrix (see para 8–10*d*).

E–8. Type of equipment codes

Table E–2 lists the types of equipment codes.

Table E–2
Type of equipment codes

Major group	Type reportable item	Equipment category code
Aircraft=A	A: Basic Airframe B: Engines C: Components D: Comm/Electronics E: Weapons Armament F: Ground Support G: Missiles	1: Fighter 2: Bomber 3: Cargo/Transpt 4: Trainer 5: Utility
Automotive=B	A: Basic Vehicle B: Engines C: Components D: Comm/Electronics E: Weapons Armament F: Support	1: Tactical 2: Support 3: Administrative
Combat Vehicle=C	A: Basic Vehicle B: Engines C: Components D: Comm/Electronics E: Fire Control/Armament F: Support	1: Tanks 2: APCs 3: S/P Artillery 4: Other
Construction=D	A: Basic Vehicle B: Engines C: Components	1: Trac/Earth Mvr 2: Cranes/Shovels

Table E–2
Type of equipment codes—Continued

Major group	Type reportable item	Equipment category code
Comm/Electr=E	A: Basic Equipment B: Components	1: Radio 2: Radar 3: Wire 4: Other
Missiles=F	A: Basic Missile B: Propulsion System C: Components D: Launcher E: Guidance System F: Grd Comm Cont System G: Payload System	1: Ballistic 2: Other
Watercraft=G	A: Basic Vessel B: Propulsion System C: Electric Plant D: Comm/Cont E: Auxiliary Systems F: Outfit Furnishings G: Other Components	1: Patrol 2: Aux/Amphibian 3: Service/Mac
Munitions=H	A: Basic Munitions B: Components	1: Nuclear 2: CER 3: Conventional
Weapons=I	A: Basic Weapon B: Components	1: Small Arms 2: Artllry/Guns 3: Other Ord
Rail=J	A: Basic Equipment B: Components	1: Locomotives 2: Rolling Stock
General Equip=K	A: Basic Equipment B: Engines C: Components	1: Generators 2: Matl Handl Equip 3: Bridging Equip 4: Printg/Repro 5: Surv/Dist/Mea 6: Pmp/Tnk/Trtmt 7: Shop Sets 8: Other
Commodity Grp=L	A: Basic Equipment B: Components	1: Test/Meas 2: Other
All Groups	J: Test/Measurement/Diagnostic Equipment K: BII/BILI (identify Major Group) L: Plant Equipment (identify Major Group and Equipment Category)	

E–9. Management Decision Package (MDEP) codes

a. AMAE: Aircraft systems, to include all avionics, assemblies, and subassemblies.

b. AMME: Missile systems, to include all assemblies and subassemblies.

c. AMWE: Combat vehicle systems, to include all assemblies and subassemblies.

d. AMTE: All other weapon systems and end items of equipment to include, but not be limited to, watercraft, ground communications-electronics equipment, small arms, munitions, and engineering equipment.

e. AMLC: Postproduction software support for the embedded operational software of all weapon systems after management responsibility has transitioned from the materiel developer to AMC.

f. Provides a cross reference of systems to MDEP.

E–10. Work accomplishment codes (WACs)

a. Al: cyclic/normal overhaul/rebuild.

b. A2: battle/crash damage overhaul/rebuild.

c. BO: progressive maintenance.

d. Cl: conversion not in conjunction with overhaul/repair.

e. C2: conversion in conjunction with overhaul/repair.

f. DO: activation.

g. EO: inactivation.

h. FO: renovation.
i. GO: analytical rework.
j. Hl: modification not in conjunction with overhaul/repair.
k. H2: modification in conjunction with overhaul/repair.
l. IO: repair.
m. Jl: inspect & test (excluding calibration).
n. J2: inspect & test (including calibration).
o. J3: inspect & test calibration preshop for reliability centered maintenance at depot level.
p. KO: fabricate/manufacture.
q. LO: reclamation/disassembly.
r. MO: maintenance assistance.
s. NO: BII replacement (must identify major group).
t. TO: plant equipment (must identify major group equipment category).
u. X1: cancellation/reduction cost.
v. Zl: software maintenance.

E–11. Method codes

a. A: organic, IOC.
b. C: contract.
c. X: organic, Navy.
d. Y: organic, Air Force.
e. Z: organic, Marine Corps.

Appendix F
DOD Core Methodology

F–1. General

This appendix contains instructions, by block number, for completing the core determination process. Figure F–1 is a detailed process flow chart for the core requirements determination process.

F–2. Instructions for calculating DOD core requirements

a. Block A–1: JCS Scenario Input. The determination of the total DOD organic depot-level capability will be based on the JCS combat contingency scenario(s) and defense planning guidance. Each Service's required organic capabilities, expressed in direct labor hours (DLHs), may vary according to their respective roles in support of the JCS scenario(s).

b. Block A–2: Platform Required to Support Scenario. Each Service will determine the specific platform (for example, Abrams A–1 tank, F–1, F–15) required to support the selected JCS scenario. If the platform is required, quantify and compare the scenario requirements with the respective total active inventories to identify any inadequacies. If the platform quantity is not available, equal to the JCS requirement, go to block B–1 (Quantify Total Peacetime DLHs in support of JCS Scenario) and enter the amount greater than the JCS requirement in block G (Adjust for Economy/Efficiency). If the platform is not required, go to block G (Adjust for Economy/Efficiency).

c. Block B–1: Quantify Total Peacetime DLHs in Support of JCS Scenario. Determine the peacetime DLHs for those platforms necessary to support the JCS scenario. This is accomplished by dividing the JCS scenario platform requirements by the occurrence factor (for example, number of years between return to depot) multiplied by the platform work package/norm (based on the roles of that platform in support of the JCS scenario).

d. Block B–2: Workload Adjustment. Adjust workload for experience and scenario driven factors. Develop scenario workload experience for those quantities passed from block B–1 (Quantify Total Peacetime DLHs in Support of JCS Scenario). Use either a composite, weighted average or platform specific factor to consider readiness, sustainability, and/or return to peacetime readiness in these calculations. Specific workload factors will be determined by compiling available information from scenario models (which include factors for platform OPTEMPO, attrition, and so on), occurrence factors, historical factors (for example, DESERT SHIELD/DESERT STORM), and other scenario-driven factors.

e. Block C: Estimate Scenario Workload. Estimate workload based on readiness/sustainability requirements. Using the information from block B–2 (Workload Adjustment), determine the scenario-related workload in DLHs.

f. Block D: Trade Skill Breakdown. Determine depot skills required. Using block C (Estimate Scenario Workload) as a basis, identify the depot-level capabilities by skill required to support the scenario-driven platforms and associated workload. This breakdown is not part of the numerical calculations.