



# ROSS Module Summary

## Roster

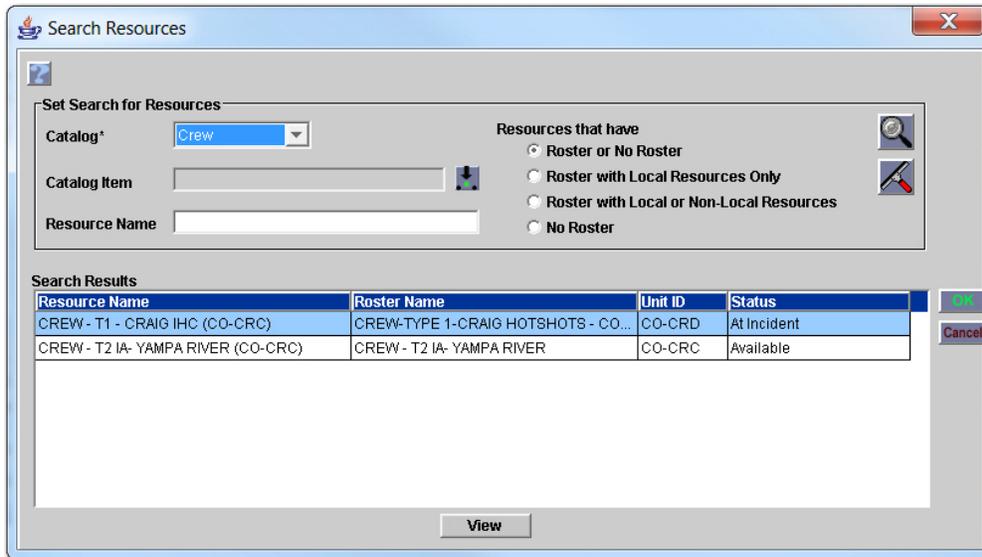


Figure 1. Search Resources dialog box

### Description

A Roster is a subordinate list of resources assigned to a parent request or resource based on a pre-determined configuration. The Roster Manager at each Dispatch Center uses the Roster module to build and maintain these rosters. A roster must be built from a parent resource, such as for a Team, an Engine, a Crew, or an Aircraft. Building a roster for the parent resource is optional.

The Search Resources dialog box, as shown in Figure 1, automatically displays when the Roster screen is initially accessed. The Roster Manager filters for and selects the appropriate parent resource and then adds the subordinate resources to it from the Roster screen.



# ROSS Module Summary

## Roster

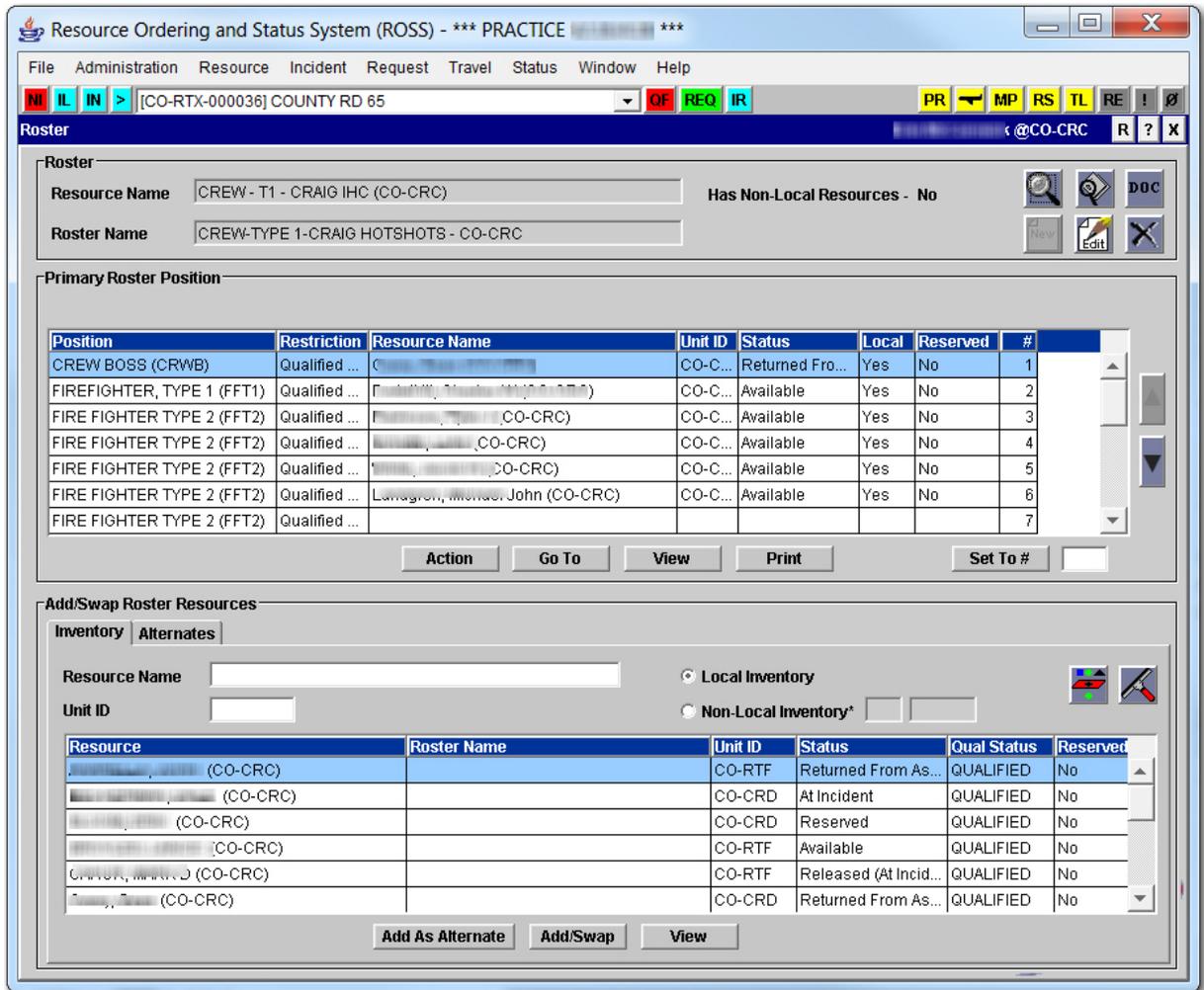


Figure 2. Building a Roster and Assigning Resources

A roster can be built by creating its own configuration or by using the national standard configuration, which has been pre-established by the NICC Data Administrator.

The Roster module is related to the Resource Status, Resource Item, and Organization modules.



# ROSS Module Summary

## Roster

### Data Information

Data Element	Data Definition
Catalog	A list of resource items grouped by aircraft, crews, equipment, and overhead. <i>Required field.</i>
Catalog Item	The various items within a catalog category, such as Helicopter, Type 3 Standard.
Resource Name	The name or call sign of an individual resource item, such as TEAM, Type 1 Long - Martin)
Roster or No Roster	A resource under the selected catalog that has a Roster or does not have a Roster. Only those catalog items that have been identified as having a "Group of Items" in the ROSS catalog display.
Roster with Local Resources Only	Catalog items that have had a Roster added to it. The Roster does not display non-local resources.
Roster with Local or Non-Local Resources	Local and/or Non-Local catalog items that have had a Roster added to it.
No Roster	Catalog items that have not had a Roster added to it.
Roster Name	Name of the Roster created by the user.
Version <i>drop-down list</i>	If a Resource has multiple versions of a Roster, the user must select from the drop-down list of available versions.
Action <i>button</i>	Allows the user to add Position, Delete Position+, Remove Resource+, Mark as Reserved+, Clear Reserved+. Change Restriction+, and Assign Roster Versions.
Go To <i>button</i>	Allows the user to go to another screen related to the specific Roster. When a Roster Position Resource is selected, the Go To button allows the user to go to the Incident Resources, Release (non-local), and Resource Status screens.



# ROSS Module Summary

## Roster

Data Element	Data Definition
Set To # <i>button</i>	Allows the user to control the order of the Roster and Assignment Roster positions. For example, the user can specify that the Crew Boss position displays first on the Roster, and then the Squad Boss. Otherwise, roster positions would display in alphabetical order.
View <i>button</i>	Allows the user to View Resource, View Home Unit, View Configuration, and View Incident.
Print <i>button</i>	Prints a report of the Roster Positions, Primary Resources, and Alternate Resources.
Up <i>arrow</i> Down <i>arrow</i>	Allows the user to determine the display order of the Resources assigned to the Roster positions and when assigned to a request.
Inventory	A resource from the ROSS inventory to the selected Roster position.
Add as Alternate	The selected resource is set as an alternate resource for the selected Roster position
Alternates	A resource assigned to a Roster position selected in the Primary Roster Position table
Remove <i>button</i>	Allow the identified Select Resource Alternate to be removed as an Alternate.