

General TRUDEAU. I will call upon the representative of the Signal Corps to make a presentation.

Mr. SANDWEG. Would each of the witnesses identify themselves for the reported by full name and title, please.

Colonel JOHNSON. I am Col. J. W. Johnson, Chief, Research and Development Division, Office of the Chief Signal Officer.

Major BEAM. Maj. W. M. Beam, Office of the Chief Signal Officer, Research and Development Division.

Colonel JOHNSON. If I may, I would like to explain briefly that this particular study is to set up a method by which we in the Signal Corps can apply to war games situations, communications systems and electronics systems that are necessary for the support of the tactical army in the field.

This is a very complex problem in the sense that a communications network will react or operate with one organizational grouping in one environment in one way; if you change either the organization itself, or the environment in which it operates, it reacts in a totally different way.

With the increase in the dependence of the Army upon electronic devices, we felt it essential that we have a method by which we could predetermine, if you will, what this reaction interoperation might be.

I think the best way of summarizing this is to mention that at the end of World War II the Army in the field had approximately 30,000 to 35,000 radiating devices, either communications devices, radars, but radiating devices using frequencies.

At the present time in our organization of tables and equipment we are authorized 75,000 radiating devices so we feel this play and interplay of the systems is extremely critical to our capability to provide command control and to insure the effective operation of our electronic systems.

Major Beam is the project officer on this particular contract and can give the committee any specific information that it may desire.

Mr. HÉBERT. Well, the committee is interested in this: Why is it necessary to hire out to a civilian something that the military is trained to do?

Major BEAM. Basically the reason that we have taken this action with regard to this specific contract is that the Army does not possess the technical capability to do this particular job.

Mr. NORBLAD. Of war games?

Major BEAM. No, sir; not of war games.

The document which was read into the record specifies that this is a war game, but it is a different type of war game from that with which the military is usually concerned.

Mr. COURTNEY. In what way?

Major BEAM. Normally a war game is a matter of opposing tactics, that is what we normally fight in a war game. In this particular war game, our objective is to compare communications systems or electronic warfare systems and other complex communications devices within the field army.

Mr. COURTNEY. You had better elaborate, because it sounds like these people were selected to determine the posture of the troops—this just says to develop games, this involves troops, their deployment and movements.