

Mr. NORBLAD. There is a million and a half dollars of the taxpayers' money involved, too.

Major BEAM. Let me elaborate how this works.

Colonel Johnston says, our objective is to compare communications systems, one against the other, and, if I may use the example, we would propose to do it by using this system on this basis: we will take a specific military organization of division size and we will then establish within that division size organization a specific communication system which we will call communications system No. 1.

Through the war-gaming process which we will use, we will fight that division with that communications system against a specific enemy, and we will either take or not take our objective.

We will then use that same organization in the next phase, apply to it communications system No. 2, and then go through the same process.

Now we can control the environment when we do this on what we call CPX's, or map exercises and maneuvers; the human element is there, which, of course, changes our response and gives us a result which may or may not be true. It is true within certain parameters.

Under the systems where we compare one system against the other, we have a controlled environment and there are many things which we can do.

We can determine whether system No. 1, communications system No. 1—what effect it will have upon the outcome of the battle.

Mr. COURTNEY. Are these mechanical systems or electronic systems or what?

Major BEAM. This is a system using an electronic computer.

Mr. HÉBERT. You have bought the system?

Major BEAM. We rent it.

Mr. HÉBERT. You rent the system and pay somebody else to tell you how to use it?

Major BEAM. The computer is a rented device. The model, and it is a mathematical model, is something we are developing in this particular problem.

Mr. HÉBERT. The thing, Major, that we are trying to get at is why is it necessary to spend over a million dollars to develop war games with any system or any weapon which is in the hands of the Army or any branch of the service. Aren't you people trained in this field?

Major BEAM. The answer to your question, sir, is that none of our other war games are suitable for this particular purpose.

Our purpose is to compare the effects of a particular war game on the communications system. We change the system and there are many advantages that we can see. For instance, we can design a system and we have done this for the 1962-65 Army, we have designed a system for this particular army.

It may or may not be the best system that could be designed. It is, however, the system that we can live with.

We have equipment in that system which has particular characteristics, that is, you may communicate between certain points by a certain number of communications channels.

Now we are faced continuously with the question: is that an adequate number of channels of communications to give this organization the communications capability that it requires?