

## **Crew Readiness. FAC: 1412**

CATCODE: 141459

OPR: AF/A3O-A

OCR: N/A

1.1. **Description.** This facility provides space for operations, crew quarters, and recreation for strategic bomber and tanker forces.

### **1.2. Requirements Determination.**

1.2.1. **Strategic Bomber and Tanker Alert Crew Facilities.** Air alert crews and supporting ground crews are on duty from 24 to 168 hours. The facility needs a separate room for operational support so that operational materials can remain ready for use in a room that can be secured when not in use. Operational areas include administrative, operational study and mission planning areas, a projection room, and a briefing room. Crew quarters include sleep and study rooms, bathrooms, laundry, lounge, kitchen, and dining rooms. Recreational space includes a library and a hobby, exercise, and game room.

1.2.2. **Tactical Air Defense Forces and High-Threat Area.** Tactical air defense crews are on duty 24 to 48 hours. Tactical air defense facilities in high-threat areas include operational areas (if the crew exceeds six persons), crew quarters, and recreational space. Operational functional requirements are determined by MAJCOM/A3O-A. Crew quarters include sleep, study, kitchen, dining, and bathroom facilities. Recreational space includes only a lounge and game room. Site crew facilities near alert aircraft so that crews can be airborne within the required time after the scramble order.

### **1.3. Scope Determination.**

1.3.3. **Table 1.1** shows space requirements for strategic bomber and tanker alert crews in net square feet based on three crew sizes: small crews (fewer than 50 personnel), medium crews (50 to 80), and large crews (more than 80). Net floor area is defined in **Chapter 1** of this Manual. Central bathrooms in crew quarters have a separate net area.

1.3.4. Space requirements for air defense or high-threat areas are provided for four to six crew members, male and female. Each member has a private sleeping and study room. The kitchen/dining room may be omitted if other dining facilities are available.

1.3.5. Compatible component areas may be combined into one or more multi-purpose rooms to reduce space requirements.

### **1.4. Dimensions.** See **Table 1.1**.

1.5. **Design Considerations.** Crew readiness facilities are conventionally constructed; blast hardening is not required for CONUS locations. Hardened structures are authorized for high-threat areas. Because these facilities are close to the flight line, noise attenuation measures and fuel vapor and exhaust filtration are necessary. Utility systems should include sufficient redundancy to stay operational 24 hours per day, during equipment maintenance and contingencies. Locate facility to comply with explosive safety standards. Obtain further guidance through MAJCOM/A3O/A7.

**Table 1.1. Alert Crew Facility Space Requirements.**

Function <sup>1</sup>	Net Building Area					
	Small Crew (< 50)		Medium Crew (50 to 80)		Large Crew (> 80)	
	m <sup>2</sup>	ft <sup>2</sup>	m <sup>2</sup>	ft <sup>2</sup>	m <sup>2</sup>	ft <sup>2</sup>
<b>Strategic Bomber and Tanker Forces</b>						
<b>Operational</b>						
Administrative <sup>2,3</sup> (Type F)	5.95/ person	64/ person	5.95/ person	64/ person	5.95/ person	64/ person
Operational Study	19	200	19	200	19	200
Mission Planning <sup>4</sup>	19	200	37.2	400	55.8	600
Project Room	9	100	13.9	150	18.6	200
Briefing <sup>5</sup>	1.9	20	1.9	20	1.9	20
<b>Crew Quarters</b>						
Lounge <sup>5,6</sup>	1.9	20	1.9	20	1.9	20
Kitchen/Dining <sup>7,8</sup>	279	3,000	362	3,900	502	5,400
<b>Recreational</b>						
Library <sup>3</sup>	9	100	9	100	19	200
Hobby <sup>3</sup>	19	200	37	400	56	600
Exercise <sup>3</sup>	28	300	28	300	28	300
Game Room <sup>3</sup>	1.4	15	1.4	15	1.4	15
<b>Tactical Air Defense Forces and High-Threat Areas</b>						
Operational (if more than 6 persons)	Determined on an individual basis					
<b>Crew Quarters</b>						
Sleep/Study Rooms <sup>5</sup>	9.3	100	N/A		N/A	
Kitchen Dining <sup>9</sup>	33	350	N/A		N/A	
Bathroom (total) <sup>2</sup>	14	150	N/A		N/A	
<b>Recreational<sup>3</sup></b>						
Lounge <sup>6</sup>	22	240	N/A		N/A	
Game Room <sup>3</sup>	30	320	N/A		N/A	

Function1	Net Building Area					
	Small Crew (< 50)		Medium Crew (50 to 80)		Large Crew (> 80)	
	m <sup>2</sup>	ft <sup>2</sup>	m <sup>2</sup>	ft <sup>2</sup>	m <sup>2</sup>	ft <sup>2</sup>

**NOTES:**

1. In remodeled existing facilities, a private room of 9.3 m<sup>2</sup> (100 ft<sup>2</sup>) of net area should be provided for each crew member. Where this is not possible, some or all of the sleep/study rooms may be 18.6 m<sup>2</sup> (200 ft<sup>2</sup>), double-occupancy rooms. A semi-private bathroom may be provided between two double-occupancy rooms. (Sleep/study rooms for more than two crew members are not allowed.) Provide each crew member assigned to a double-occupancy room 3.7 m<sup>2</sup> (40 ft<sup>2</sup>) of net area of additional study space. This additional space may be provided in a multi-purpose room.
2. See Chapter 6 of this Manual for approved office types and sizes.
3. Number of personnel/or validity of requirement require user justification.
4. Room size increases according to the number of four-person tables.
5. This is on a per-person basis.
6. Lounge space is designed for six crew members. An additional 0.5 m<sup>2</sup> (5 ft<sup>2</sup>) may be added to lounge space for every additional crew member.
7. The dining area allowance is based on the number of chairs needed to accommodate 1.8 times the personnel of small crews, 1.6 times the personnel of medium sized crews, and 1.4 times the personnel of large crews.
8. Kitchen and dining room may be omitted if existing base dining facilities are nearby. Recreational components may be omitted when existing base facilities are close enough that crew members using the facilities can respond to alerts within the given time limits.
9. Provide one water closet for every three persons and one shower and one lavatory for every five persons. Laundry space is included in the 0.8 m<sup>2</sup> (9 ft<sup>2</sup>) per person allowance.