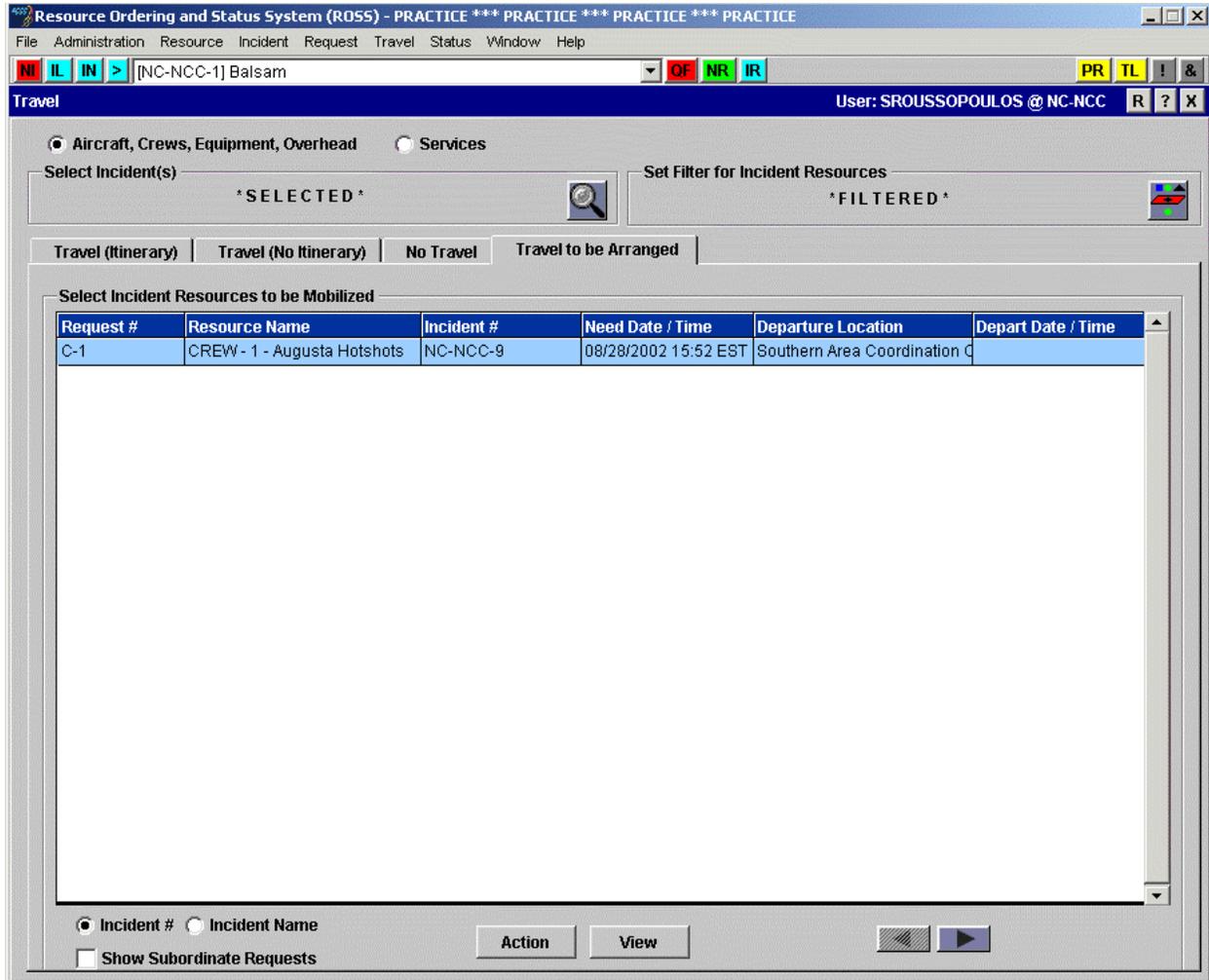




# ROSS Module Summary

## Travel



### Description

The Travel module is used to document mobilization and demobilization travel for resources that fill incident resource requests. A detailed travel itinerary (i.e., route), consisting of travel legs (i.e., segments of the route), can be developed for a resource.

After a request has been filled, reassigned or released one of four travel options must be selected: Travel (Itinerary), Travel (No Itinerary), No Travel or Travel to be Arranged. The resource will then show up on the corresponding tab in the Travel module. A resource that is filled or reassigned using the Quick Fill feature will automatically show up under the No Travel tab.



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ROSS uses travel ETD and ETA to change the resource status and request status, i.e., reserved, mob in route, at incident, demob in route, and returned from assignment. The Notification module may be configured to advise Dispatchers of changes to travel information.

The Travel module is utilized by ROSS users with the role of Dispatcher.

This module is related to the Travel Plan, Location, Airport, Organization, Resource Item, Resource Status, Roster, Incident, Pending Request, Request Status, Quick Fill, Incident Resources, and Notification modules as well as other components of ROSS.

### Data Information:

Data Element	Data Definition
Aircraft, Crews, Equipment and Overhead	Used to create, edit or view travel for these resource types.
Services	Used to create, edit or view travel for services. Travel (Itinerary) is not a travel type option for services.
Select Incident	Used to select one or more incidents on which to perform travel work. Resources from multiple Incidents may be viewed, if desired. Defaults to * NONE SELECTED *. When incident(s) are chosen, ROSS displays * SELECTED *. Incident name(s) are not displayed
Set Filter for Incident Resources	Used to select resources to be displayed relative to the selected Incident(s). Defaults to * NONE FILTERED *. When resource(s) are selected, ROSS displays * FILTERED *.
Travel (Itinerary) <i>tab (upper panel)</i>	Displays resources whose travel consists of one or more legs each of which includes a travel mode, transportation description, departure place and time and destination place and time.
Travel (No Itinerary) <i>tab</i>	Displays resources whose travel information includes only an ETD and ETA.
No Travel <i>tab</i>	Displays resources for which the 'No Travel' option was selected. Resource request status is set to 'At Incident'. This is automatic when the Quick Fill feature is used.
Travel To Be Arranged <i>tab</i>	Displays resources that have not yet had a travel type selected. They must be moved to another travel type before travel can be created. Useful when a request is filled but the travel is not yet known or when one desk is handling all travel arrangements for an expanded dispatch.



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Data Element	Data Definition
Incident Resources	Displays information relative to the selected resources. An asterisk (*) in the CI block indicates the itinerary has been marked 'complete'. Other information displayed includes request number, resource name, incident number or name, needed date/time, departure location, depart date/time, destination location, and arrive date/time.
Show Subordinates <i>check box</i>	Splits a resource that has a roster into separate requests (e.g., a crew into 1 CRWB, 3 FFT1s and 16 FFT2s). Travel can then be prepared separately for each resource filling a subordinate request.
Travel Itinerary <i>tab (lower panel)</i>	Clicking the query button displays the itinerary of a selected incident resource in the upper panel. Used to copy travel leg(s) from the selected resource to other resources.
TPL <i>(lower panel)</i>	An asterisk (*) indicates that the selected resource is also attached to a Travel Plan that forms part of their itinerary. <i>(See Travel Plan module summary).</i>
Travel Plan <i>tab (lower panel)</i>	Displays the Travel Plan itinerary that is associated with a selected incident resource in the upper panel.
Action <i>button</i>	Allows user to add, edit, or delete travel or travel plan leg(s) or copy them from one resource to another. Type of travel may also be changed (e.g., from travel to be arranged to travel itinerary).
View <i>button</i>	User may view incident, request, mob itinerary, resource, home dispatch unit, requesting unit, filling unit or associated request information.