

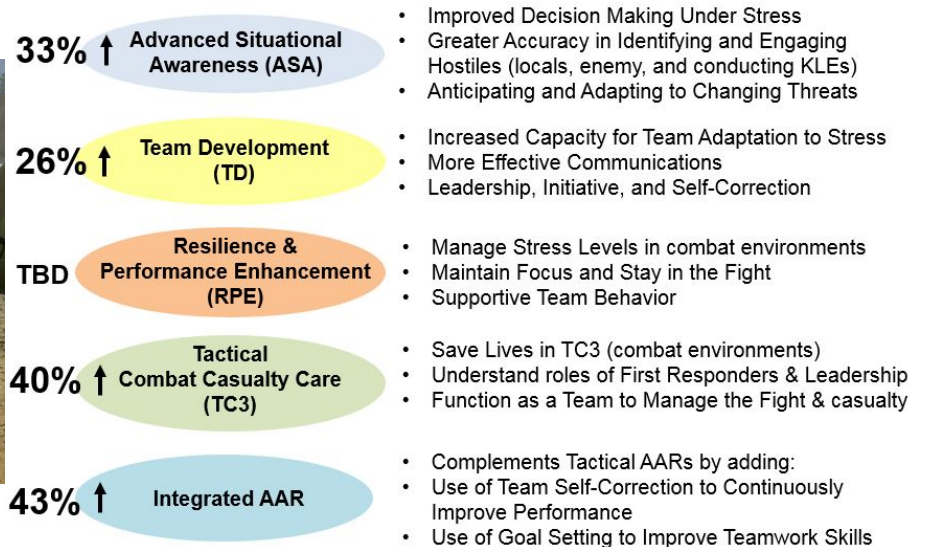


# Squad Overmatch Experiment Executive Summary



**“Challenge the Status Quo” (GEN Milley, CSA) – Are we *really* mentally equipping our warriors with the best capability to survive and win in complex environments under stress?**

Squad Overmatch’s (SOvM) scientifically proven training methodology **enhances warriors’ individual and team performance by 26% to 43%**. The SOvM team measured performance gains in the most complex, high stress, realistic operational training environments where cognitive skills, behaviors, and leadership mean the difference between life and death. **Gains of this magnitude are unparalleled** and represent a paradigm-changing opportunity to advance our Soldiers to the next level of performance while saving lives.



- Improves Training Effectiveness
- Optimizes Soldier & Team Performance
- Rapidly Develops Teams
- Improves Readiness
- Realistic Training
- Saves Lives

**Train As We Fight:** SOvM incorporated multiple individual and team skills into a single integrated 3 ½ day curriculum presented in immersive classroom, gaming, and live realistic training environments from operations orders to casualty collection point pre-evacuation. Graduated complexity/stressors enhance experiential learning.

**NCO Training:** NCOs can train their own units using the engaging SOvM web-based multi-media Train-the-Trainer to become an instructor in about five hours. Individual and collective task training correlation matrix that identifies required tasks that SOvM trains is currently being developed. The goal is that SOvM accomplishes required training in less time than current methods with improved individual/team performance and retention.

**Site Implementations:** USARCENT Camp Buehring, Kuwait DEC16, 2<sup>nd</sup> Marine Division Camp Lejeune, MAY17, USARPAC AUG17; continued data collection will help refine the SOvM curriculum and trainer package.

**Typical Soldier/Marine Comments:** *This is the best training I’ve ever had (from warriors with 3-5 deployments); Why can’t we get this training every year; this is the most fun I’ve ever had training.*

**Typical PL/SL Comments:** *I’ve never seen a team come together this quickly, It usually takes us a training cycle to get where we are now; He just joined my squad last week and he just became organic to my squad like that.*

**CSM ABCT:** *I want all my sustainers (transportation) going through SOvM, they never get this kind of training.*

**BDE/BN Commander Comments:** *The SOvM trained PLs significantly outperformed my other PLs in live fire exercises. I could clearly see a difference in their performance level, especially in communications and TC3.*

**Deputy Commander TRADOC:** *I want these SOvM capabilities implemented within 180 days (23OCT15).*

The SOvM 2017 FOUO report Appendices D-F delineate numerous training gaps and provide specific recommendations identified during its four years of study and experimentation for TRADOC, FORSCOM, and AMEDD.