

Distributed Common Ground System (DCGS–Army)

INVESTMENT COMPONENT

Modernization

Recapitalization

Maintenance

MISSION

To provide timely, multi-intelligence battle management and targeting information to field commanders at all echelons, improve data access, and reduce the forward footprint.

DESCRIPTION

Distributed Common Ground System–Army (DCGS–A) provides an integrated intelligence, surveillance, and reconnaissance (ISR) ground processing system, operating in a secure distributed and collaborative environment, enabled by networks. DCGS–A will serve as the primary ground system-of-systems for airborne and ground sensor platforms. DCGS–A enables the commander to achieve situational understanding by leveraging multiple sources of data, information, intelligence, and to synchronize the elements of Joint

and Combined Arms combat power to See First, Understand First, Act First and Finish Decisively. DCGS–A consolidates/replaces nine systems. The core functions of DCGS–A are receipt and processing of select ISR sensor data, control of select Army sensor systems, intelligence synchronization, ISR planning, reconnaissance and surveillance (R and S) integration, fusion of sensor information, and direction and distribution of relevant threat, nonaligned, friendly, and environmental (weather and geospatial) information. DCGS–A emphasizes the use of reach- and split-based operations to improve data access, reduce forward footprint, and increase interoperability via a network-enabled modular, tailorable system in fixed, mobile, and embedded configurations.

DCGS–A will support three primary roles: As an analyst tool set, DCGS–A enables the user to collaborate, synchronize, and integrate organic and non-organic direct and general-support collection elements with operations; as the ISR component of the Army Battle Command, DCGS–A can

discover and use all relevant threat, noncombatant, weather, and geospatial data and evaluate technical data and information on behalf of a Commander; DCGS–A provides organizational elements the ability to control select sensor platforms/payloads and process the collected data.

SYSTEM INTERDEPENDENCIES

DCGS, ACS, Battle Command System (BCS)–Army, Network Enabled Command Capability (NECC), Global Information Grid (GIG), Warfighter Information Network–Tactical (WIN–T), and Joint Tactical Radio System (JTRS).

PROGRAM STATUS

- **1QFY09:** Version 3.1 (V3.1) Joint Certification received from JITC on October 3, 2008.
- **1QFY09:** V3.1 limited user test (LUT) was completed on November 21, 2008. V3.1 provides system improvements such as the DCGS–A Application Framework (DAF) for seamless user experience, the Tactical Entity Database (TED), a persistent local store that facilitates interoperability with Battle Command and Joint

systems, and DIB enhancements such as the Dynamic DIB Node Acquisition (DNA) which simplifies configuration.

- **2QFY09:** Field DCGS–A Version 3.1 to OIF and OEF
- **3QFY09:** Begin worldwide fielding of V3.1. V3.1 displaces All Source Analysis System–Light (ASAS–L).
- **3QFY09:** DCGS–A Mobile Basic (MB) Design Update Review 4-5 June 09
- **4QFY09:** DCGS–A MB IPR 2
- **4QFY09:** DCGS–A was a key system in JFCOM Empire Challenge 09 which demonstrated technology enhancements in collection and sharing of real-time ISR data
- **1QFY10:** DCGS–A V3.1 transition to post-production software support

PROJECTED ACTIVITIES

- **1QFY11:** DCGS–A MB Maintenance Demo
- **1QFY11:** DCGS–A MB Logistics Demo
- **3QFY11:** DCGS–A MB LUT
- **1QFY11:** DCGS–A MB FCA/PCA
- **1QFY12:** DCGS–A MB MS C / LRIP

ACQUISITION PHASE

Technology Development

Engineering & Manufacturing Development

Production & Deployment

Operations & Support

Distributed Common Ground System (DCGS–Army)

FOREIGN MILITARY SALES

None

CONTRACTORS

DCGS–A Mobile Basic (MB) System

Prime:

Northrop Grumman (Linthicum, MD)

Fixed Site/Engineering Support:

ILEX (Shrewsbury, NJ)

Science Applications International Corp.

(SAIC) (Alexandria, VA)

Program Support, System

Engineering & Architecture:

Booz Allen Hamilton (Eatontown, NJ)

MITRE (Eatontown, NJ)

Battle Command Interoperability:

Overwatch Systems (Austin, TX)

DIB:

Raytheon (Garland, TX)

