Provincial Iraqi Control

Problem Statement: How to prioritize efforts and resources to reach Provincial Iraqi Control?   OR How to reduce Coalition Forces while sustaining the ability to produce effective and durable Iraqi institutions that will achieve and maintain self-reliance?

Analysis

Facts

1. Iraqi Army is the pacing item for assuming Iraqi Army Lead (IAL)
2. Iraqi Army Lead to Provincial Iraqi Control is the baseline model for achieving Iraqi Security Self-Reliance (ISSR)
3. In Tactical Overwatch, Coalition forces command and control IA Divisions
4. In Operational Overwatch Iraqi Ground Forces Command (IGFC) commands and controls Iraqi Army Divisions

Assumptions

1. Multi-National Corps-Iraqi will adjust police transition teams to accommodate off ramps
2. Department of State will fulfill their Provincial Reconstruction Team contributions in a timely manner
3. 5 X MP COs will be sourced
4. The Government of Iraq (GOI) and growing ministerial capacity will enable transitions
5. UNSCR or similar SOFA with GOI sustains Multi-National Force-Iraq freedom of action

Constraints

1. Military Transition Teams do not withdraw until unit attains TRA 1
2. Police Transition Teams do not withdraw until unit attains TRA 2
3. Iraqi Security Forces Logistics capabilities continue to lag

Risks & Issues

1. Transition Team killed or captured
2. Iraqi units deteriorate for lack of support
3. Tribal, ethnic, sectarian influences prevent ISF from fully maturing
4. Insurgents shift main effort to provinces that have attained Provincial Iraqi Control
5. Off ramps affect support to transition teams
6. MOU that defines supporting and supported roles for IA, IPS, NP under crisis circumstances
7. Checks and balances on the use of force defined between Provincial Governor, Minister of Interior, Minister of Defense, and Prime Minister
8. Visibility of resource linkage—budget—between federal and provincial governments

When Does COIN Transition to IPS?

SPECTRUM OF CONFLICT

Armed Groups
Significant Size / Able To Mass
Effective C2
Coordinated Complex Atks
Conventional Capabilities/Wpns

Facilitators
Small Cells / Cannot Mass
Decentralized C2
Single Dimensional Atks
Limited Capabilities

CURRENT COIN TASKS PER OPORD 05-03 AND CPATT GUIDANCE

IRAQI ARMY

- CONDUCT SECURITY OPNS
- URBAN OPNS
- ATTACK
- CORDON & SEARCH
- CONVOY SECURITY
- FIXED SITE SECURITY
- ESTABLISH CHECKPTS
- PRESENCE PATROLS
- PROVIDE QRF
- REACT TO CIVIL DISTURBANCE

CMDO SPECIAL POLICE

- ALERT/MARSHAL/DEPLOY
- RAID
- CORDON & SEARCH
- FIXED SITE SECURITY
- RECONNAISSANCE

PO SPECIAL POLICE

- ALERT/MARSHAL/DEPLOY
- COIN OPERATIONS
- AREA SECURITY
- SITE SECURITY
- INTERIM POLICE FORCE

PROVINCIAL POLICE

- DEFEND POLICE STATION
- ESTABLISH TCPs
- REACT TO AMBUSH / IDF / IEDs
- DETAINEE OPS
- PERFORM LAW & ORDER OPS
- SUPPORT POLICE INTEL OPS

IPS SKILLS REQUIRED:
- RAID
- EMPLOY QRF
- INTEGRATE INTEL

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Remain in Tactical Overwatch
## (15 to 10 + 1 BCTs)

CONDITIONS TO ACHIEVE TACTICAL OVERWATCH

- 31/36 BDE @ TRA Level 2 or better

- 34 / 112 IA BNs @ TRA Level 1; begin probationary status

- Over 6/10 IA DIV HQ TRA Level 2 and OPCON to IGFC

- Threat Conditions Significantly Decreased – Effective Atks < 45 / Day

- 1/3 BNs have required CS enablers and CSS for Distribution Only

- TTs positioned @ BDE/BN provide Joint Capabilities

- IPS @ TRA Level 2 in 10 Key Cities

- 78 down to 49 Bases inside footprint

- +2 Hours of Power/Day to all Iraq

- 15/18 Provincial Governors seated and in functioning

- Employment up 5% (6 month period)

- Increased ISR Assets – 1.4a, 1.4c, 1.4g
  1.4a, 1.4c, 1.4g

- MOU between MOI, MOD, MNF - operations in battlespace (Provincial/National Lead)

15 to 10 BCT SET

MND-NE

MND-N

MNF-W

MND-BAGHDAD

6 x

1.4b

Theater Security

MND-SE

1.4b

Operational Overwatch

C2 Transition (10 X BCT Set)

XXXX — OPCON

XXX

XXX — MNSTC-I

JHQ

IGFC

TACON

1.4b
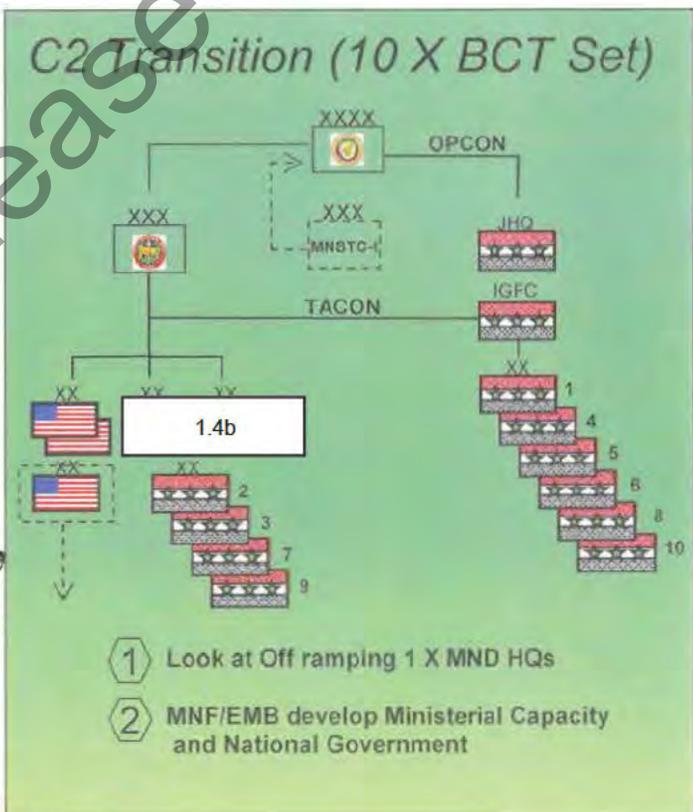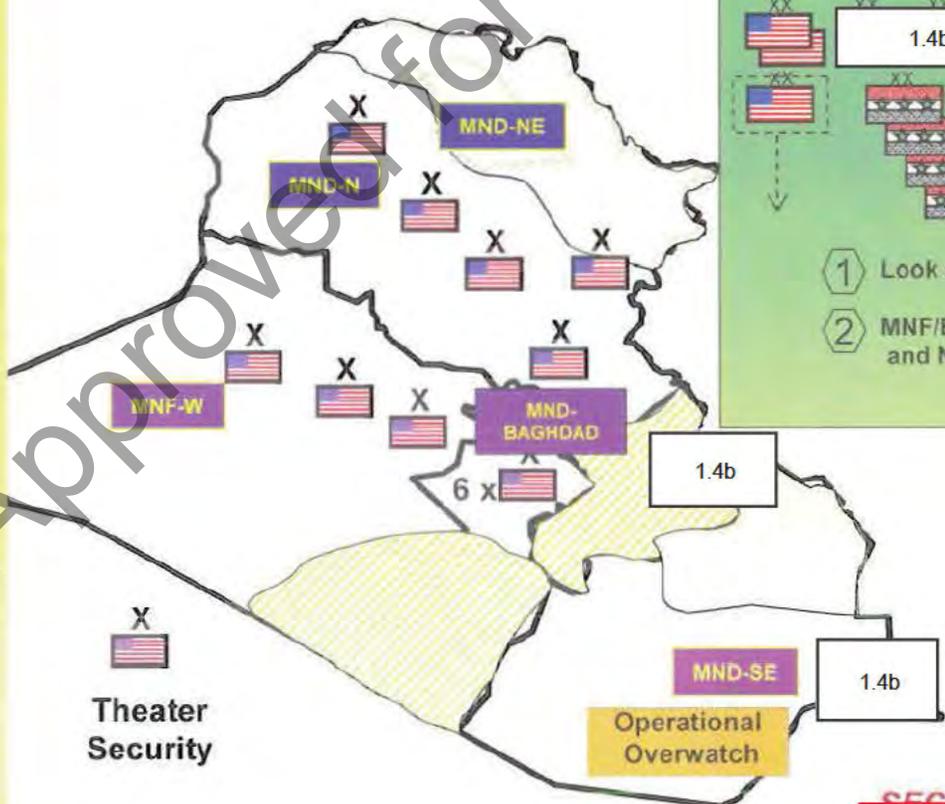
① Look at Off ramping 1 X MND HQs

② MNF/EMB develop Ministerial Capacity and National Government

Areas for Accepting Risk-- Actual areas must be tied to Province or Capitol

Transition to Operational Overwatch
(10 to 5 BCTs)

CONDITIONS TO ACHIEVE OPERATIONAL OVERWATCH

- Over 85% IA BN / BDE TRA 1

- Threat Conditions Significantly Decreased – Attacks <30 / Day

- All DIV HQ OPCON to IGFC; IAL Conducting Independent Opns

- IA requires limited enablers, (Div CSS, Air, CAS, CA, MI)

- Transition Teams unplug @ most BDE and allBN level; designated SPTTs still engaged

- IPS achieve TRA 1 in Key cities – TRA 2 or better rest of 21; Baghdad secure

- Provincial Governors in control of all Provinces – working with Central National Government

- + 3 Hours of Power/Day to all Iraq

- 49 down to 20 Bases inside footprint

- Employment up 8% (over a 12 month period)

- MOU w/ MOD & MOI - operations in battlespace (Provincial/National Lead)

C2 Transition (4 X BCT Set)

OPCON JHO
COORDINATION IGFC

1.4b

(Includes 1 X USMC MEB)

1 Off Ramp 1 X MND HQ
2 Convert MNC-I to 2 Star HQ

10 to 4 BCT SET

MND-N

Operational Overwatch

MND-C

Tactical Overwatch

Operational Overwatch

MND-SE

1.4b

Operational Overwatch

Theater Security
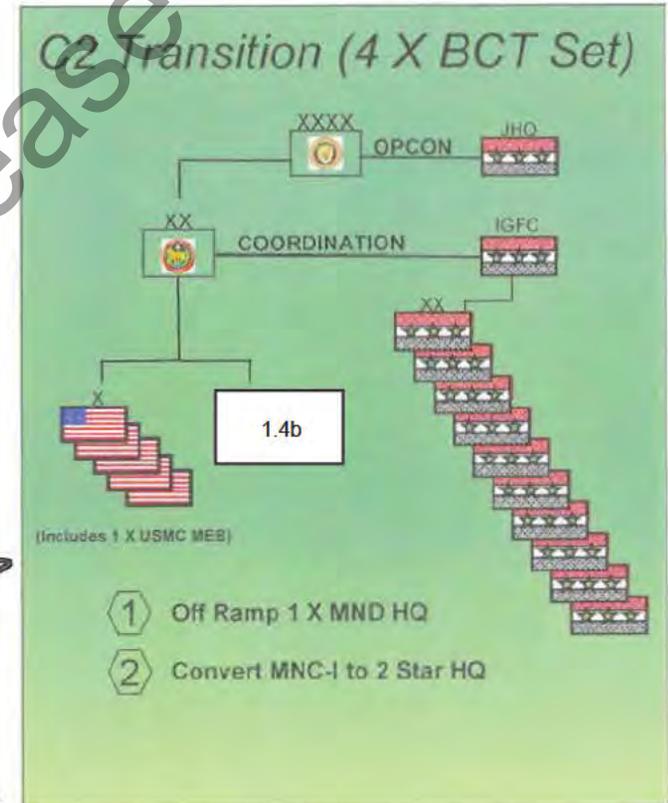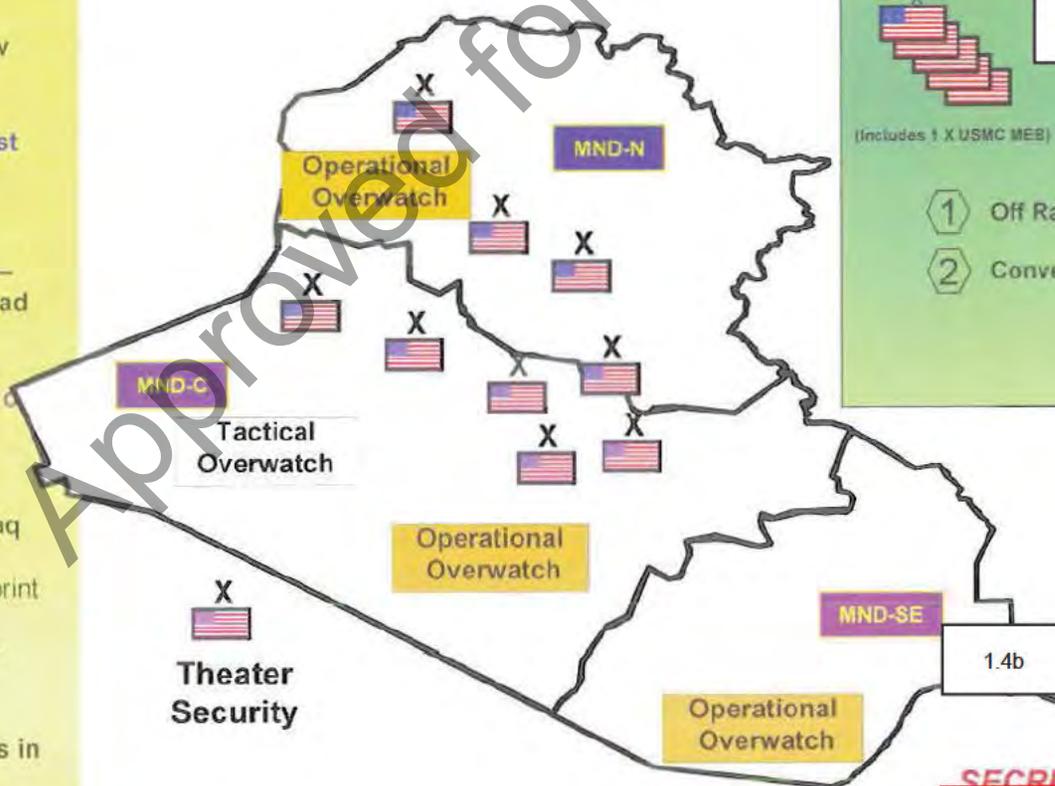
Transition to Strategic Overwatch
(5 BCTs and Out)

CONDITIONS TO ACHIEVE STRATEGIC OVERWATCH

- IA TRA 1 and Conducting Independent Opns

- IA National logistics capability fully operational

- Redesigned transition teams remain engaged as required

- 75% IPS TRA 1

- Provincial Emergency Powers or steady state conditions for PIC executed in 18 provinces

- Provincial Governors in control of all Provinces – working with Central National Government

- + 5 Hours of Power/Day to all Iraq

- 20 down to 5 Bases or below inside footprint (+CSC as necessary)

- Employment remains up and Oil producing revenues for Infrastructure improvements

- MOA w/ MOD & MOI - operation within battlespace

5 or Less BCT SE

C2 Transition (Strategic Overwatch)

(STRATEGIC RESERVE IN KUWAIT)

1. Possibly Convert MNF-I to 3 Star HQ
2. Convert MND Operational HQ to IAG
3. Posture Strategic Reserve in Kuwait

Strategic Overwatch

Speicher
Balad
Al Asad
Victory Base

Operational Overwatch

Theater Security

Strategic Overwatch

Basrah

Strategic Reserve (Kuwait)
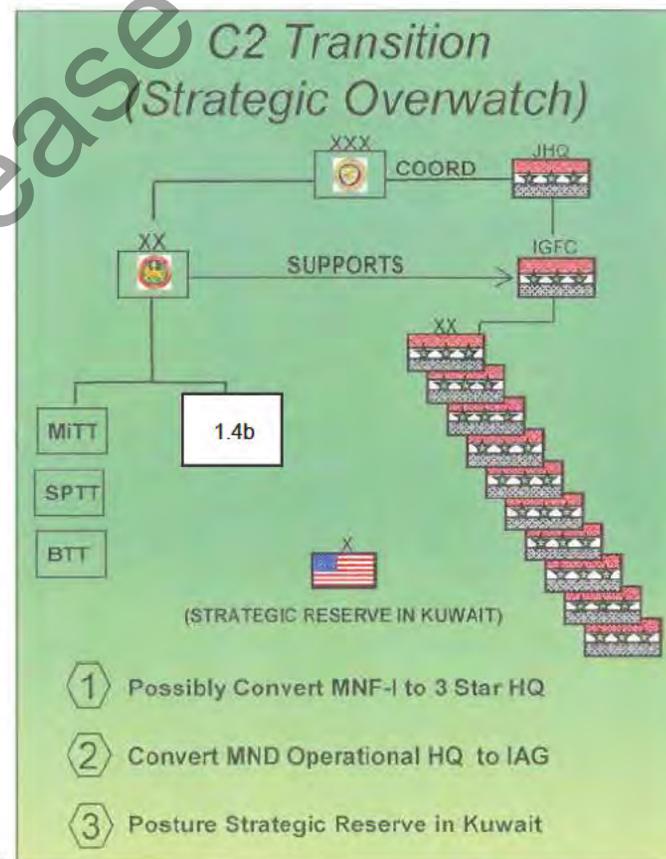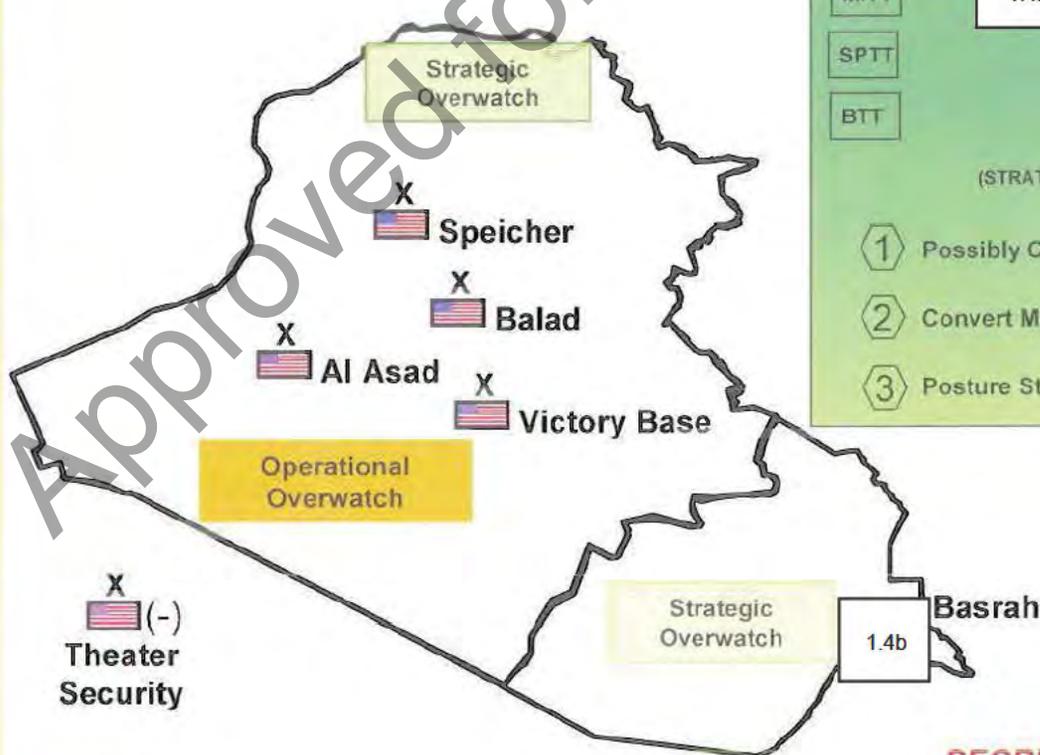
~~SECRET// REL to USA and MCFI //~~

Coalition Re-intervention
## (Operational Overwatch Vignette)

SITUATION: ⟶ **INTERVENTION and GRADUATED RESPONSE:**

- Larger urban areas
- Continuous elevated threat
- Police collapse
- Key leader assassinations
- IA Army intimidation

- Reinforce with robust MiTTs
- Reinforce P3 teams with CF Units
- MOI graduated response
- GOI National Emergency powers
- CF Creates JOA and deploys for COIN
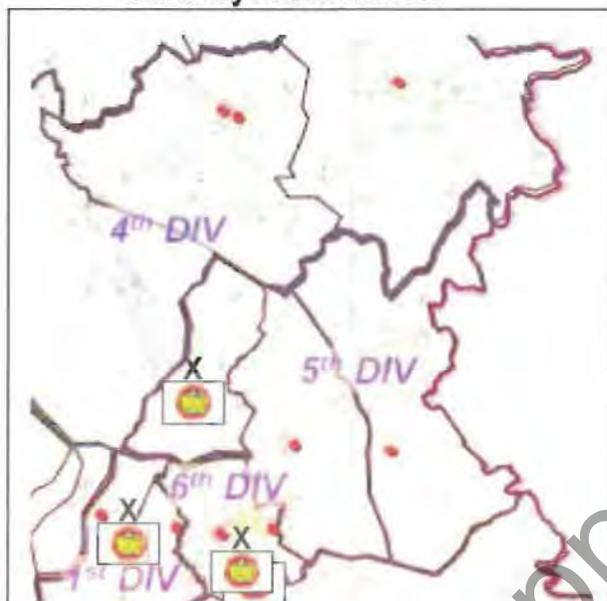
Initial Situation

IAL or PIC in large area of the country, ISF operate at TRA Level 2 for sustainment and several IA units begin to achieve Level 1.
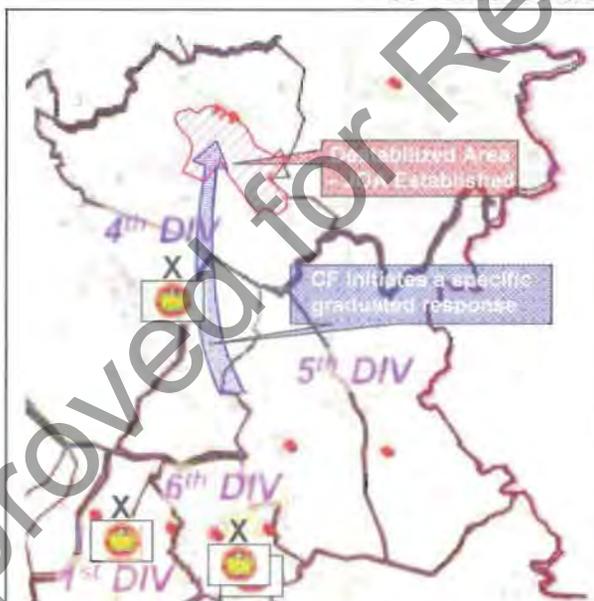
Change in Situation

An area of Iraq destabilizes, Iraqi Government requests assistance, JOA established, graduated response initiated, domestic order restored.
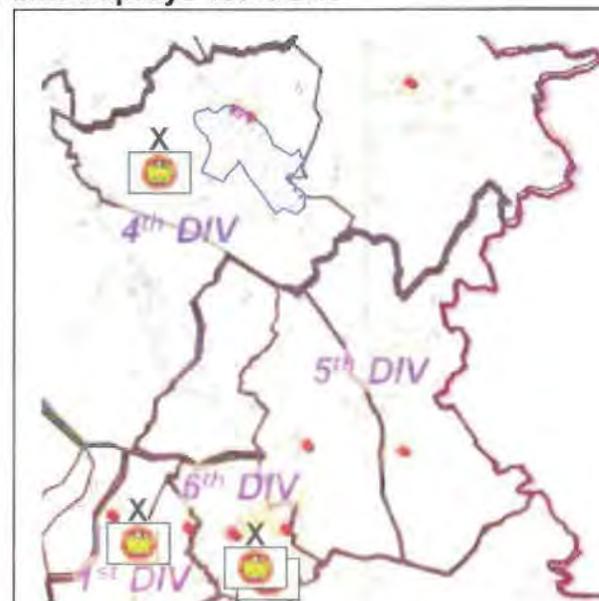
Resulting Situation

Coalition BCT reinforces IA units, supplements with robust MiTTs, reintroduces Special Police, rebuilds ISF. Graduated withdrawl as situation permits.

SECRET// REL to USA and MCFI //

Priorities Across the AO

Baghdad and Key Cities (Province)		PRTs (Location) DoS	PRT (Location) MNCI	PTT Fielding Priorities	IA Division Priorities (MNSTCI based on MNCI priorities)
Baghdad	(Baghdad)	Baghdad (IZ)	Baghdad (standing up)	Baghdad	6 and 9 IA DIV (Baghdad)
Ramadi	(Al Anbar)	Ramadi (Camp Blue Diamond)	Ramadi (next to stand up)	Ramadi	1 and 7 IA DIV (Al Anbar)
Fallujah	(Al Anbar)			Fallujah	1 and 7 IA DIV (Al Anbar)
North Babil	(Babil)	Babil (REO Hillah)	Babil (REO Hillah)	North Babil	8 (-) IA DIV (Diyala)
Mosul / Tal Afar	(Ninawa)	Ninawa (FOB Courage)	Ninawa (FOB Courage)	Mosul / Tal Afar	2 (-) IA and 3 IA DIV (Ninevah)
Najaf	(Najaf) ?	Najaf (FOB Duke)	Diyala (FOB Warhorse)	Najaf ?	8 (-) IA DIV (Najaf)
Ba'Qubah	(Diyala)	Diyala (FOB Warhorse)	Salah ad Din (FOB Speicher)	Ba'Qubah	5 IA DIV (Diyala)
Samarra	(Salah ad Din)	Salah ad Din (FOB Speicher)	Najaf ?	Samarra	4 (-) IA DIV (Salah ad Din)
Kirkuk	(Al Tamim)	Al Tamim (REO Kirkuk / FOB Warrior)	Al Tamim (REO Kirkuk / FOB Warrior)	Kirkuk	4 (-) IA DIV (At Tamim)
Basrah	(Basrah)	Basrah (Basrah City Palace)	Basrah (Basrah City Palace)	Basrah	10 IA DIV (Basrah)
	(Dhi Qar)	Dhi Qar (Camp Adder)	Dhi Qar (Camp Adder)	Al Anbar	
	(Qadisiyah)	Qadisiyah (Camp Echo)	Qadisiyah (Camp Echo)	Babil	
	(Irbil)	Arbil (FOB Zaytun)		Ninewa	
	(Dahuk)			Najaf	
	(Sulaymaniyah)			Diyala	
	(Karbala)			Salah ad Din	
	(Qadisiyah)			At Timim	
	(Wasit)			Basrah	
	(Muthanna)			Qadissiya	
	(Maysan)			Wassit	

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Conditions to Attain PIC in Diyala

Conditions	Assessment
Threat Level	
Governance Capability	
Iraqi Security Forces Readiness	
Coalition Forces' Posture	

Baqubah

IPS Readiness Assessment

PROVINCIAL HQs	LEVEL
OVERALL	
PERSONNEL	
TRAINING	
LEADERSHIP	
STATION EFFECTIVENESS	
FORCE PROTECTION	
FACILITIES / INFRASTRUCTURE	
EQUIPMENT	

DISTRICT HQs	OVERALL LEVEL

DISTRICT HQs	OVERALL LEVEL

EXAMPLE DATA SLIDE

IA Readiness Assessment

IA UNITS IN PROVINCE	TR LEVE	BATTLESPACE ASSUMED	COMMANDER'S ASSESSMENT
5 IA DIV		3 MONTHS TO ASSUME BATTLESPACE	
1/5 IA		ASSUMED BATTLESPACE	
2/5 IA		4 MONTHS	
3/5 IA			

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The Iraqi Security Challenge
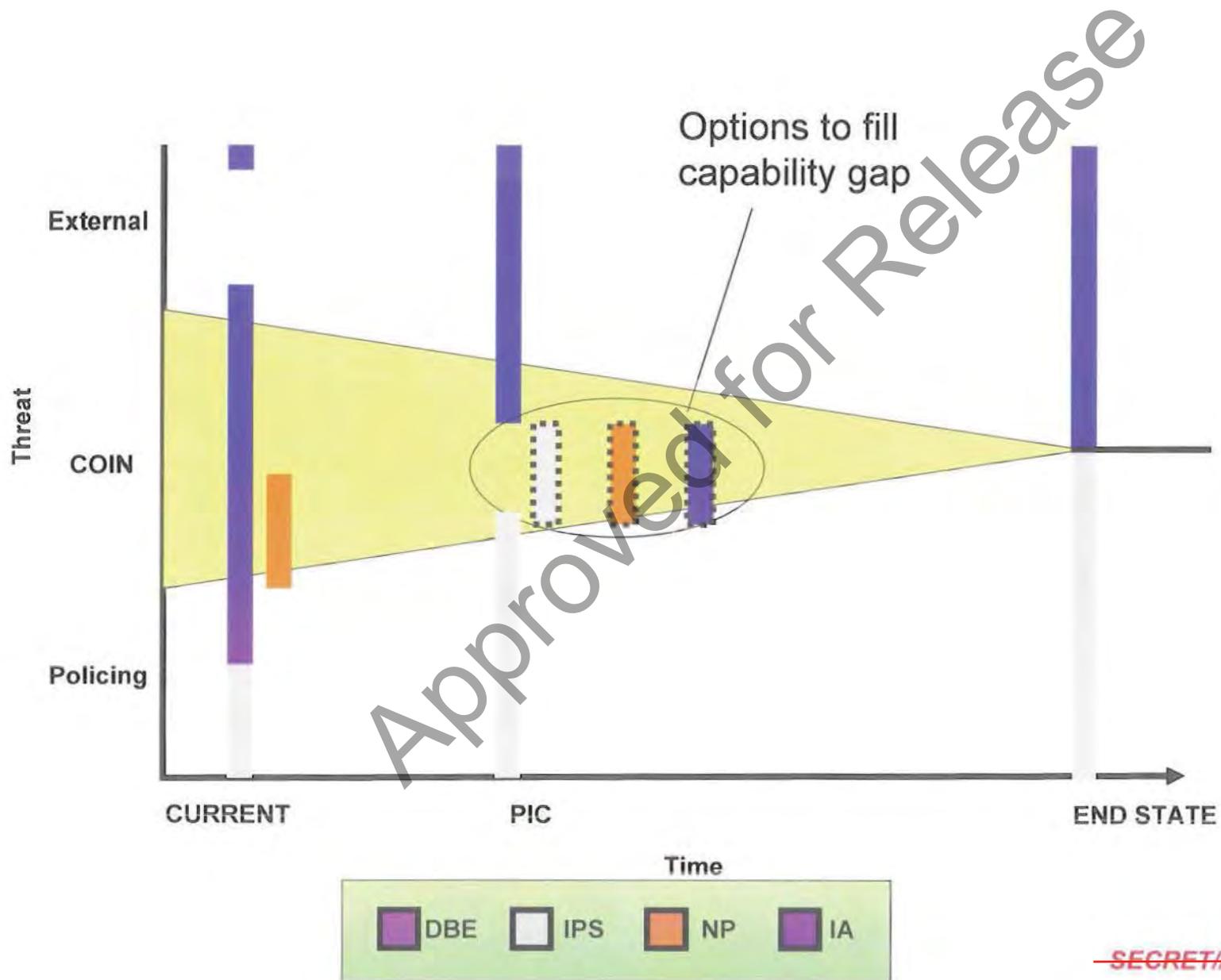
Options to fill capability gap

External

Threat

COIN

Policing

CURRENT   PIC   END STATE

Time

| DBE | IPS | NP | IA |

Provincial TRA Status

Legend:
- Level I (green)
- Level II (yellow)
- Level III (orange)
- Level IV (red)
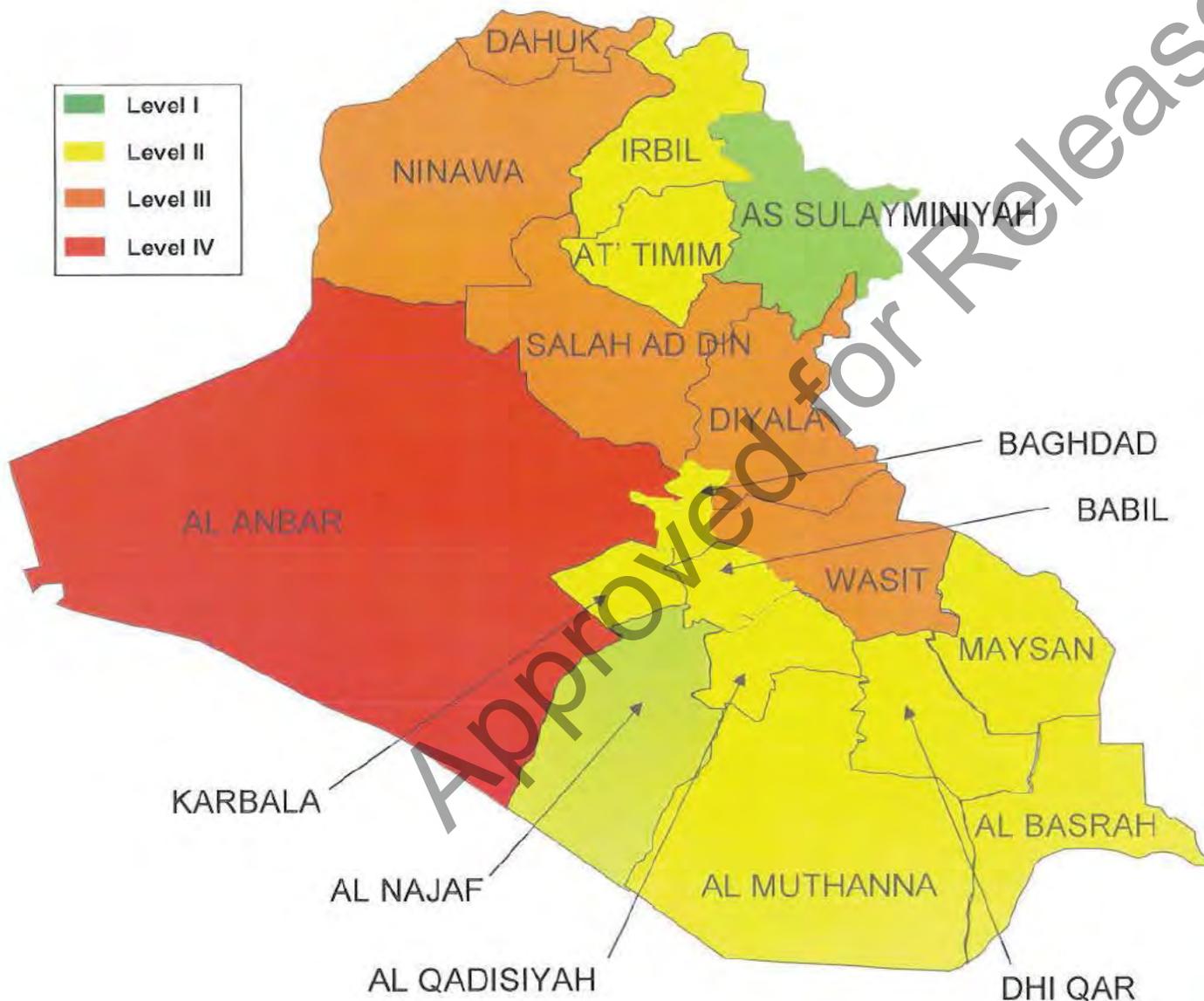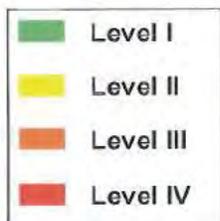
Provincial HQs	TRA
Dahuk	Level III
Irbil	Level II
Sulaymaniyah	Level I
Maysan	Level II
Dhi Qar	Level II
Al Basrah	Level II
Muthanna'	Level II
At Tamin	Level II
Diyala	Level III
Wasit	Level III
Babil	Level III
Karbala	Level II
Qadisiyah	Level III
An Najaf	Level I
Ninewa	Level III
Salah Ad Din	Level III
Baghdad	Level II
Al Anbar	Level IV

Extended IPS Development Program: Overview

224   **359**   **419**   **615**

1 MP CO Re-mission from TF 1.4a (651 MP)
1 MP PLT Re-mission from BIF Ops (918 MP CO)
1 MP PLT Re-mission from DIF Ops (549 MP CO)
15 PTTs

5 MP COs RFF
50 PTTs

Security Squads from Existing Prov & Dist Teams
50 PTTs

12 MP COs
123 PTTs

Priority 1
P = 14
D = 47
S = 163

Priority 1
(1:2 ratio)
D = 5
S = 22

Priority 2
(1:3 ratio)
D = 29
S = 79

Priority 2A
(1:4 ratio)
D = 20
S = 40

Priority 2A
(1:4 ratio)
S = 95

Priority 3
(1:4 ratio)
D = 29
S = 72

NOTE
- MND-SE Provinces covered by Security Sector Review Program.
- Kurdish Provinces not covered below Provincial HQ level.

TOTAL IRAQI POLICE SERVICE UNITS

Y-axis values: 100, 200, 300, 400, 500, 600

471, 304, 264, 163, 130, 101, 81, 47, 14

X-axis: JAN FEB MAR APR MAY JUN JUL AUG SEP OCT NOV DEC
2006

MP COs assumed to be at P2 (86% manning)

Priority 1	9+ Key Cities
Priority 2	Spread out across Ninewa, Salah ad-Din, Tameem, Diyala, Anbar, Babil
Priority 2A	Ninewa, Salah al-Din, Tameem, Diyala, Anbar, Babil
Priority 3	Low-Threat Provinces (Najaf, Karbala, Qadissiya, Wassit)

Stations
District HQs
Provincial HQs

PRT Current and Proposed Locations

Legend:
- **Current US PoP PRT** (pink triangle)
- **Proposed US PRT** (purple triangle)
- **Proposed CF PRT/RRT** (red circle)
- **Satellite Office** (diamond)

Legend:
- Stable
- Moderate
- Serious
- Critical
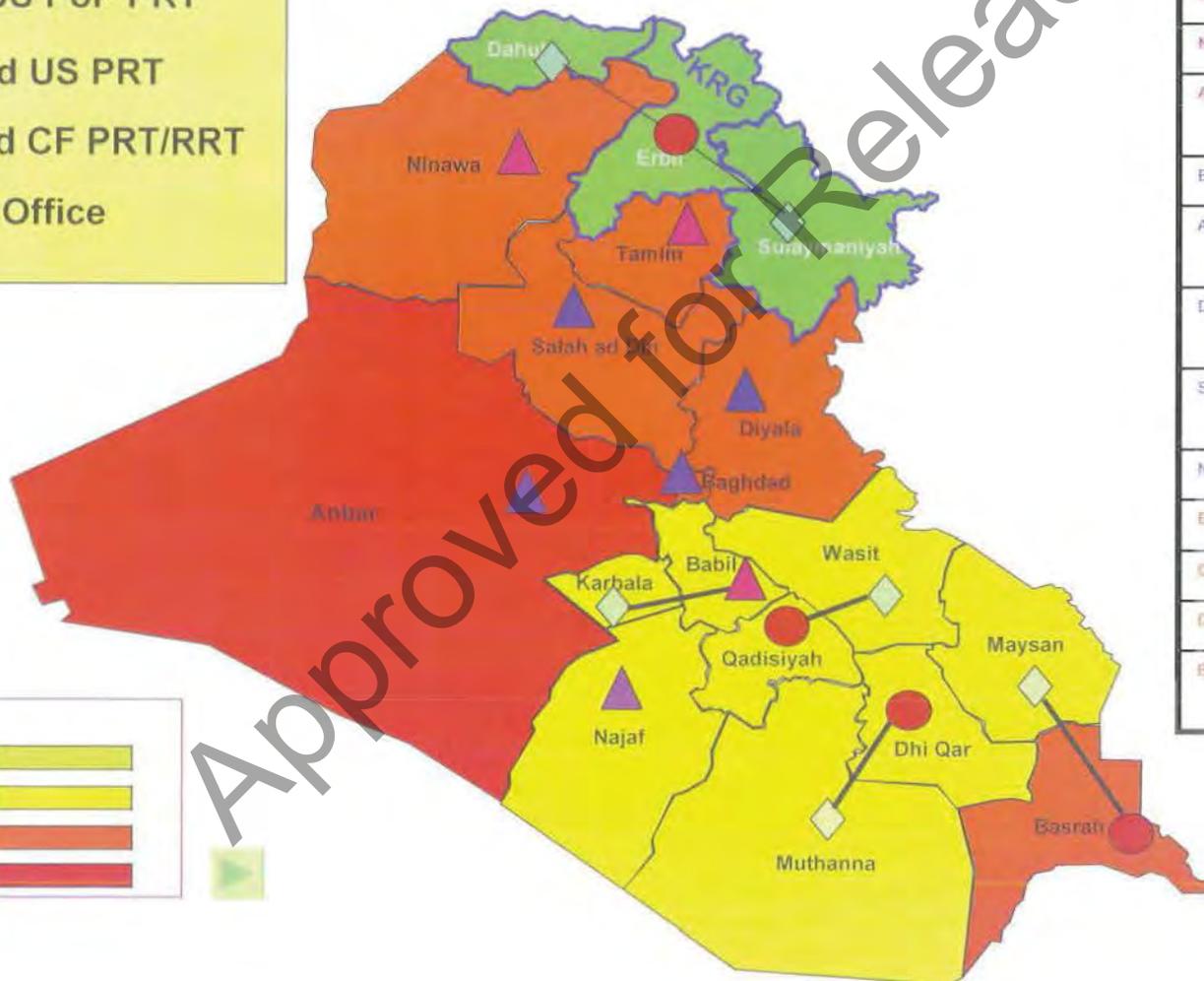
PRT	Location
Babil	REO Hillah
Ninawa	FOB Courage
Al Tamim	REO Kirkuk/ FOB Warrior
Baghdad	IZ
Al Anbar	Camp Blue Diamond
Diyala	FOB Warhorse
Salah ad Din	FOB Speicher
Najaf	FOB Duke
Erbil	FOB Zaytun
Qadisiyah	Camp Echo
Dhi Qar	Camp Adder
Basrah	Basrah City Palace