

# ASCOPE/PMESII

	<b>P</b> <b>Political</b>	<b>M</b> <b>Military/ Police</b>	<b>E</b> <b>Economic</b>	<b>S</b> <b>Social</b>	<b>I</b> <b>Infra structure</b>	<b>I</b> <b>Information</b>
<b>A</b> <b>Areas</b>	Political Areas (District Boundary, Party affiliation areas)	Military Areas (Coalition/LN bases, historic ambush/IED sites)	Economic areas (bazaars, shops, markets)	Social Areas (parks and other meeting areas)	Irrigation networks, water tables, medical coverage	Radio/TV/newspapers( where people gather for word-of-mouth)
<b>S</b> <b>Structures</b>	Political Structures (town halls, government offices)	Military/Police buildings (police HQ, Military HHQ locations)	Economic Structures (banks, markets, storage facilities)	Social Structures (Churches, restaurants, bars, etc.)	Infrastructure Structures (roads, bridges, power lines, walls, dams)	Info Structures (Cell/Radio/TV towers, print shops)
<b>C</b> <b>Capabilities</b>	Political Capabilities (Dispute resolution, Insurgent capabilities)	Military Capabilities (security posture, strengths and weaknesses)	Economic Capabilities (access to banks, ability to withstand natural disasters)	Social Capabilities (Strength of local & national ties)	Infrastructure Capabilities (Ability to build/maintain roads, walls, dams)	Info Capabilities (Literacy rate, availability of media/phone service)
<b>O</b> <b>Organizations</b>	Political Organizations (Political parties and other power brokers, UN, )	Military Organizations (What units of military, police, insurgent are present)	Economic Organizations (Banks, large land holders, big businesses)	Social Organizations (tribes, clans, families, youth groups, NGO/IGO)	Infrastructure Organizations (Government ministries, construction companies)	Info Organizations (NEWS groups, influential people who pass word)
<b>P</b> <b>People</b>	Political People (Governors, councils, elders)	Military People (Leaders from coalition, LN and insurgent forces)	Economic People (Bankers, landholders, merchants)	Social People (Religious leaders, influential families)	Infrastructure People (Builders, contractors, development councils)	Info People (Media owners, mullahs, heads of powerful families)
<b>E</b> <b>Events</b>	Political Events (elections, council meetings)	Military Events (kinetic events, loss of leadership, operations)	Economic Events (drought, harvest, business open/close)	Social Events (holidays, weddings, religious days)	Infrastructure Events (road/bride construction, well digging, scheduled maintenance)	Info Events (IO campaigns, project openings, CIVCAS events)

	<b>P</b> Political	<b>M</b> Military/Police	<b>E</b> Economic	<b>S</b> Social	<b>I</b> Infrastructure	<b>I</b> Information
<b>A</b> Areas						
<b>S</b> Structures						
<b>C</b> Capabilities						
<b>O</b> Organizations						
<b>P</b> People						
<b>E</b> Events						

# Civil Environment Factors and Relevance

Civil Considerations	Operational Variables	Factors What are the factors in the Civil Environment that will significantly affect friendly forces (positively and negatively)?	Relevance How will each factor affect the friendly forces?
<b>AREAS</b>	<b>Political</b>		
	<b>Military</b>		
	<b>Economic</b>		
	<b>Social</b>		
	<b>Information</b>		
	<b>Infrastructure</b>		

This template is used with each “component” of ASCOPE. i.e. one template for Areas, another template for Structures, another template for Capabilities, etc.

# Key Influences

Key Influences	Motivations and Goals	Abilities, Capabilities, Means	Potential Impact on Friendly Ops / Objectives

# Operational Culture Matrix

<p>How do people in the culture use the environment?</p> <p><b>(Physical Environment)</b></p>	<p>What are the economic exchange systems and the formal and informal economies that the culture uses?</p> <p><b>(Economy)</b></p>	<p>What is the way people organize themselves and distribute power and status?</p> <p><b>(Social Structure)</b></p>	<p>How do people in the culture determine authority and leadership?</p> <p><b>(Political Structure)</b></p>	<p>How do cultural beliefs shape people's behavior?</p> <p><b>(Belief Systems)</b></p>
<b>Cultural Factors Affecting MAGTF Operations</b>				

# (In)Stability Factors

<p><b>Grievances:</b></p> <p>What are the core grievances and societal vulnerabilities identified in your civil considerations (From perception data)?</p>	<p><b>Events:</b></p> <p>Potential situations that could contribute to an increase in instability (From ASCOPE/PMESII)?</p>	<p><b>Key influences - Means and Motivations:</b></p> <p>What are the influencers, the means and motivations that contribute to an increase of instability (From ASCOPE/PMESII)?</p>
<p><b>Resiliencies:</b></p> <p>What processes, relationships, or institutions enable the society to function normally and peacefully? Are there any previous resiliencies that have been or are being undermined (From perception data)?</p>	<p><b>Events:</b></p> <p>What potential or anticipated future situations could create an opening for key influences to further reinforce stability (From ASCOPE/PMESII)?</p>	<p><b>Key influences: Means and Motivations:</b></p> <p>What key influences in the society preserve and strengthen stability? What means do they possess, what are the motives, and what actions are taken (From ASCOPE/PMESII)?</p>

# Source of Instability Analysis Matrix

Potential Sources of Instability	Instability Criteria			SOI?	Prioritization
	Does this issue decrease support for the Govt / legit governance? Explain.	Does this issue increase support for malign actors? Explain.	Does this issue disrupt the normal functioning of society? Explain.	Does the issue meet any Instability criteria?	Is the SOI a Priority Grievance for the local populace?
Drawing from the CPB, list all potential Sources of Instability (SOIs)	If yes, explain how the potential SOI decreases support for the government / legitimate governance institutions	If yes, explain how the potential SOI increases support for malign actors	If yes, explain how the potential SOI disrupts the normal functioning of society	If the issue meets instability criteria, it may be considered a Source of Instability	For those issues that are SOIs, prioritize them based on whether the SOI is also a priority grievance for the populace

# Source of Stability (Resiliencies) Analysis Matrix

Potential Sources of Stability	Stability Criteria			SOS	Impact to mission
	Does this increase support for the Govt / legit governance? Explain.	Does this issue decrease support for malign actors? Explain.	Does this issue increase societal and institutional capacity and capabilities? Explain.	Does the issue meet any Stability criteria?	Do we need to support this SOS?
Drawing from the CPB, list all potential Sources of Stability (SOS)	If yes, explain how the potential SOS increases support for the government / legitimate governance institutions	If yes, explain how the potential SOS decreases support for malign actors	If yes, explain how the potential SOS increase societal and institutional capacity and capabilities	If the issue meets Stability criteria, it is considered a Resiliency	Determine whether the SOS is needed for mission success and/or whether we need to reinforce it

# Activity Design Worksheet

Identify Possible Activities (Insert SOI /SOS Objective here)	Stability Criteria			Design Principles							Resources			Select	
	Does the activity increase support for government / governance? Explain.	Does the activity decrease support for malign actors? Explain.	Does the activity increase institutional and societal capacity and capability? Explain.	Sustainability	Local Ownership	Short-term vs. Long Term Results	Leverage Support from other Org.	Culturally & Politically Appropriate	Accountability & Transparency	Leverage Existing Resiliencies	Flexibility	Money	Personnel	Expertise	Time
ID potential activities that contribute to achieving SOI / SOS objective. Input each activity separately in this column and proceed across each row to ascertain viability.	Explain how the activity will increase support for the government and/or legitimate governance institutions.	Explain how the activity will decrease support for malign actors.	Explain how the activity will increase institutional and societal capacity and capability.	Refine the proposed activity to make it meet as many Design Principles as possible.							Determine resource requirements.			Based on the stability criteria, design principles & resource availability, should the activity be implemented.	



# Monitoring & Evaluation Matrix

SOI	Activity	Measure of Performance		Measure of Effect			Objective
		MOP Indicator	Status	MOE Indicator	Baseline	Change	
Taken from the TSM	Taken from the TSM	Output Indicators related to selected activity on the TSM	Status of selected activity	Impact Indicators related to selected activity on the TSM	Baseline Data for Impact Indicator identified on the TSM	Change in Baseline Data	Taken from the TSM

# Stable Civil Environment Narrative

<b>Describe Stable Civil Environment:</b>	<b>Describe Civil/Social Norms:</b>
<p>Processes, relationships, and institutions that keep a society stable.</p> <p>example:</p> <ul style="list-style-type: none"><li>▪ Legitimate judicial system</li><li>▪ Political persuasions</li><li>▪ Livelihood</li><li>▪ Acceptable violence levels</li><li>▪ Acceptable corruption levels</li><li>▪ “Normal” civil activities</li><li>▪ “Abnormal” civil activities</li></ul>	<p>Customs and Practices often reflect deeper aspects of the culture. It is the lens which people perceive the world.</p> <p>example:</p> <ul style="list-style-type: none"><li>▪ Family/Tribal affiliation</li><li>▪ Greetings</li><li>▪ Concept of time</li><li>▪ Historical / Mythical Events</li><li>▪ Gift/taboo Honor</li></ul>