

		MACE Scenario Development (Jeremy)	Joint Fires/CAS Focus (Steve)	MACE Topics: MPAR, Content, Merlin (Jason)	EW Focus (Fred/Tyler)	Developer Courses (Nick)	Meeting Rm (Gary/Cord)	MACE Scenario Development (Greg)
		Ballroom 3	Island I/II	Palm 2	Sunset II	Palm 1	Dolphin	Sunset I
<b>Tuesday 21-Apr-26</b>	0830-0900	Inprocessing/Configure MACE for Classes (All)						
	0900-1030	MACE/ARMOR Overview, Roadmap & Setup (Gary)						
	1030-1130	MERLIN Presentation						
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
	1300-1430	MSD-101: MACE / ARMOR Basics (Jeremy/Hunter)	JF-101: MACE / ARMOR Basics (Steve/Mateo)	MPAR-101: Import/Export Data & Threat Analysis (Jason/Brian)	EW-101: EW Principles I (Fred/Tyler)	Dev-101: API Overview (Nick)	BSI Meeting Room	MERLIN-101: Overview & Settings (Cord/Lennart)
	1430-1600	MSD-102: Mission Building/Execution (Jeremy/Hunter)	JF-102: Mission Building/Execution (Steve/Mateo)	MPAR-102: Emission Planning and EW Analysis (Jason/Brian)	EW-102: EW basics in MACE/ ARMOR (Fred/Tyler)	Dev-102: Setting Up Dev Environment (Nick)	BSI Meeting Room	MERLIN-102: Customization & Prompt Engineering (Cord/Lennart)
<b>Wednesday 22-Apr-26</b>	0830-1000	MSD-103: Basic Joint Fires & EZ-Buttons -Basic CAS -Pattern of Life -Basic IADS (Jeremy/Hunter)	JF-103: CAS Mission Building (SAMs/AAA), Pattern of Life (Steve/Mateo)	Content-101: Creating Platforms & Weapons in MOCT (Jason/Brian)	EW-103: EW Platforms (and forms) in MACE (Fred/Tyler)	Dev-103: Building a Plug-in I (Nick/Lennart)	BSI Meeting Room	MSD-101: MACE/ARMOR Basics (Greg)
	1000-1130	MSD-104: Additional Tools -Shape Tools -Basic MOCT -ARMOR Terrain generation (Hunter)	JF-104: 9-Line/5-Line (Keyhole, laser) (Steve/Mateo)	Content-102: Creating Basic Emitters in MOCT (Jason/Brian)	EW-104: Building Advanced Emitters/Sensors. (Fred/Tyler)	Dev-104: Building a Plug-in II (Nick/Lennart)	BSI Meeting Room	MSD-102: Mission Building/Execution (Greg)
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
	1300-1430	MSD-105: Mission Rehearsal Tools MRT and MERLIN (Jeremy/Hunter)	JF-105: CFF/Fire Plan (Steve/Mateo)	MERLIN-101: Overview & Settings (Cord/Lennart/Brian)	EW-105: EW Mission Building & IADS in MACE (Fred/Tyler)	Dev-105: Building a Command I (Nick/Lennart)	BSI Meeting Room	MSD-103: Basic Joint Fires -Basic CAS -Pattern of Life -Basic IADS (Greg)
	1430-1600	MSD-106: Scripting I (Jeremy/Hunter)	JF-106: DACAS - WinTAK/Warhawk - ATAK - BATTLE WARRIOR - C... (Greg/Steve)	MERLIN-102: Customization & Prompt Engineering (Cord/Lennart/Brian)	EW-106: Train MERLIN for EW & MERLIN for OpFor (Fred)	Dev-106: Building a Command II (Nick/Lennart)	BSI Meeting Room	MSD-105: Mission Rehearsal Tools (Tyler or Mateo)
<b>Thursday 23-Apr-26</b>	0830-1000	MSD-107: Scripting II (Jeremy/Hunter)	JF-107: sUAS/CUAS (Mateo/Steve)	MPAR-101: Import/Export Data & Threat Analysis (??/Brian)	EW-107: (Tyler/Fred)	Dev-107: Web API I (Nick/Lennart)	BSI Meeting Room	MSD-106: Scripting I (Greg)
	1000-1130	MSD-108: EW Basics (Jeremy/Hunter)	JF-108: VEME BAGR, Viper Radios, LTD. DIScord Playback. (Steve/Mateo)	MPAR-102: Emission Planning and EW Analysis (??/Brian)	EW-108: Datalinks in MACE (Tyler/Fred)	Dev-108: ARMOR Model Editor and Custom Cultural (Hunter)	BSI Meeting Room	MSD-107/8: Scripting II (Greg)
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
	1300-1430	MSD-109: Scenario Building / Practice / Q&A (Jeremy/Hunter)	JF-109: Joint Fires Scenario Building / Practice (Steve/Mateo)	MACE Topics: Open Session (Tyler/Brian)	EW-109: Open Session (Fred)	Dev-109: Open Session (Nick)	BSI Meeting Room	MSD-109: Scenario Building / Practice / Q&A (??)
	1430-1500	MSD-110: Wrap Up	JF-110: Wrap Up	MPAR-110: Wrap Up	EW-110: Wrap Up	Dev-110: Wrap Up	BSI Meeting Room	MSD-110: Wrap Up