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PUBLICATION

FBC-GUIDE

USAREUR-AF

FOUNDRY BOOTCAMP (FBC)

Participant Guide — Maven Smart System

HEADQUARTERS
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FOUNDRY BOOTCAMP (FBC)

PARTICIPANT GUIDE — MAVEN SMART SYSTEM

USAREUR-AF Operational Data Team

BLUF: The Foundry Bootcamp is a quarterly 5-day supervised build event. You bring a validated operational problem. You build a solution. SMEs are in the room for consultation. Minimal instruction — this is not a course. You leave with a functional product and a handoff package. **Prereq:** SL 2 (Builder) Go on file + command-approved project. *HQ USAREUR-AF · v1.0 · 2026 · DISTRIB: USG only · AUTH: C2DAO/UDRA v1.1*

1. WHAT THE FOUNDRY BOOTCAMP IS

The Foundry Bootcamp is not part of the SL 1 through SL 5 training sequence. It does not grant SL 3 credit or unlock SL 4 enrollment. It is a separate, standalone event for personnel who:

- Hold SL 2 qualification
- Have a real operational problem that needs a Foundry solution
- Have command approval to spend a week building it

The bootcamp exists because the best learning often happens when someone has a problem they actually need to solve. The training environment, synthetic exercises, and structured curriculum of SL 2/30 are essential — but some people learn faster when their problem is on the line.

FBC is that opportunity. Build something real, with support, under a governance-aware environment.

The bootcamp does not replace SL 3. If you need structured instruction on advanced platform skills, enroll in SL 3. FBC assumes you can already operate the platform at SL 2 level and supplements that by putting you in a room to apply those skills to a real problem.

2. WHO ATTENDS

Requirement	Detail
SL 2 Go on file	Hard requirement — no exceptions
Command-approved project	Validated Project Brief approved by C2DAO coordinator ≥14 days before bootcamp Day 1
Command sponsorship	Supervisor signature on enrollment request

SL 3 qualification is not required and not necessary. Personnel who hold SL 3 may attend FBC if they have an operational project and want supervised build time — the bootcamp is open to any SL 2+ qualified builder with an approved project.

3. THE PROJECT REQUIREMENT

The project is the core of the bootcamp. Without a validated project, there is no bootcamp seat.

3-1. What Makes a Good FBC Project

A valid FBC project has:

A specific output. Not "improve data quality" — but "a Workshop dashboard for the G4 NCOIC that shows current equipment readiness by unit, filterable by date and equipment type."

A named consumer. Someone specific will use this. Name them by role or by name. "The formation" is not a consumer.

Accessible data. Before Day 1, you have confirmed access to every dataset the project needs. Bootcamp time is not spent waiting on permissions.

SL 2/30 scope. The work does not require writing Python, TypeScript, or OSDK integrations. If it does, you need SL 4 specialist training, not FBC.

5-day feasibility. A functional prototype can be built in five days. Not a complete production system — a functional prototype that demonstrates the solution and can be refined post-bootcamp.

3-2. Project Brief

Submit the Project Brief (Appendix A) to C2DAO through your Unit Training NCO/Officer at least 14 calendar days before bootcamp Day 1. The brief captures:

- Problem statement (2–5 sentences)
- Output type (Workshop app / pipeline / Ontology type / Contour view / Quiver product)
- Named end user
- Data sources (confirm access)
- Scope statement (what will be done in 5 days; what is out of scope)
- Supervisor signature

C2DAO reviews and returns approval or feedback within 5 duty days.

3-3. Scope Examples

Project	Status	Reason
Workshop readiness dashboard for G4 NCOIC from existing equipment Object Type	VALID	Clear output, named user, in-scope tools
Python model to forecast maintenance demand	OUT OF SCOPE	Requires code — enroll in SL 4G or SL 4H
"Improve the data pipeline"	NOT VALID	No specific output, no named user
Contour geospatial view of logistics nodes for S4, filtered by unit and date	VALID	Clear output, named user, SL 2/30 scope
Full ontology redesign for the brigade	OUT OF SCOPE	Too large; requires C2DAO Change Review before work begins
Quiver personnel tracker replacing a manual SharePoint tracker	VALID	Clear output, named user, in-scope tools

4. SPRINT WEEK STRUCTURE

4-1. Schedule

Day	Activity
Day 1	In-brief (0800–0900): scope review, environment check, kickoff. Build (0900–1700).
Days 2–4	Daily standup (0800, 15 min). Build (0815–1700). SME available throughout.
Day 5	Product demo / peer review (0800–1000). Evaluator Go/No-Go (1000–1200). Out-brief and documentation handoff (1300–1500).

4-2. Daily Standup

15 minutes, each build day. Three questions per participant: 1. What did I build yesterday? 2. What am I building today? 3. Do I have a blocker?

Keep answers to 60 seconds. Blockers surface immediately so SME support is targeted.

4-3. SME Support

One SME per ≤8 participants. The SME consults — they do not teach and do not build any part of your product.

SME assists with: - Specific platform questions when you're stuck - Governance decisions (naming, branching, data steward coordination) - Scope management when an approach is too complex

SME will not: - Teach platform skills from scratch (that's SL 3) - Build any part of your product - Override your validated scope

If your project turns out to require code-level work, the SME will document this and recommend the appropriate SL 4 track.

5. GO STANDARD

You receive a Go when:

Standard	Criterion
Functional product	The product does what your Project Brief says it will do — your named consumer can use it
Documentation	Naming conventions followed; product description explains its purpose and data sources
Handoff package	Complete by end of Day 5 — see Appendix B
Governance	Product is in a branch; promotion plan documented or production promotion initiated

An 80% complete but functional and documented product passes. A polished but non-functional product does not.

6. HANDOFF PACKAGE

The handoff package is required. It is how the bootcamp product becomes a lasting asset.

Required contents: 1. **Product description** — What it is, what problem it solves, who uses it 2. **Data sources** — What datasets or Object Types feed the product; where they live 3. **Known limitations** — What the product does not do; what would break it 4. **Maintenance guidance** — What changes over time and how to handle it 5. **Promotion status** — Training environment, dev, or production? What is required to promote? 6. **Point of contact** — Who owns this going forward?

Format: Markdown document committed to the Foundry project description or your unit's documentation space. The template is in Appendix B.

7. GOVERNANCE STANDARDS

Bootcamp products are subject to the same governance standards as any other Foundry product.

Standard	Reference
Dataset and project naming	NAMING_AND_GOVERNANCE_STANDARDS.md
Branching and promotion workflow	SL 3, Chapter 6
C2DAO coordination for production	CDA_CONSTRAINTS_AND_DIRECTIVES.md
Classification handling	SL 1, Chapter 7

If you have not read SL 3's governance chapter, read it before Day 1. The SME will walk through governance basics at the Day 1 in-brief, but you are expected to arrive knowing the conventions.

8. PRE-SPRINT CHECKLIST

Complete **at least 5 duty days before Day 1:**

- ☐ Project Brief submitted and C2DAO approval received
- ☐ SL 2 Go record submitted with enrollment request
- ☐ Bootcamp workspace access provisioned and confirmed (log in and verify environment loads)
- ☐ Data access confirmed: every dataset the project needs is accessible in your environment
- ☐ Handoff package template downloaded (Appendix B) and participant sections pre-filled
- ☐ Naming and governance conventions reviewed (NAMING_AND_GOVERNANCE_STANDARDS.md)

If any item is not complete 5 days before Day 1, contact C2DAO. Late access issues burn bootcamp time and affect other participants.

APPENDIX A — PROJECT BRIEF TEMPLATE

```
FOUNDRY BOOTCAMP — PROJECT BRIEF
Submitted by: [Name, Rank, Unit, MOS, DSN, Email]
Bootcamp iteration: [Quarter/Year, e.g., Q2 FY26]
Supervisor: [Name, Rank, Signature block]

PROBLEM STATEMENT (2–5 sentences):
[What is the problem? Who has it? What would solving it look like?]

OUTPUT (select one and describe):
[ ] Workshop application — describe:
[ ] Pipeline / dataset transformation — describe:
[ ] Ontology type(s) — describe:
[ ] Contour view — describe:
[ ] Quiver product — describe:

NAMED CONSUMER:
[Name or role of the person who will use this product]

DATA SOURCES:
[List each dataset or Object Type; confirm access status: CONFIRMED / PENDING]

SCOPE STATEMENT:
In scope (what will be done in 5 days):

Out of scope (explicitly excluded):

SUPERVISOR SIGNATURE:
[Signature / Date]
```

APPENDIX B — HANDOFF PACKAGE TEMPLATE

```
FOUNDRY BOOTCAMP — HANDOFF PACKAGE
Builder: [Name, Rank, Unit]
Bootcamp: [Quarter/Year]
Product name: [Foundry project/resource name, following naming standards]

1. PRODUCT DESCRIPTION
[What it is; what problem it solves; who uses it]

2. DATA SOURCES
[Dataset/Object Type name | Location in Foundry | Refresh cadence]

3. KNOWN LIMITATIONS
```

```
[What the product does not do; what would break it]

4. MAINTENANCE GUIDANCE
[What changes over time; who handles it; how]

5. PROMOTION STATUS
[ ] Training environment only
[ ] Dev branch (pending review)
[ ] Production (promotion complete — date: ___)
[ ] Production promotion planned — next steps: ___

6. POINT OF CONTACT
[Name, Role, Unit, Contact info — who owns this product going forward]
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