

# What to expect on your Dispatch Drill

The Dispatch Drill is a replicated rescue designed to teach the rat the skills they need to successfully dispatch on real rescues. In addition to the prospective dispatch, the drill requires some additional helpers and an overseer to evaluate and provide advice. All rats involved are experienced and will share their knowledge and offer advice to the prospective dispatch.

Before requesting a drill, the prospective rat should read and understand the information on this page, have spent time in IRC watching real rescues in #fuelrats and asking questions of other rats in #ratchat. The rat should also have read through [this page](#) and have some experience using MechaSqueak on live rescues and/or in the drill channels.

Once a prospective rat is ready to schedule a drill they should file the requisite Drill Request form [here](#). Typically the overseer will recruit the team they require for your drill. Dispatch drills are conducted without the participants in game, so that instancing and other role playing can happen.

**In order to successfully complete the drill, the rat should understand the following:**

- Standard Operating Procedures (SOP) for rescues, including Case Red rescues
- Communicating using IRC
- Communicating with the rats and client
  - Getting information from the client
  - Conveying information to the client
  - Assigning and coordinating rats
  - Problems and troubleshooting
    - Instancing
- Responding to and resolving client mistakes
- Creating and changing cases using MechaSqueak

**A successful drill includes:**

- Prompt communication and accurate instructions to the client
- Prompt and accurate communication to the rats
- Demonstrated understanding of rescue procedures
- Demonstrated understanding of instancing and troubleshooting

## Related articles

- [Common Client Mistakes](#)
- [Rescue Standard Operating Procedures](#)
- [What to expect on your Dispatch Drill](#)
- [What to expect on your drill](#)
- [Special Rescue Scenarios](#)