

Iowa Statewide Interoperable Communications System (ISICS) Standards, Protocols, Procedures

ISICS Standard:	Standard #:	3.4.0
Fleetmap Standards	Date Adopted:	02/08/2018
	Date Reviewed:	
	Version:	

1. Purpose or Objective

The Iowa Statewide Interoperable Communications System (ISICS) will contain a large number of talkgroups and multigroups to support the various agencies that will be subscribing to the system.

The system has multiple administrating agencies that will maintain fleetmaps and system programming information for agencies they are responsible for.

For effective management of the system, a defined process needs to be used to document the fleetmap information that each administrating agency is supporting. This information will be shared with other System Administrators, providing a resource for subscribing agencies to reference when planning interagency communications. System fleetmaps contain configuration information that is classified as "Security Information" and "General Non-Public Data," pursuant to Iowa Code section 22.7(50) and Iowa Administrative Code 661-80.13(22.5).

2. Technical Background

Capabilities

The fleetmap is parameter information programmed into the system infrastructure and into the subscriber radios to control how the radios will behave on the ISICS system.

The fleetmap itself contains the following detailed information:

Talkgroup	Name of the talkgroup & multigroup as it is programmed into the system.			
Talkgroup ID	Numerical ID of the talkgroup or multigroup			
Owner	The agency requesting the creation of the talkgroup			
Description	General description of the talkgroup & multigroup			
Multigroup	If the talkgroup is part of a multigroup, this will identify a multigroup			
Priority	Priority level of the talkgroup			
Logging	If the talkgroup is going to be recorded			
Admin Agency	The agency that is responsible for the system administration for this talkgroup			
Site # Access	Will be listing the RF sites individually and if the talkgroup is authorized			
Media Access	If media access is permitted for this talkgroup			
Global Sharing	The predefined global sharing authorizations			
User Groups	The subscriber groups using the talkgroups, this becomes the matrix for the			

The fleetmap spreadsheet will become a documented matrix of the talkgroups in the system and the subscriber groups that are using/sharing these talkgroups.

Constraints

Since the system will be administered by multiple agencies and access is controlled, no master list will be maintained.

3. Operational Context

The local System Administrator shall be responsible for managing the fleetmap information of the subscribers they are representing. This information is also shared with other System Administrators, and the ID information must be kept secure.

4. Recommended Protocol/Standard

Each administering agency will maintain a master fleetmap spreadsheet containing data as outlined in Section 2 of this standard for whom they are responsible.

5. Recommended Procedure

System Administrators may omit listing any information in the master fleetmap spreadsheets for "unlisted" private talkgroups used for undercover operations and other highly sensitive confidential law enforcement and homeland security activities. Approval by the ISICS Board is required for a talkgroup to be designated "unlisted" and private. The request will include talkgroup system settings, names, priority level, and site access, if applicable. The existence of unlisted talkgroups is considered "Non- Public Data" and is not subject to disclosure in public meetings.

The disclosure of fleetmap spreadsheet information including talkgroup IDs, user IDs, user privileges, and other related system information would substantially jeopardize the security of the system. Therefore, the master fleetmap spreadsheets shall be classified as "Security Information" and "Non-Public Data."

6. Management

The Statewide System Administrator will manage the master fleetmap spreadsheet information and the details of the process for communicating the information.