

Example: Message Contents	
Message Items	Content and Characteristic
Message Content	<ul style="list-style-type: none"> • Identifies the message in the MSEL • Has unique designator if it is a contingency message
From Line	<ul style="list-style-type: none"> • Indicates who issues the message
To Line	<ul style="list-style-type: none"> • Indicates the recipient of the message • May have multiple recipients
Time	<ul style="list-style-type: none"> • Indicates expected time that the message will be issued • For contingency messages, indicates the earliest that the message could be issued.
Method of Delivery	<ul style="list-style-type: none"> • Summarizes the message • Repeats wording in the MSEL (frequently)
Subject Line	<ul style="list-style-type: none"> • Summarizes the message • Repeats wording in the MSEL (frequently)
This is an Exercise	<ul style="list-style-type: none"> • Located before and after message text • Reminds the person issuing the message to state "This is an Exercise"
Special Instructions	<ul style="list-style-type: none"> • Informs the messenger of the special conditions for issuing the message • For contingency messages <ul style="list-style-type: none"> ○ Do not issue until directed by exercise control ○ Do not issue until Responder (Player) action occurs; then report issuance to Exercise Control

Example: Message Contents	
Message Items	Content and Characteristic
Script, Information or Instructions	<ul style="list-style-type: none"> • Provides scripted information to give to Responders (Players) • Provides bulletized information to give to Responders (Players) • Provides instructions to Controller/Actor <ul style="list-style-type: none"> ○ Start/end simulations ○ Provides attached data forms ○ Changes simulated conditions
Note Area	<ul style="list-style-type: none"> • Provides an area for Controllers/Actors to note Responders (Players) performance • Provides an area to enter time of message delivery