

JOINT RESPONSE

Rapid Deployment / Negotiation/TSU exercise

OVERVIEW: On 1/01/XX ABC Police in concert with the ABC Emergency Operations Group, Anywhere Police Department, and the Anystate State Police Tactical Support Unit will conduct a joint training exercise in the Main building on the third floor.

SYNOPSIS: On 1/01/XX at 0900 hours the exercise will begin with a disturbance call from the Graduate college office. The officer response will be as it is dispatched. Upon arrival the first responding officers will face an active shooting scenario and will have the Anywhere Police Department available as dispatched. The drill will culminate with the isolation and containment of the situation in the Executive wing conference room with 2 hostages. TSU will respond and the transition should occur. Negotiations will be attempted, but will not succeed and entry will be necessary.

Stage II will begin around 1330 hours on 1/01/XX.

In addition to police response, this exercise will evaluate the ABC Emergency Operations Group response to a rapidly unfolding situation. The timing tracked during the morning exercise will be used to create “real time” simulators for the afternoon EOG exercise and enable the evaluators to access the response, and provide feedback for process / system strengths and areas for improvement.

The goal(s) of the exercise are multifaceted:

STAGE I

1. Coordinate the response between ABC-PS and ANYWHERE PD in a rapidly unfolding situation.
2. Coordinate interface with ANYSTATE SP TSU in hostage deadly force situation

STAGE II

3. Coordination between the EOG and Executive groups
4. Assess the building safety plan

Estimated number of personnel:

ABC-PS	2 Evaluators/ 6 on day shift / 5 SOs, / 13 PS staff as role players and site security personnel.
ANYWHERE PD	1 Evaluator / 1 safety officer / 8 participants from shift
ANYSTATE SP	2 Evaluators/ 2 role players/ TSU team participants
ABC-SL	1- Time / sequence scribe for Stage 1, evaluator Stage 2

Logistics:

_____ = Complete

WHAT	WHO	DATE
Main floor Plan	LMT	12/19/06- Done
Signs – 10	LMT	11/21 DONE
Contact with Campus/ Main staff- suggest limiting activity for that morning in Main		
In person starting	GJM/LMT	12/1/06 on-going
Via E-mail Reminder	GJM	1/1/07
Via telcom	GJM	1/5 & 1/8 AM
TTY area departments about exercise	LMT	1/2/ & 1/8
Media announcements?	GJM/ campus comm.	
Simunition EQ – VPA/ANYWHERE PD/ABC	LMT	1/3/07
Reserve Memorial Lounge and Visitor parking lot at 109	LMT	11/21/06 Done
Modify schedule for staffing	LMT	11/27/06 & 12/4 Done
Walk through 1	LMT & ??	11/27/06
Walk Through 2	LMT & ??	TBD
Overview of exercise EOG	LMT	11/28/06
Overview Exec Group	GJM	?
Planning with ANYWHERE PD	LMT/ ??	11/21/06, 12/18/06 On-going
Planning with ANYSTATE SP	LMT/ ??	11/27/06 Phone and On-going 12/6/06,12/18/06
Notification / planning with Main staff	LMT GJM	12/4/06, 12/8, 12/19 On-going
Remove wing art work	Staff LMT check on Monday AM	1/01/XX
Mark the out of bounds	LMT	1/01/XX am

- Safety officers inside Main will establish signage and personnel at all entry points to provide information.
- Notify all floors and have safety officer in the elevator.
- Role players meet in Main lounge at 0800 hours for safety check and role assignments.
- Exercise participants will meet in 100 conference room at 0830 for safety check and getting equipment assigned for the exercise.

Stage I Details:

Initial call to ABC-PS from the Graduate college office rm. 3__ Main. Reporting two males creating a disturbance near the Graduate College offices in Main. Yelling and knocking stuff over, pounding on doors and

PARTICIPANTS:

1. Dispatch
2. Dispatched Officer(s)

SIMULATORS:

If asked:

A. Provide description

- 1) Gender____, race____, Hair____, Hgt____ Build____, Clothing____
_____, Include backpack – Green
- 2) Gender____, race____, Hair____, Hgt____ Build____, Clothing____
_____, Include backpack – Maroon

B. No weapons if asked

C. Yelling about “bring it on you rich punks.” “We’ll take you on”... We’ll win this war rich punks.

D. In and out of the stairway and then can’t see them... if asked

OFFICER’s (S) arrival:

Once the officer(s) arrive ...

- Once the role players see the officer(s) they pull their weapons and fire toward the officers, even advance on them to drive them off the floor. We should have our role players falling, and in the way of the officers.
- Simulators: Dispatch should receive multiple calls. Via 911 and regular lines about disturbance, firecrackers, gunfire, yelling mayhem... Have multiple role players making multiple calls during this initial time.
- Sgt. Smith should take command (But someone should), all officer response from office. Smith, Jones, Fredericks, and Johnson are the shift officers.
- Call for back-up (ANYWHERE PD!)
- Evaluators: Look for taking command, transfer as necessary. 7 critical tasks after initial response teams deploy.
- Simulators:
 - Set off Bullhorns in the hall to simulate fire alarm:
 - Tip over chairs and anything that blocks the hall. Have role players to run at the entry teams (Include staff who have agreed to participate to hide, yell, run out of the building, cling to people, etc.)
- Drop backpack one in the center of the hall at the main stair junction. (Bomb)

- Injured in hall also.
- Role players work their way into the wing. And take 2 hostages into the conference room. Barricade front doors. They will have access to whatever is unlocked in the wing.
- Stop shooting but hold the officers at bay. (Containment achieved)

RESCUE TEAMS:

Established:
Safe removal

Simulators: Note Backpack in hall?

Continue with calls from people inside the building to dispatch.

1. Have calls from different floors
2. Crowd on U. Place and on the green
3. People climbing out windows on west side

EVALUATOR: Command

Command: 7 critical tasks established or addressed and simulated:

- 1) Comm and control
- 2) Id kill zone
- 3) Inner perimeter - Simulate
- 4) Outer perimeter - Simulate
- 5) Command post – Simulate
- 6) Staging - Simulate
- 7) Request resources - TSU, EMS

* Kill zone entry- removes player
Establishes negotiations:
Transfer of operations command to TSU:

STAGE II: EOG response assessment

Chief _____ will call the group together. He will advise them that there is a shooting in Main. Whatever communication system is in place should be engaged to convene the EOG. The situation is ongoing at this moment. No further details are available.

Simulators:
109 is within the kill zone and not available.

At _____ minutes into the situation, communicate that the phone lines are flooded into Main and that the main registrar number is not picking up.

At _____ minutes into the situation communicate via police command that there are people evacuating onto the green from U. Place buildings.

At _____ minutes advise that the wing has been taken over and that the hostages are

1. _____
2. _____

At _____ minutes provide numbers of casualties. EMS is overwhelmed, and ED is activating mass casualty system.

At _____ minutes media arrives and police command directs them to EOG.

At _____ minutes police command provides information that calls from inside Main are clogging dispatch, and that people are climbing out windows and are on fire-escapes.

At _____ minutes have command tell EOG that people gathering on U. Pl. word has spread to U. Place to evacuate those buildings.

At _____ minutes media starts broadcasting live.

At _____ minutes negotiations begins

At _____ minutes TSU arrives

At _____ minutes hostage siege ends with the following:

Total number of casualties

Injuries = _____

Deaths = _____

Police Command Evaluator

CRISIS PHASE:

7 critical tasks established or addressed and simulated:

- 1. Establishes Communication and control: (Scene command)

- 2. Id kill zone

- 3. Inner perimeter – Simulate

- 4. Outer perimeter – Simulate

- 5. Command post – Simulate

- 6. Staging – Simulate

- 7. Request resources - TSU, EMS, NEGOTIATIONS

- ONCE stabilization occurs, the commander transitions into the next phase:

SCENE MANAGEMENT PHASE:

- Establishes ICS components necessary to make a decision-making team

- Develops an Incident Action plan that includes tactics and long range strategies formulated with the decision making team – (Simulate or participate)

- Kill zone entry- removes player

- Establishes negotiations:

- Transfer of operations command to TSU

EOG EVALUATOR:

SCENE MANAGEMENT

Establishes Command

Establishes command post

Identifies and Designates necessary functions- Organized decision-making VIA ICS

Develops an Incident Action plan that includes tactics and long range strategies formulated with the decision making team.

Maintains communication with scene command

EVALUATOR

RAPID DEPLOYMENT TACTICS:

- Forms entry team

- Identifies team leader who takes command

- Communicates entry including location

- Patterns of movement in accordance with tactics

- Pace of team movement

- Team communication

- Other observations

EQUIPMENT AND LOGISTICS

24 Simunition pistols:
 10 ABCPS + AR-15 Converter, Shotgun converter, 357 and 38 Converted
 9 VPA
 5 ANYWHERE PD (2) Shotguns with (1) Converter (Roleplayers)

 Helmets:
 8 ABCPS
 8 VPA
 5 ANYWHERE PD

 Ammo – ABC PS

- “Training in Progress” signs (10)- mounted to sandwich boards. In rm 200 Main
- Police Tape
- Trash bags
- Brooms
- Cloths to wipe up FX marks
- 20 Orange Vests for all Safety/site security personnel
- Old ANYWHERE PD Throw-phone
- ANYWHERE PD command vehicle
- Individual officer Equipment what they currently wear while on duty i.e.: vests Bring if don’t currently wear on duty, uniform, duty gear, gloves, (NO LIVE WEAPONS OF ANY TYPE ARE ALLOWED IN THE TRAINING FILED)
- Bullhorns – ABCPS and ANYWHERE PD
- _____
- _____
- _____

Safety/Evaluator	SIGN IN	Weapon check (Verified no live weapon or ammo) (✓)
Phase I		
Coordinator- ????		<input type="checkbox"/>
Media/Public Relations – ???		<input type="checkbox"/>
Command Eval -- ???		<input type="checkbox"/>
Tactical Eval -- ANYSTATE SP ???		<input type="checkbox"/> <input type="checkbox"/>
Fire/EMS- On duty shift personnel- @ command		N/A
Disp Eval/ Support – ???		ABCPS – Disp ctr
Field security Coordinator – ???/ ???		<input type="checkbox"/>
Site Security – ???		N/A Elevator
Site Security – ???		N/A South Stair – 3 rd floor
Site Security – ???		N/A Central Stair – 4 th floor
Site Security – TPS ???		<input type="checkbox"/> Prospect Center doors
Site Security – ????		<input type="checkbox"/> North Stair 3 rd floor
Site Security – TPS		<input type="checkbox"/> Central Stair 2 nd floor
Site Security – ???		<input type="checkbox"/> Prospect North doors
Site Security – TPS		N/A Prospect South doors
Role-player -- ???		
Role-player -- ???		
Role-player -- ???		
Role-player -- ???		
Role-player – ???		
Role-player -- ???		
Role-player -- ???		
Role-player – ???		
Role-player -- ANYSTATE SP Suspect		
Role-player -- ANYSTATE SP Suspect/Hostage		
Role-player -- ???		
Role-player --		

Responders

Name	Agency	Weapon Check (✓)
??? (Adm)	ABC	
??? (P)	“	
??? (Det)	“	
??? (CP)	“	
??? (P)	“	
??? (P)	“	
??? (ANYWHERE PD HQ)	ANYWHERE PD	
??? (E)	“	
??? (D)	“	
??? (CUSI)	“	
??? (SRO)	“	
??? (D)	“	
??? (B)	“	
??? (B)	“	

DEBRIEFING(s)

Phase I debriefing will occur in Main Lounge commencing at 1130 hours. All participants should be present.

Sequence:

1. Initial responding officers
2. Dispatch
3. Scene commander
4. Responding officers
5. Role Players
6. Evaluators

What worked?

What observations for improvement?

Lessons learned...

Phase II debriefing will conclude approximately 2 hours post incident start in ____ Conference room.

Sequence:

1. Command
2. Decision-making team members
3. Police scene command
4. Evaluator's feedback

What worked?

What observations for improvement?

Lessons learned and delegate responsibilities as necessary to address learning.