



Exercise Plan
Full Scale Active Shooter Exercise
Purdue University
July 14, 2010

**Campus Emergency Preparedness
 and Planning Office**



**Purdue Homeland
 Security Institute**



"The contents of this Exercise Plan were developed under a grant from the Department of Education. However, those contents do not necessarily represent the policy of the Department of Education, and you should not assume endorsement by the Federal Government."

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INTRODUCTION

Purpose

The purpose of this full-scale exercise is to enhance Purdue University's preparedness and safety by testing police and Emergency Medical Services' (EMS) ability to respond to and recover from an active shooter scenario. As well, it will test the Purdue Alert system and communications. This scenario will simulate a Level 1 campus emergency (the highest level) and will be a scaled-down version of the crisis experienced at Virginia Tech in 2007.

Scope

This exercise will focus on Purdue personnel only to respond to the exercise scenario. The storyline will involve multiple campus buildings and require response from Purdue Police and Fire departments, Emergency Medical Services, and Marketing and Media personnel. Actors will be used to enhance the scenario realism.

Exercise objective

The design team has identified the following 8 task objectives for the full scale exercise to be accomplished **in accordance with current plans, policies and procedures:**

Objective 1:

Demonstrate the ability of Purdue Dispatch Center (PDC) to notify response and support agencies with timely and accurate information during the response to a Level 1 emergency response scenario.

Objective 2:

Demonstrate the ability of PDC & Marketing and Media (M&M) personnel to prepare appropriate Purdue Alert Messages within the below specified time of receiving the necessary information to perform the task.

- PDC personnel will activate sirens within 5 minutes after the Public Safety Purdue Alert Activator directs activation
- PDC personnel will send a text message within 10 minutes after the Public Safety Purdue Alert Activator directs activation
- PDC personnel will send a BTV Emergency Alert message within 15 minutes after the Public Safety Purdue Alert Activator directs activation
- M & M personnel will send an email alert within 15 minutes after the Public Safety Purdue Alert Activator directs activation

- M & M personnel will post additional information to the Purdue Homepage within 20 minutes after the Public Safety Purdue Alert Activator directs activation
- M & M personnel will post additional information to the Facebook Emergency Notification group within 25 minutes after the Public Safety Purdue Alert Activator directs activation

Objective 3:

Demonstrate communications interoperability between PDC and Police, Fire, and EMS responders during a Level 1 emergency response.

Objective 4:

Purdue Police will demonstrate appropriate actions/techniques to respond to, control and neutralize an active shooter scenario while taking into account public safety, site security, crime scene integrity and coordinating supporting agency involvement through simulation.

Objective 5:

Purdue Police, Fire and Emergency Medical Services (EMS) will respond to a Level 1 emergency in a coordinated manner so as to minimize loss of property and life.

Objective 6:

Purdue EMS will conduct triage using appropriate procedures/techniques so as to minimize suffering, preserve life and prepare victims for transport to appropriate medical facilities.

Objective 7:

Demonstrate the ability to implement an Incident Command System (ICS) and transition to a Unified Command.

Objective 8:

Purdue M & M will demonstrate the ability to coordinate/communicate with ICS authority and appropriately control and direct arriving media personnel and/or their vehicles at the scene.

EXERCISE SCHEDULE

0600	Purdue Police Assemble/Brief
0620	Actors Assemble
0630	Actors Moulaged
0645	Controllers Register
0700	Fire Department Changeover/Briefs
0730	Actor Safety Briefing
0745	Controller Radio Check
0800	Exercise Start
1000	Exercise Ends
1015	Player Hotwash in Niswonger 157
1015	Actor Hotwash in Niswonger 184

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EXERCISE PARTICIPATION

The exercise has several categories of participants and they are listed/defined below. All participants will be required to present identification for entry and will be required to register (see the Logistics Section for further details)

Roles and Responsibilities

****All participants will wear a HOT PINK colored badge and receive an Exercise Plan.****

Safety Officials will be identified by a **SAFETY YELLOW** colored vest. Any safety issues or injuries should be brought to their immediate attention or to the attention of the nearest **Controller**. A **Safety Official** briefing will be conducted prior to the exercise date.

Controllers will be assigned to each participating location and will be wearing **ORANGE** colored vests. **Controllers** will manage the flow of the exercise and may prompt certain player actions to ensure exercise objectives are met. **Controllers** may provide information or direction to players. They may compress time or space to ensure exercise continuity and completion. A **Controller** briefing will be conducted prior to the exercise date.

Players will have an active role in responding to the emergency by performing their regular roles and responsibilities during the exercise. Players will initiate actions that will control and/or mitigate the simulated emergency. All players should be prepared to make decisions regarding their respective organizational responsibilities, procedures, and current plans.

Actors make the exercise more realistic. Actors have received an informational sheet separate from this document and must complete and turn-in the Actor waiver form in order to participate.

Observers do not participate in exercise play or in exercise control functions. **Observers must maintain a safe distance from any areas where exercise play is occurring and comply with their escort and/or any Controller/Safety Officer request to stay away or out of exercise play areas.**

****All participants will wear a HOT PINK colored badge and receive an Exercise Plan.****

Exercise Rules

Safety is paramount! Safety personnel are wearing a **SAFETY YELLOW** colored vest. If you see a questionable situation or if an injury occurs, notify one of these individuals **or a Controller (in an ORANGE vest) immediately!** (See the Operations Section for other important Safety Information)

If an actual emergency occurs during the exercise, controllers will immediately suspend the exercise play and evaluate the situation. **The signal for suspending or stopping the exercise will be the phrase, “Stop Exercise” over the radio/phone. Anyone may stop the exercise using that phrase.** The Exercise Director and Safety Officer will then decide if/when the exercise can be safely resumed.

Simunitions (training ammunition) will be used in the exercise. All personnel in the area where Simunitions are used will use appropriate safety equipment...**NO EXCEPTIONS.**

There are three (3) on-duty Purdue Police officers that are armed and in uniform providing perimeter security at designated locations. These officers will not enter the exercise play areas unless required to do so by a real world event. In that case, a “STOP EXERCISE” order will have been given over all radios.

Otherwise, NO FIREARMS are allowed in the exercise areas unless they have been checked at the Purdue Police Department by John Moore and Mike Koppes. Firearms will again be checked at the scene to ensure that the players do not have live ammunition. Firearms equipped with Simunition clips will have blue tape conspicuously displayed on the holster or outside of the firearm...**NO EXCEPTIONS. If a holster is noticed that doesn’t have the required blue tape in the exercise play area, the exercise will be stopped until the situation is resolved.**

A real world emergency may require the exercise to be stopped or delayed.

All participants should act in a professional manner at all times.

If you are unsure about an exercise situation, ask a Controller. **Please do not engage in casual conversation with Controllers.** If you are asked a question, give a short, concise answer. If you are busy and cannot respond immediately, indicate that, but report back with an answer at the earliest possible time.

Respond to exercise events and information as if the emergency were real. Adhere to all usual safety protection controls for the simulated hazard(s) presented in the scenario.

If parts of the scenario seem implausible, recognize that the exercise has objectives that must be satisfied and may require doing some things that may not be as realistic as we would like.

Controllers will only give you information they are specifically cleared to disseminate from their assigned area. You are expected to obtain other necessary information through existing emergency information channels.

In some cases, it may be necessary to exercise “controller prerogative” of countermanding player actions to preserve the continuity and objectives of the exercise. Please accept the controller’s word as final and proceed with play.

OPERATIONS

Exercise Structure

This will be a full scale, Level 1 emergency response exercise using Purdue personnel from Purdue Police, Fire department, EMS, and M & M.

The exercise will be preceded with orientation and situation briefings starting at times indicated in the Exercise Schedule on page 5. All groups will also receive a safety briefing as well (firearms safety will be a part of the presentation for the Purdue Police players). During the briefings, players will receive the necessary background information to begin the exercise play.

Simunitions (training ammunition) will be used during the exercise. Appropriate safety equipment will be used by all personnel in areas where Simunitions will be used. Safety officers and Controllers will ensure that no participants enter those areas unless they are appropriately equipped.

Exercise play is scheduled to begin at 8 a.m. and end at 10:00 a.m.

A Player Hotwash will be held after the exercise at 10:15 at the Aviation and Technology Building. The purpose is to gather player impressions of the exercise conduct and play. Observers are **not** encouraged to attend unless by specific invitation of exercise officials. Safety officials and Controllers are asked to attend.

Additionally, there will be an **Actor Hotwash**.

Safety

Safety is paramount! Safety personnel will wear a **SAFETY YELLOW** colored vest. If you see a questionable situation or if an injury occurs, notify one of these individuals **or a Controller** in an **ORANGE** colored vest immediately.

NO FIREARMS are allowed in the exercise areas with the exception of the three (3) on duty Purdue Police officers providing perimeter security (see page 7). Firearms equipped with Simunition clips will have blue tape conspicuously displayed on the holster or outside of the firearm...**NO EXCEPTIONS. If a firearm is noticed that doesn't have the required blue tape in the exercise play area, the exercise will be stopped until the situation is resolved.**

There will be a safety briefing prior to the start of the exercise for all participants.

If an actual emergency occurs during the exercise, controllers will immediately suspend the exercise play and evaluate the situation. **The signal for suspending or stopping the exercise will be the phrase, "Stop Exercise" via all communication tools.** The Exercise Director and the Safety Officer will then decide if and/or when the exercise can be safely resumed.

Anyone may use the "Stop Exercise" phrase to stop exercise play.

If exercise play is stopped, the Exercise Director and the on-site Safety Officer will be notified as soon as possible.

If any injury occurs, the Safety Officer at the location of the injury will be notified immediately and the Exercise Director will be contacted as soon as possible.

Safety takes priority over any exercise event. Health, safety, and common sense should guide all participants to operate in their assigned roles in the safest manner possible. The following general requirements apply to the exercise:

1. All exercise controllers will also serve as safety observers while exercise activities are under way.
2. Participants will be responsible for their own and each other's safety during the exercise. It is the responsibility of every person associated with the exercise to stop play if, in his or her opinion, a real safety problem exists. Once the problem is corrected, exercise play may then be restarted at the discretion of the Exercise Director.
3. All participants will comply with their respective environmental, health, and safety plans and procedures, as well as all appropriate Federal, State, and local environmental health and safety regulations.
4. No participants shall be under the influence of alcohol or intoxicating medications (legal or illegal)
5. Participants shall not have pre-existing health conditions that would endanger themselves or other participants.
6. Participants should be aware that any exercise has potential safety risks...**be careful!**
7. Do **not** cross any areas marked with yellow tape or marked off with traffic cones...those areas are "out of play".

LOGISTICS

This area discusses various Logistics issues involved with the exercise, including, refreshments, clean-up, media participation and communications.

Registration will be accomplished for all participants. Please ensure that you have provided your personal information. Personal identification will be checked. If you do not have any identification with you, someone with appropriate credentials will need to vouch for you. Check-in officials will determine “appropriate credentials”.

For Controllers: Set-up details are provided in the Master Scenario Events List (MSEL) document.

Media Participation: Local media have been provided an exercise press release and have been invited to observe the exercise. Purdue’s Marketing and Media Department is prepared to receive them at the exercise locations and will control their movements.

All exercise participants/observers will be wearing a HOT PINK colored badge.

Safety Officials may be identified by their SAFETY YELLOW colored vests.

Controllers will be readily identified by their ORANGE colored vests.

Actors that are participating will be moulaged by the Purdue Fire Department. Injuries will be posted on the badges.

Refreshments will be provided.

Clean-up. Please help us by placing all waste materials in a waste basket or barrel.

Communications Plan

Player Communications: Chief will add the phrase “This is an exercise message” at frequent intervals to let people know that Purdue is conducting a training exercise.

Players will use the existing communication assets that are available to you at that location (radios, telephones, computers, face-to-face, etc).

The list of telephone numbers, radio frequencies, etc. is contained in the Master Scenario Events List (MSEL). If any other participants needs direct contact with a Controller/Safety Official and cannot readily identify anyone, they may call and ask for Chief, in Purdue police dispatch or contact the Exercise Director.

Controller Communications: The principal method of communications for controllers during the exercise will be radios, with cell phone back-ups. Controller communications will link personnel at all play areas and will remain separate from the player communications. Controller cell phone information is provided in the Master Scenario Events List (MSEL).

Full-Scale Active Shooter Exercise

Design Committee

Last Name	First Name	E-mail	Department
			Purdue Police
			Purdue Police
			Fire Safety Specialist
			Purdue Police
			Purdue Homeland Security Institute (PHSI)
			Purdue Fire and EMS
			PHSI
			Campus Emergency Preparedness and Planning Office
			Director of Fire Protection
			Purdue Fire and EMS
			Purdue Police
			Environmental Health and Public Safety
			PHSI
			Purdue Police
			Campus Emergency Preparedness and Planning Office

QUICK REFERENCE GUIDE

**FOR ANY EMERGENCY:
CALL 911**

WHAT TO DO...

EVACUATION PROCEDURES--FIRES

- Activate the alarm
- When fire alarm is activated, evacuation is mandatory
- Call for help—dial 911
- Warn others
- Evacuate in accordance with the Building Emergency Plan or at the nearest exit
- Evacuate immediately—if possible take your belongings
- Evacuate to an area that does not impede responders
- Assist persons with disabilities, if possible
- DO NOT USE ELEVATORS
- Do not re-enter the building until authorized by Public Safety officials

SHELTER IN PLACE—TORNADO WARNING

- If the All Hazards Sirens are activated or you are notified of a warning, immediately seek shelter in nearest facility
- Proceed to the lowest level. If a basement is not available, seek an interior hallway or small interior room on lowest level, away from windows and doorways
- All clear will be announced over the local TV and radio stations or expiration of the initial National Weather Service warning

SHELTER IN PLACE—HAZARDOUS MATERIALS (HAZMAT) RELEASE

- If advised to shelter for a HAZMAT incident, immediately seek shelter in nearest facility
- Close and lock all windows exterior doors, and any opening to the outside
- If possible, move to an interior room above ground floor with fewest windows and vents
- Do not leave the building until authorized by Public Safety officials

NON EMERGENCY PHONE #s:

Purdue Police Department:

Purdue Fire Department:

Physical Facilities Services:

REM:

SHELTER IN PLACE—ACTIVE SHOOTER

- If advised to shelter for an active shooter incident, immediately seek shelter in nearest facility
- If possible, secure yourself and others inside a room
- Do not leave your area until authorized by Public Safety officials

**How you will be notified...Purdue ALERT
(Our emergency warning notification system)**

- All-Hazards Emergency Warning sirens: (**Shelter In Place**)
- Fire alarms: (**Evacuate** the building)
- Email: An e-mail will be sent to all people with a **purdue.edu** address
- Text messaging: Purdue University faculty, staff and students may sign up via the Purdue website to receive an emergency notification text message
- Purdue home page: The home page (www.purdue.edu) is the focal point for all campus-related emergencies
- Residence Life: University Residences have procedures for alerting people in individual halls via their resident assistants, phones, and signage
- Local Media: The University works with the news media, radio, TV, newspapers, and Internet, to help spread the word
- Facebook: Individuals can sign up for a Facebook account (www.facebook.com) and join the Emergency Notification Group
- Boiler TV: The Boiler Television Emergency Alerting System may also broadcast emergency information



Master Scenario Events List (MSEL)
Full Scale Active Shooter Exercise
Purdue University
July 14, 2010

Prepared by

**Campus Emergency Preparedness
and Planning Office**



**Purdue Homeland
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LOGISTICS RESOURCE LIST

1333 State Street (Setup Tuesday night and Wednesday morning)

- Police Controller/Site Security with PSSP Radio
- Fire/EMS Controller with PUFAD ADMIN Radio
- Safety Officer with PSSP Radio
- Signage posted the night before or early morning before the exercise
 - 4'x8' Warning Sign (1)
 - 2'x3' Warning Signs (4)
- 3 rolls Caution tape
- Controller vests (Orange)
- Safety Vests (Safety Yellow)
- RA (actor briefed)
- Rescue Randetta-10-0
- Propane tank (for the gas leak)
- Marketing and Media Response
- Refreshments: water
- 40 cones
- Van to put sign on
- 3 empty shell casings
- 1 empty handgun case
- 1 empty long gun case
- Packing tape roll
- Flipchart Paper

Media Staging (location)

- Jeanne Norberg with PSSP Radio
- Observer controllers with PSSP Radio (Schweitzer and Hankins)
- Additional Media Controller
- Site Security with PSSP Radio (Booker)

Location (last setup Wednesday morning)

- Police Controller with PSSP Radio (Heisel)
- Building Deputy with PSSP Radio
- Signage posted
 - 2'x3' warning signs (3)

- 1 roll Caution tape
- Controller vests (Orange)
- 10 cones

Terminal (setup Tuesday night)

- Police Controllers with PSSP Radios
- Fire/EMS Controllers with PUF D ADMIN Radios
- Safety Officers with PSSP Radios
- Controller vests (Orange)
- Safety Vests (Safety Yellow)
- Makeup for Moulage
- Incident Command
- Items for barricading
- Actors (waivers signed and ready to go) numbers and locations
- Clean-up materials
- Signage Posted
 - 4'x8' warning sign (1)
 - Remaining 2'x3' warning signs
 - TEMA Sign
- Trailer- sign mounted on it, parked north of railroad tracks
- 4 rolls caution tape
- 2 Tarps (from PUF D)
- 1 smoke alarm (F.E.S.)
- Entry door, chained and padlocked (PUF D)
- 50 cones
- 2 rolls packing tape
- Refreshments (water, coffee, juice, doughnuts, etc.)
- Butcher Paper
- PPE (Vests, Masks, Earplugs (200), etc)
- 2 Mannequins

Player Hotwash (reserved 1000-1300 hours)

- Refreshments (water, coffee, juice, doughnuts, etc.)
- All police and fire responders
- Controllers and Safety Officers
- Flipchart and Markers

Actor Hotwash/Debrief

- Actors
- Residence hall representatives
- Flipchart and markers
- 3x5 note cards for anonymous comments
- ABSOLUTELY NO MEDIA
- Refreshments (water, coffee, juice, doughnuts, etc.)
- Cleanup material

2010 EMHE Full Scale Exercise Controllers/Safety Personnel Locations

DOT #	DEPT	NAME	LOCATION	RADIO FREQUENCY	CELL PHONE	RESPONSIBILITIES
	SS		"Global"/Roaming			Master Safety Officer

Address

B-1	PD		Incident Command Post (moving to railroad tracks)	PSSP		Controller to evaluate PD ICP operations at 1333 and to act as security personnel as needed
G-1	EP		Incident Command Post (ICP) (Moving to ICP at Terminal)	PSSP		Safety Officer and M&M controller
G-2	UR		Incident Command Post	N/A		To represent University Residences at Incident Command Post
R-1	FD		Incident Command Post (moving to terminal)	PUFD ADMIN		Controller to evaluate FD ICP operations at 1333
Y-1	PD		Perimeter of	N/A		To limit access to exercise site via cones/caution-tape/signage

Location Aviation Technology

R-3	FD		North (moving to ICP at Terminal)	PUFD ADMIN		Controller to evaluate PD operations at Stairwell
G-3	AP	Actor	Basement	PSSP		To stop all exercise traffic from proceeding through Av Tech building outside of control areas

Dispatch Center

B-3	PD		PDC	PUPD S.Ops		Radio Traffic facilitator
G-4	EP		PDC (May be moving to one of the sites)	PSSP		Exercise Director

Media Staging

G-5	MM		Airport Parking Lot	PSSP		Controller for Media
G-11	REM		Airport Parking Lot	PSSP		Observer controller
G-7	PHSI		Airport Parking Lot	PSSP		To help the Media and/or observer controller should they need it.

Terminal Building

B-1	PD		South side of the railroad tracks	PSSP	To act as extra site security
B-4	PD		In the Terminal parking lot, south of the railroad tracks in front of the Terminal building.	PSSP	To control vehicular traffic access for faculty, staff, and media as well as to stop exercise-only traffic from traveling into Terminal parking lot and to act as security personnel as needed
B-5	PD		Center hall of Terminal at barrier	PSSP	To stop non-exercise participants from accessing exercise area
B-6	PD		Inside Airport Terminal Building	PSSP	Controller to evaluate PD operations within Terminal Building operations
B-7	PD		Inside Airport Terminal Building	PSSP	Controller to evaluate PD operations within Terminal Building operations
B-8	PD		Pedestrian gate, NE side of Terminal	PSSP	To control access for faculty and staff. Also to stop any exercise traffic from entering front doors of Terminal Building and to act as security personnel as needed
B-9	PD		Outside SW stairwell	PSSP	To control access for faculty and staff. Also to stop any exercise traffic from exiting
B-10	PD		West end of the Terminal	PSSP	Controller to evaluate PD operations within Terminal Building operations
G-1	EP		ICP at the Terminal	PSSP	M&M evaluator for the ICP

G-6	FD	(Moulage Team)	Airport Terminal Parking (moving to Main Parking Ped. Gate)	PUFD ADMIN	Controller to stop exercise-only traffic from traveling into Terminal parking lot
G-8	AP		Outside Av. Tech. Southwest Side	PSSP	To stop all exercise traffic from encroaching on aircraft ramps / taxiways / runways
G-9			Outside Terminal Building	PSSP	Exterior Safety Officer at East Door
G-10	AP		Outside Terminal Southeast Side	PSSP	To stop all exercise traffic from encroaching on aircraft ramps / taxiways / runways
R-1	FD		Inside Airport Terminal Building	PUFD ADMIN	Controller to evaluate FD/EMS operations inside Terminal Building
R-2	FD		Airport Triage Area	PUFD ADMIN	Controller to evaluate FD/EMS triage and transport operations
R-3	FD		ICP at the Terminal	PUFD ADMIN	Controller to evaluate IC operations
R-4	FD		Airport Main Parking Pedestrian Gate	PUFD ADMIN	To control access for faculty, staff, and media.

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Part 2: Master Scenario Events List (Summary)

Event #	Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
01	0745	Radio Check		All safety officers and controllers	All radios function correctly.
02	0800	Exercise Start... Call to Purdue Dispatch regarding domestic abuse. <u>See Expanded MSEL #2 for scripted call.</u>		Purdue Dispatch	Purdue Police Department dispatches on patrol officers, scene of the reported incident.
03	0803	Dispatch to Purdue Police (staged on the East side of campus)provides info on domestic abuse case		Responding officers	Expect 2 patrol cars will respond from the East side of campus.
04	0810	Officers arrive with Personal Protective Equipment (PPE) and make contact with RA Actor (Wendy). <u>See Expanded MSEL #4 for Actor Script.</u>		RA Actor, Police Units, and Dispatch	Meet RA Actor and based on gas leak info, they contact Dispatch and ask for the FD to respond to the scene.
05	0820	Officers call PD Dispatch requesting the FD to respond to the gas leak.		Dispatch	Dispatch calls for FD to respond to scene (EMS expected to respond as well based on gas leak information).
06	0822	Dispatch contacts Purdue Fire Department regarding gas leak		FD	Fire and EMS respond.

Event #	Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
07	0826	Purdue Fire and EMS arrive.			Get update from PD officers on scene, shut off gas, start ventilating the apartment, and find female body inside. Detectives need to be requested. All backup officers are to report to 1333 and await instruction.
08	0826	Purdue Police confer with Purdue Fire, Incident Command (IC) Established (IC or Unified Command (UC).			PD officers continue the investigation (outside the apartment), establish a perimeter, start crime scene log, and establish entry point.
09	0830	Dispatch sends page to "On-Campus Crime and Event" group.		On-Campus Crime and Event Group	Page sent by Dispatch using the test page script.
010	0840	Senior Director EHPS considers need to send out Purdue Alert. Police and Fire Chiefs meet to discuss.		Dispatch; M & M personnel	Purdue Alert decision is made (1st Purdue Alert <u>will be simulated</u>).
011		M & M representative arrives on scene.		PD and FD personnel	Contact IC
012	0841	Purdue Fire: gas off and the apartment is ventilated.			FD verifies that the apartment is safely ventilated and advises PD that it is safe to enter.
013	0845	On-scene Purdue Police continue their investigation.			Secure perimeter, continue apartment search/investigation, photographs.

Event #	Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
014	0850	Detectives arrive at the scene, along with backup officers.		Purdue PD	Get situational briefing from on-scene UC or IC. Begin investigation.
015	0850	Controller calls (Actor) . <u>See Expanded MSEL #15 for details.</u>		(Actor)	This alerts (Actor) to call Dispatch to drive the next event.
016	0852	(Actor) to Dispatch: Man with guns went into basement. <u>See Expanded MSEL #16 for Actor Script.</u>		Dispatch	Dispatch will notify patrol unit(s) at Location regarding info from Johnson call.
017	0854	Dispatch to Purdue Police: Man with gun inside Location.		Responding PD patrol unit(s)	Patrol units will proceed to Location.
018	0855	Dispatch prepares 2 nd On Campus Crime and Event Page.		Dispatch	Dispatch prepares a page to be sent.
019	0856	Purdue Police depart enroute to location.			PD units arrive at Location.
020	0900	Purdue Police arrive at Location. <u>See Expanded MSEL #20 for Actor Script.</u>			Find/speak with (Actor) and begin search.
021	0901	directs to call about shots fired via controller radio. <u>See Expanded MSEL #21 for Actor Script.</u>	(Actor)		

Event #	Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
022	0902	calls Dispatch with “shots fired at the Terminal building”. <u>See Expanded MSEL #22 for Actor Script.</u>		Dispatch	After this inject, Dispatch is handed a card that says the north end of the airport terminal is closed due to construction. Actors put on all PPE
023	0903	Two more calls to Dispatch of “shots fired at the Terminal building”. <u>See Expanded MSEL #23 for Actor Scripts.</u>		Dispatch	
024	0904	Dispatch: “Calling all Purdue units, shots fired at the Terminal building”		Purdue Police	Officers in Location go to the Terminal building; backup personnel.
025	0906	Purdue Police arrive at the Terminal Building			Attempt at airport terminal entry fails due to chained doors.
026	906	Shots fired from inside the terminal by Munson in room 101. Will give the signal via PSSP radio.		Purdue Police	Purdue Police hear gunshots from inside terminal.
027	0908	Purdue Alert decision		IC or Senior Director EHPS/PD Chief	Decision made regarding release of Purdue Alert. Activation should be by IC; however, if not by IC then may be made by Senior Director EHPS/PD Chief. All layers of Purdue ALERT will be activated (weather permitting for sirens).
028		Senior Director, EHPS requests EOC activation.		Emergency Preparedness Director	Senior Director, EHPS directs Emergency Preparedness Director to activate the EOC (<u>activation simulated</u>)

Event #	Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
029	0910	Purdue Police <u>(in safety gear)</u> cut chains, breach door, enter building. <u>Simunitions will be used. See Expanded MSEL #29 for Actor Script.</u>			Officers find frantic victims inside airport terminal and confront 1 st shooter
030	0910	calls to release backup to the scene.			Backup personnel are authorized to proceed to scene
031	0911	Officer Down!			PD officer is wounded...responding officers advise Dispatch. Dispatch notifies EMS.
032	0911	Imminent confrontation with the 1 st shooter.			1 st "bad guy" shooter dies.
033	0913	Actor #5 runs toward officers screaming about another gunman with hostages. <u>See Expanded MSEL #33 for Actor Script.</u>		PUPD	Officers begin search for a second shooter.
034	0915	Find a 2 nd shooter in a barricaded room with hostages. <u>See Expanded MSEL #34 for Actor Script</u>			PD goes to room where suspect and hostages are barricaded.
035	0916	Purdue Police to Dispatch: request EMS.		Dispatch	Notify EMS.
036	0917	Dispatch contacts EMS.		EMS	Purdue Fire and EMS are dispatched to the location

Event #	Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
037	0922	Purdue Fire and EMS arrive.			Report to IC for staging/briefing update.
038	0922	radios to send actors out. Actor #6 helps wounded actor #7 out the door so that EMS sees them.			2 actors (one wounded) exit building as EMS arrives on scene. Find multiple victims who have been mulaged and will have tags scripting their injuries.
039	0922	Second ICP established.			
040	0930	EMS starts triage.			EMS triages 14 victims.
041	0940	<u>See Expanded MSEL #41 for Actor Scripts. All PD and actors are in safety gear...Simunitions will be used.</u> Bad guy starts shooting.			Officers enter the room and confront bad guy.
042	0943	Purdue Police enter barricaded room and neutralize the shooter.			Find 1 dead and the shooter non-critical (victims are mulaged).
043	1000	End Exercise.			Flahive will notify all personnel that the exercise has ended. <u>**Purdue Police will secure ALL weapons.**</u>
044	1000	All victims ready for transport. <u>See Expanded MSEL #44 for Victims List</u>			
045	1000	M&M representative will arrive to the scene			M&M will meet any local media that arrives.

Event #	Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
046	1000	3 rd Purdue ALERT with a status update.		Senior Director, EHPS PD Captain	Text/email may be sent updating the Purdue community on current status (simulate). M & M will notify the home page that the exercise is complete.
047	1200	Complete area clean-up.			

Event #	2	Event Time:	0800	(Actual Time)
Via:	Phone call	Objective(s):	Objective 1	
Who Delivers?	RA Actor	Recipient Player(s):	Purdue Dispatch	
Event Description:				
Actor fwill call Purdue Police Dispatch (PUPD)				
Inject:				
<p>“THIS IS A TRAINING EXERCISE ONLY—Hi this is Wendy. I am the RA for building. I had one of my residents call me and tell me that his neighbors are fighting again. When I got there, I could hear from the hallway that they were yelling loudly at each other. I decided I should call you guys. I can meet with the officers outside building if you want.” Other information that the RA has, <u>but will not divulge unless specifically asked:</u></p> <ul style="list-style-type: none"> • Bob Jones is the name of the resident at and his wife’s name is Mary. He is a graduate student majoring in Aviation Technology (AT). He has a brother, Pete, majoring in the AT also. • He is a white male, approximately 55 years old, 6’3” tall and approximately 220 pounds. • Other building residents say Bob and Mary fight all the time and believe Mary wants a divorce. • The RA knows nothing about any weapons, as they are not allowed on campus. 				
Expected Action(s):				Notes
<ul style="list-style-type: none"> • Purdue Dispatch receives 911 from a concerned RA, contacts patrol officers and gives them information. 				
Expected Outcome:				Notes
<ul style="list-style-type: none"> • Patrol officers respond to the address provided. 				

Event #	4	Event Time:	0810	(Actual)
Via:	In person	Objective(s):	Objectives 4 and 5	
Who Delivers?	RA Actor	Recipient Player(s):	Responding Officers	

Event Description:

Officers (staged on the other side of campus) arrive at the incident and receive information from RA Actor who initially called Dispatch. As well, they will find a find a gas leak in the apartment and when the FD goes inside to turn off the leak, they will find a dead body.

Inject:

Controller will start “gas leak” hissing prior to PD officer’s arrival.

Upon officers’ arrival, Wendy, the RA Actor is outside the apartment and states the following- “THIS IS A TRAINING EXERCISE---Hi, I’m Wendy, the RA that called dispatch. Just after I called, I saw Bob get into his truck and leave. It looked like someone else was in the truck but I couldn’t tell. Oh...and when I knocked on the door, I smelled gas!!” Other information that Wendy has, **but will not divulge unless specifically asked:**

- Bob Jones was last seen wearing a red shirt and black pants, he has a moustache, wears glasses, and has brownish/ blackish hair.
- Pete Jones, Bob’s brother, is a white male, approximately 5’11” and 195 pounds, with bald head and moustache; may be with Bob. Pete is known to have a part-time job at Purdue West.
- Bob was driving a red Dodge pickup. No information on plate number or what State it is from. The vehicle was last seen traveling northbound on MacArthur Drive.

Expected Action(s):	Notes
<ul style="list-style-type: none"> • Officers question RA. • Call Dispatch asking for FD with information regarding gas leak. • Stop search pending shut-off of leak. 	
Expected Outcome:	Notes
Officers call Dispatch requesting Fire Department and EMS. Since gas was found, officers do <u>not</u> search apartment until Fire Department has turned off the leak and ventilated the apartment.	

Event #	15	Event Time:	0850	(Actual)
Via:	Radio	Objective(s):	N/A	
Who Delivers?		Recipient Player(s):	(Actor)	
Event Description:				
(Controller) calls (Actor) , Building Deputy at Location and asks Johnson to make the scripted call to Dispatch (for script see Event # 15).				
Inject:				
Will utilize PSSP radio and call (Actor) and tell (Actor) to make the phone call to dispatch (see Event # 15).				

Expected Action(s):	Notes
Expected Outcome:	Notes
(Actor) calls dispatch	

Event #	16	Event Time:	0852	(Actual)
Via:	Phone	Objective(s):	Objective 4	
Who Delivers?	(Actor)	Recipient Player(s):	Dispatch	
Event Description:				
(Actor), Location building deputy, will call PUPD dispatch, using				
Inject:				
<p>“THIS IS A TRAINING EXERCISE-----Hi this is (Actor) the building deputy at Location.....A grad student of mine, Bob Jones, just came in the building, and I’m sure he has a gun! He also had a big bulky backpack on. He had the gun at his side and went into the basement. I have a lot of people down there and I’m afraid of what he may do! He really hasn’t been himself lately. I’m trying to get my people out of the building now. THIS IS A TRAINING EXERCISE ONLY.”</p> <p>Other information that (Actor) has, <u>but will not divulge unless specifically asked:</u></p> <p>Bob Jones was last seen wearing a red shirt and black pants, he has a moustache, wears glasses, and has brownish/ blackish hair. He went into the basement, does not know what he did down there, as he (Actor) went to his office to call the police.</p>				

Expected Action(s):	Notes
Dispatch is made aware of Bob Jones’s location and that Jones is armed.	
Expected Outcome:	Notes
Dispatch calls officers to investigate Location.	

Event #	20	Event Time:	0900	(Actual)
Via:	In person	Objective(s):	Objective 4	
Who Delivers?	(Actor)	Recipient Player(s):	Responding Officers	
Event Description:				
Purdue police arrive at Location, find (Actor) .				
Inject:				
<p>(Actor) states to responding officers- "He went down there (pointing to the basement). I don't know what he was doing, but he had a gun."</p> <p>Other information that (Actor) has, <u>but will not divulge unless specifically asked:</u></p> <p>Bob Jones was last seen wearing a red shirt and black pants, he has a moustache, wears glasses, and has brownish/ blackish hair. He went into the basement, does not know what he did down there, as (Actor) went to his office to call the police. Has heard no noise from the basement.</p>				

Expected Action(s):	Notes
Police go down to basement searching for Jones	
Expected Outcome:	Notes
The search comes up empty for Jones.	

Event #	21	Event Time:	0901	(Actual)
Via:	PSSP Radio	Objective(s):		
Who Delivers?	(Actor)	Recipient Player(s):	Ed Ed	
Event Description:				
Once officers and Sgt. arrive to Location and begin their search, will direct (Actor) to call using the PSSP radio and tell to call PUPD dispatch.				
Inject:				
"Corporal, please make your call."				

Expected Action(s):	Notes
tells o call dispatch.	
Expected Outcome:	Notes
will call dispatch.	

Event #	22	Event Time:	0902	(Actual)
Via:	Phone call	Objective(s):	Objectives 3 and 4	
Who Delivers?		Recipient Player(s):	Dispatch	
Event Description:				
calls dispatch with "shots fired" inside the Terminal Building.				
Inject:				
<p>"THIS IS A TRAINING EXERCISE ONLY--- Oh my God! Oh my God! There is a guy here shooting people!! We're in the Terminal building, please hurry-- get us help!"</p> <p>Police then discharges 3 blank rounds from the .38 handgun and terminates the phone call.</p>				

Expected Action(s):	Notes
Ed calls dispatch.	
Expected Outcome:	Notes
Dispatch alerts the responding officers.	

Event #	23	Event Time:	0903	(Actual)
Via:	Phone calls	Objective(s):		
Who Delivers?		Recipient Player(s):	Dispatch	
Event Description:				
Two more phone calls via cell phone to dispatch of "shots fired" at the Building.				
Inject:				
<p>"THIS IS A TRAINING EXERCISE ONLY---- (in a hushed voice) there are 2 guys who just came into the Terminal building and started shooting people. I don't know where they are now; we are hiding in the west end of the building. Hang on, hang on. (say nothing for 7 seconds) I think they are coming. Hurry get us some help. (Angry yelling in the background by Ed) "Where are you Dave?" The phone call is terminated.</p> <p>When phone call completed, telephones PUPD dispatch via and says: "THIS IS A TRAINING EXERCISE ONLY--- (yelling in the background by actors to create a chaotic sounding phone call). Phone call is terminated after 8 seconds of yelling.</p>				

Expected Action(s):	Notes
Controllers contact dispatch with more calls of "shots fired"	
Expected Outcome:	Notes
Dispatch alerts the responding officers to the additional calls, allowing them to go straight in without the need of investigating the first call.	

Event #	29	Event Time:	0910	(Actual)
Via:	In person	Objective(s):	Objective 4	
Who Delivers?	Actors at airport terminal	Recipient Player(s):	Responding Officers	

Event Description:

Purdue Police **(with safety gear on)** cut chains on doors, breach, and enter building.

Inject:

All actors and controllers inside the airport terminal have appropriate safety gear on before police enter.

A-1 “help, help, you gotta help us! He went that way!” (Pointing westbound down the hallway. This actor needs to sell the point for the responding officers to travel westbound down the hallway. Pointing, yelling, by whatever means get the officers to travel down the hallway)

A-2 “get us an ambulance, hurry, help, my friend has been shot” (will be attending to victims 4 and 5 as they are lying on the ground.)

A-3 “You gotta get me out of here!!!!...I can’t die here!!! PLEASE HELP ME!!!” (A3 will also be tending to victim #3)

A-4 “One of my co-workers ran down there! One of the guys went after them, help them, hurry, quick!!” (tending to victim # 11 as they are frantically telling the officers the story, pointing to the west)

Remaining actors- screaming, wailing, crying out general statements, pleading for help.
As police go down the hall, they find actor 10

A-10 Cowering in the corner, scared. “please don’t shoot me, please don’t shoot me!”

Expected Action(s):	Notes
Actors see the officers and run screaming towards them, divulging information about the shooter’s location as well as various pleas for help.	
Expected Outcome:	Notes
Police do not stop to help the hurt and wounded, but instead continue moving to find the shooter.	

Event #	33	Event Time:	0913	(Actual)
Via:	In person	Objective(s):	Objective 4	
Who Delivers?	Actor	Recipient Player(s):	Responding officers	

Event Description:

Actor #5 runs toward officers screaming about another gunman with hostages.

Inject:

A-5 (After the officer has been shot, A-5 will be instructed when to begin by Controller Wietbrock. They will be running down the hallway from west to east, makes contact with officers) “help, help, he’s got people down there, he is holding them hostage. He has a gun! He says not to go into the room.”

(additional information A-5 possess- the hostages are being held in the last door down the hallway to the left)

Victim -14 (inside room 120, points officers toward the barricade room) “He says if you go in he will kill everybody! I need help, I’ve been shot!”

A-6 Being held hostage, pleading for help

A-7 Being held hostage, pleading for help

A-8 Being held hostage, pleading for help

Expected Action(s):	Notes
Actor runs towards the police, gives some information, police push the subject more to get additional information.	
Expected Outcome:	Notes
Police begin search for a second shooter.	

Event #	34	Event Time:	0915	(Actual)
Via:		Objective(s):		
Who Delivers?		Recipient Player(s):	Responding Officers	
Event Description:				
Police find a second shooter in a barricaded room with hostages.				
Inject:				
Ed repeats over and over until verbal contact from the Police- "Don't come in here or I'll kill 'em all." (he starts yelling when he hears the PD outside the room).				
Once contact has been made to Ed by the Police, Ed begins ranting and raving about how Dave has been having an affair with his wife. <u>Ed will draw out negotiations until event 40.</u>				

Expected Action(s):	Notes
Find hostage situation.	
Expected Outcome:	Notes
Begin negotiations with Ed.	

Event #	38	Event Time:	0922	(Actual)
Via:		Objective(s):		
Who Delivers?		Recipient Player(s):	Responding EMS	
Event Description:				
EMS arrives.				
Inject:				
When told to do so by Controller, Actor # 9 helps Victim #1 outside to awaiting EMS.				
Expected Action(s):			Notes	
Find victims.				
Expected Outcome:			Notes	
Begin triage.				

Event #	41	Event Time:	0940	<i>(Actual)</i>
Via:		Objective(s):	Objective 4 and 5	
Who Delivers?		Recipient Player(s):	Responding Officers	
Event Description:				
Bad Guy starts shooting.				
Inject:				
<p>Controller will confer with PUF D Controller once all critically wounded people on the east end of the terminal have been removed from the building. Wietbrock will then utilize the PSSP radio to inform Ed to become an active shooter.</p> <p>Upon receiving radio call, Ed yells "What the hell are you doing?" Shoots the .38 blank 2 times. Actors in <u>barricaded room</u> start screaming in panic.</p>				

Expected Action(s):	Notes
Ed begins shooting.	
Expected Outcome:	Notes
Responding officers breach the barricade and neutralize the shooter	

Event 44

Pt #	Demo	Injuries	Initial Vitals	Color
1	19 M	GSW Left lower leg	144/76 118 18	Green
2	Police	GSW Right shoulder	122/60 110 18	Yellow
3	24 F	GSW right forehead	No radial pulse, aginol respirations	Black
4	18 F	GSW Left lateral neck	0/0 0 0	Black
5	19 M	GSW center Abdomen	90/40 124 32 cool, pale	Red
6	21 M	GSW left ankle	122/60 116 16	Green
7	19 M	GSW right upper arm	132/80 116 18	Green
8	18 M	GSW left lateral chest	0/0 0 0	Black
9	23 F	GSW left temporal region	weak carotid pulse, no response	Black
10	Shooter	GSW left upper and lower arm	108/62 118 24	Yellow
11	18 F	GSW posterior spine	86/40 88 14	Red
12	20 F	GSW Left upper arm	132/86 120 24	Green
13	21 F	GSW Right lower leg	128/80 118 20	Green
14	19 F	GSW Right hand	152/92 129 22	Green
15	First Shooter	MGSW Chest	0/0 0 0	Black
16	22 M	GSW Back of Head	0/0 0 0	Black
17	18 F	MGSW Torso	0/0 0 0	Black
18	22 M	GSW left lower back	0/0 0 0	Black
19	23 M	GSW left forehead	0/0 0 0	Black
20	20 F	GSW left femoral artery	0/0 0 0	Black

Full-Scale Active Shooter Exercise

Design Committee

Last Name	First Name	E-mail	Department
			Purdue Police
			Purdue Police
			Fire Safety Specialist
			Purdue Police
			Purdue Homeland Security Institute (PHSI)
			Purdue Fire and EMS
			PHSI
			Campus Emergency Preparedness and Planning Office
			Director of Fire Protection
			Purdue Fire and EMS
			Purdue Police
			Environmental Health and Public Safety
			PHSI
			Purdue Police
			Campus Emergency Preparedness and Planning Office



QUICK REFERENCE GUIDE

**FOR ANY EMERGENCY:
CALL 911**

WHAT TO DO...

EVACUATION PROCEDURES--FIRES

- Activate the alarm
- When fire alarm is activated, evacuation is mandatory
- Call for help—dial 911
- Warn others
- Evacuate in accordance with the Building Emergency Plan or at the nearest exit
- Evacuate immediately—if possible take your belongings
- Evacuate to an area that does not impede responders
- Assist persons with disabilities, if possible
- DO NOT USE ELEVATORS
- Do not re-enter the building until authorized by Public Safety officials

SHELTER IN PLACE—TORNADO WARNING

- If the All Hazards Sirens are activated or you are notified of a warning, immediately seek shelter in nearest facility
- Proceed to the lowest level. If a basement is not available, seek an interior hallway or small interior room on lowest level, away from windows and doorways
- All clear will be announced over the local TV and radio stations or expiration of the initial National Weather Service warning

SHELTER IN PLACE—HAZARDOUS MATERIALS (HAZMAT) RELEASE

- If advised to shelter for a HAZMAT incident, immediately seek shelter in nearest facility
- Close and lock all windows exterior doors, and any opening to the outside
- If possible, move to an interior room above ground floor with fewest windows and vents
- Do not leave the building until authorized by Public Safety officials

NON EMERGENCY PHONE #s:

Purdue Police Department:
Purdue Fire Department:
Physical Facilities Services:
REM:

SHELTER IN PLACE—ACTIVE SHOOTER

- If advised to shelter for an active shooter incident, immediately seek shelter in nearest facility
- If possible, secure yourself and others inside a room
- Do not leave your area until authorized by Public Safety officials

How you will be notified...Purdue ALERT
(Our emergency warning notification system)

- All-Hazards Emergency Warning sirens: (**Shelter In Place**)
- Fire alarms: (**Evacuate** the building)
- Email: An e-mail will be sent to all people with a **purdue.edu** address
- Text messaging: Purdue University faculty, staff and students may sign up via the Purdue website to receive an emergency notification text message
- Purdue home page: The home page (www.purdue.edu) is the focal point for all campus-related emergencies
- Residence Life: University Residences have procedures for alerting people in individual halls via their resident assistants, phones, and signage
- Local Media: The University works with the news media, radio, TV, newspapers, and Internet, to help spread the word
- Facebook: Individuals can sign up for a Facebook account (www.facebook.com) and join the Emergency Notification Group
- Boiler TV: The Boiler Television Emergency Alerting System may also broadcast emergency information