Corporate Headquarters: 525 North Tryon Street, Suite 1600 | Charlotte, NC 28202 | USA

Corporate Mailing Address: Post Office Box 57 | Fort Mill, SC 29517 | USA

Phone: 800.231.9106   *Fax:* 801.905.3736   *Web:* www.ThreatSuppression.com   *E-Mail:* info@ThreatSuppression.com

Presentation Title: *"Active Shooter HSEEP Game Train-the-Trainer"*

Presentation Description:
This Homeland Security Exercise and Evaluation Program (HSEEP) compliant "game" is a complex simulation of operations that occur at active shooter/active assailant events. In cooperation with the client, Threat Suppression staff will select actual high-risk targets in the client's jurisdiction. Threat Suppression staff then create a complex simulation that utilizes 9-1-1 injects and responder injects to drive the game.

The simulation is created from real life occurrences at active shooter events. Typically, we conduct two games in one day. Each game is increasingly complex. Participants utilize game pieces and large floor plans to assist with moving "personnel" throughout the building to address threats and treat/extract victims. Personnel are issued game pieces that provide realistic representations of actual available public safety resources.

This game can also include active participation with the local 9-1-1 center. The first responders will receive injects by use of simulated 9-1-1 calls utilizing the jurisdiction's 9-1-1 center. Role players receive the injects via radio and must act on them accordingly. If the 9-1-1 center is unable to play, a game controller provides the 9-1-1 injects to the players. These games utilize information obtained from numerous actual active shooter events. Threat Suppression staff also build in a ratio of true injects combined with inaccurate injects to help commanders sort through "noise." The role players decipher the injects to determine the actual events within the game parameters.

The day typically begins with a 45-minute PowerPoint presentation that focuses on law enforcement, fire service, and EMS objectives in the first 10 minutes, first 30 minutes and first 60 minutes. Each participant is provided with a command checklist to use in making tactical and strategic decisions. In addition, game players have large visual command aides to help with prioritizing decisions.

Upon completion of the game, Threat Suppression staff will spend four hours teaching agency instructors how to run the game. The game and all gameplay components, including PowerPoint, injects, casualty cards, and more will become the property of the host agency. The host agency can utilize the game in any manner they would like.

Public safety leaders from multiple departments have described this game as "One of the most ingenious methods ever made to teach public safety leaders command and control at active shooter events". Multiple local, state, and federal agencies have asked us for guidance on creating similar active shooter games based on the Threat Suppression model.

"This is the demanding and realistic active assailant training we have conducted in a single room."
- Joint Base Andrews

"This game is by far the best that we have ever seen. This sets the standard for realistic active assailant command and coordination tabletop exercises."
- Federal Bureau of Investigation

"This is stunningly realistic and presents commanders with multiple problems to solve simultaneously. This game is incredibly true to life."
- United States Secret Service

Resources Needed:
Large conference room, tables, computer, projector, laminated building floor plans

Time Needed:
Eight hours. Each game takes approximately two hours to complete, with an hour of evaluator feedback at the end. The train-the-trainer portion is four hours.