



THREAT SUPPRESSION
INCORPORATED

THREAT SUPPRESSION® INCORPORATED

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Presentation Title: *“Active Shooter Gaming”*

Presentation Description:

This Homeland Security Exercise and Evaluation Program (HSEEP) compliant “game” is a complex simulation of operations that occur at active shooter events. In cooperation with the client, Threat Suppression staff will select an actual high-risk target in the client’s jurisdiction. Threat Suppression staff then create a complex simulation that utilizes 9-1-1 injects to drive the game.

The simulation is created from real life occurrences at active shooter events. Typically, we conduct two or three games in one day. Each game becomes increasingly more and more 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 frequently is two-fold. There is one game board for police/fire/EMS first responders and one game board for the building’s administrators. The first responders are sequestered in one room and 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. Utilizing information obtained from numerous actual active shooter events, Threat Suppression staff build in a ratio of true injects combined with inaccurate injects. The role players decipher the injects to determine the actual events within the game parameters.

In the building administrator’s room, the players receive limited information that they would typically have during the actual event. As the mitigation phase of the event concludes with the first responders, the building administrator’s portion of the game is just beginning. Building administrators will receive information from the first responder command staff regarding the event. Then, a series of realistic injects are given to the building administrators’ simulating problems that they must address. Injects are given in the phases, (1) 0 – 24 hours, (2) 24 – 72 hours, (3) 72 hours and beyond. Examples of problems faced include simulated press interviews, mass notification, use of social media, “dark websites”, employee accountability, vigils, employee funerals, and much more.

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 teaching institutions have asked us for guidance on creating similar active shooter games based on the Threat Suppression model.

Resources Needed:

Large conference room, tables, computer, projector, laminated building floor plans

Time Needed:

Each game takes approximately two hours to complete, with an hour of evaluator feedback at the end.



