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# 2014

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## Active Shooter Event Plan Great Lakes Crossing Outlets



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09/21/2014

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ACLU-3157

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## EXECUTIVE SUMMARY

Active Shooter Incidents (ASI) has increased in frequency within the last decade. In turn, public safety agencies have responded with a shift in tactics and protocols in response to this particular threat. Active Shooter Incidents do not just occur in schools or businesses they are also occurring in retail shopping malls as seen by the Columbia Mall Columbia, MD shooting on January 25, 2014 and the Clackamas Towne Center shooting in Portland, Oregon on December 11, 2012. Well aware of these tragic events the Auburn Hills Police Department and Great Lakes Crossing Outlets has initiated a large scale training drill to test the capabilities of law enforcement, EMS, and security response to an active shooter incident.

Exercise designers developed a drill that took advantage of the Great Lakes Crossing Outlets unique infrastructure. Great Lakes Crossing Outlets is a one story, 1.6 million square foot, multi-store facility that presents responders with daunting challenges due to its size and design.

The Great Lakes Crossing Outlet 2014 Active Shooter Drill is designed as a one day drill to test the Auburn Hills Police Department, Auburn Hills Fire Department, its neighboring agencies and Great Lakes Crossing Outlets abilities to perform the following target capabilities as identified by the Department of Homeland Security's Target Capabilities List:

- Planning
- Interoperability
- Communications
- On-Site Incident Management
- Emergency Public safety and Security Response
- Fire Incident Response Support
- Explosive Device Response Operations
- Responder Health and Safety
- Emergency Public Information and Warning

The exercise planning team (EPT) was composed of numerous local public safety agencies including:

- Auburn Hills Police Department
- Troy Police Department
- Oakland County Homeland Security
- Great Lakes Crossing Outlet
- Oakland County Sheriff's Office
- Federal Bureau of Investigations
- Salvation Army

# INTRODUCTION

The purpose of this full-scale active shooter exercise is to enhance preparedness and safety by testing the Auburn Hills Police, Auburn Hills Fire Department, and Great Lakes Crossing Security's ability to respond to and recover from an active shooter scenario. This scenario will simulate an active shooter event in Great Lakes Crossing Outlets.

## Scope

This exercise will focus on Auburn Hills Police, Auburn Hills Fire EMS, Local, County, and Federal law enforcement officers' response in conjunction with Great Lakes Crossing Outlet Security officers' response. The storyline will involve over 95% of the Great Lakes Crossing Outlet. Role players will be used to enhance the scenario's realism.

## Exercise Objectives

### Objective 1:

Auburn Hills Police Department, Auburn Hills Fire Department, and Great Lakes Crossing Outlet Security 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, medical care, and coordinating supporting agency involvement through simulation.

- Coordinated Response
- Available Resources
- Facility Familiarity and Access
- AHPD and AHFD demonstrate actions and techniques to respond
- AHFD Emergency Medical response
- Control and Neutralize the Active Threat
- Site Security

### Objective 2:

Demonstrate the ability to implement Incident Command, staging area and transition into Unified Command System.

- Communication
- Location for Staging
- Ability to control access
- Access to camera systems

**Objective 3:**

Demonstrate the ability for Great Lakes Crossing Outlet Security to communicate to stores to broadcast message to evacuate or lockdown and prepare for a mass evacuation.

- Communication process with stores
- Evacuation process
- Pre-scripted messages to alert customers
- Identifying when mall would reopen and process for reopen

**Objective 4:**

Demonstrate communications interoperability between AHPD, AHFD, Great Lakes Crossing Outlets, other law enforcement agencies in response to an active shooter situation.

- Communication
- Coordinated Response
- Speed and Accuracy of Information
- Available Resources

**Objective 5:**

Auburn Hills Police and Great Lakes Crossing Outlet 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.

- Prepared message to media
- Location of media vehicles
- Location of the press briefings
- Frequency of press briefing

**Objective 6:**

Auburn Hills Police and Fire Department will demonstrate the ability to move as a team and provide triage to victims

- Identification of most critical care
- Law Enforcement safety team ability to focus on security of EMS
- Evacuation of critically injured
- Transportation from scene
- Ability to communicate with Medical Authority

## Assumptions and Artificialities

In any exercise a number of assumptions and artificialities may be necessary to complete play in time allotted. During this exercise, the following apply:

- The scenario is plausible and events occur as they are presented. Role players must follow the directions of the controllers during the event
- There is no “hidden agenda”.
- This exercise is intended to address the response, triage, communications, and incident command structure.

## Exercise Schedule

<b>1200-1600:</b> Set-up	<b>1915 hours:</b> Radio Check
<b>1630 hours:</b> Briefing at AHPD	<b>1930 hours:</b> Scenario Starts
<b>1700 hours:</b> OU student start arriving at GLC Mall.	<b>2100 hours:</b> Scenario Ends
<b>1800 hours:</b> GLC Mall Closes	<b>2115</b> Debrief – Food Court
<b>1730-1800 hours:</b> Enforcement Role Players/Controllers need to report to Golf Dome to check-in. Civilian Role Players will report to Mall Food Court to check-in.	<b>2130</b> – Breakdown and Clean-up
<b>1800-1900:</b> Locations inside of mall that are off limits need to be taped off.	
<b>1830 hours:</b> Safety Briefing in Lower Level Parking Lot for Law Enforcement Role Players/Controllers	
<b>1830 hours:</b> Safety Briefing in food court for civilian	
<b>1830 hours:</b> Close GLC Drive	

## Exercise Participation

The exercise has several categories of participants and they are listed below. All participants and observers will be subject to a search for weapons prior to entering the training zone.

### *Roles and Responsibilities*

**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 the location and will be wearing blue 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. Actors must leave yellow caution tape on their legs at all times during the exercise.

**Evaluators** will be assigned to the location and will be wearing blue or red vests. Evaluators evaluate and provide feedback on a designated functional area of the exercise. Evaluators observe and document performance against established capability objectives and critical tasks, in accordance with the Exercise Evaluation Guides (EEGs).

**Observers** do not participate in exercise play or in exercise control functions and will be wearing orange vests. 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.



## *Exercise Rules*

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.

## OPERATIONS

### *Exercise Structure*

This will be a full scale active shooter exercise using personnel from the Auburn Hills Police Department, Oakland County Sherriff's Department, Oakland University Police Department, Troy Police Department, FBI, Great Lakes Crossing Mall Management, and Great Lakes Crossing Security Officers. The exercise is designed to be as realistic as possible.

The exercise will be preceded with orientation and situation briefings starting at times indicated in the Exercise Schedule on page 3. All groups will also receive a safety briefing. During the briefings, players will receive the necessary background information to begin the exercise play.

Exercise play is scheduled to begin at 7:30 p.m. and end at approximately 9:00 p.m.

**A Player Hotwash** will be held after the exercise at 11:00 pm. 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**

**All personnel must receive the Safety Brief prior to entering the exercise venue. Compliance with all aspects of this safety briefing is mandatory for all exercise participants. Anyone who does not receive this safety briefing cannot be allowed to participate in the exercise. Anyone who willingly violates the mandates of this briefing will be removed from the exercise.**

This exercise minimizes force-on-force (law enforcement vs. subject) interaction. All Law Enforcement- subject interactions will be compliant. In addition, the exercise is constructed so there are **no** requirements for exercise participants to respond to a location “running code” (lights and sirens). Vehicle operators involved in this exercise should never exceed the speed limit.

**Safety is the most important aspect of this exercise.** Participant safety takes priority over exercise events. All exercise participants share the responsibility of ensuring a safe environment for all personnel involved in the exercise. If you see a safety issue, take action. For an **actual emergency or safety issue** use the phrase “**Stop Exercise**”. As soon as practicable all true emergencies, safety issues, and fire incidents should be reported to the exercise unified command post and the Overall Exercise Controller Lt.

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 Lt.
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!**

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7. Do **not** cross any areas marked with yellow tape or marked off with traffic cones...those areas are "out of play".

**Code Words:**

- **Stop Exercise:** a safety/health issue exists. All exercise activity ceases until the emergency has been mitigated. An un-cleared weapon system has been introduced into the exercise. All activity ceases until the weapon and operator are removed to the Safe Area.
- **Safe Area:** The lower level parking lot located on Great Lakes Crossing Drive west of Joslyn Road.

**Injury or Illness:**

In the event of injury or illness the following procedures should be followed:

- Use phrase **Stop Exercise**.
- Assist the injured or sick individual(s).
- Notify an exercise controller Lt [REDACTED]
- Contact the Unified Command Post.

Exercise controllers advised of an **Injury or Safety Issue** will take the following actions:

- By radio notify Lt [REDACTED]
- Identify the type and location of the emergency issue.
- Condition of injured or ill personnel.
- Requirements necessary to address the emergency.

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**Suspension or Termination of Exercise Resulting from an Emergency:**

If the nature of the emergency requires the suspension of exercise activities, all exercise activities may be suspended at the discretion of head controller, Lt [REDACTED] Exercise play may continue after the situation has been addressed with the concurrence of all involved agency's executive management. If an actual emergency or safety issue occurs that affects the entire exercise, the exercise may be suspended or terminated.

**Ambulance/Hospital Information:**

In the event of injury or illness, we will follow the normal procedures for medicals. In the event a participant needs to be evacuated to a hospital, Auburn Hills Fire Department personnel will be responsible for evacuation to the proper facility. The nearest hospital to the exercise site is:

McLaren Oakland Hospital (MOH)  
50 North Perry Street  
Pontiac, MI 48342  
(248) 338-5000

### **Weapons Clearing:**

As was stated in the overview section of this briefing, safety is the most important aspect of this exercise. Accordingly, weapons safety is the most paramount feature of the safe execution of this exercise. During this exercise, **no magazines, ammunition, Tasers, OC Spray, or edged weapons (full sized or pocket knives) will leave the assembly areas located at.**

**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.**

Prior to entering the exercise venue, all participants, and controllers will ensure that no magazines, ammunition, knives, or "Tasers" of any type are on their person.

If, at any time during the exercise a controller or participant observes a prohibited weapon inside of the exercise venue, they should stop exercise play by stating "**Stop Exercise**". All exercise play will immediately cease and the nearest controller will resolve the unsafe situation. Only after the situation is resolved will a determination be made by the overall exercise controller Lt. Miarka that it is safe to continue exercise play.

### **On Arrival:**

- All ammunition, spare weapons, edged weapons, and "Tasers", shall be secured in a locked container.
- Clear all weapon systems at the clearing barrels located at the southwest corner of the parking of the Golf Dome.
- Have person checked for ammunition/magazines by Controller/Safety Officer.
- Have cleared weapon checked by Controller/Safety Officer.
- *Have the barrel of cleared weapon taped by designated firearms instructors.*

### **During the Exercise:**

- Role players assigned to provide stimulus will be using blanks. Role players that are providing stimulus shall wear ear plugs. The role players with weapons used to provide stimulus shall not point or fire them at anyone.
- Keep yourself and your equipment under control at all times.
- Be observant for safety issues and situations that may lead to accidents.
- Bring safety concerns immediately to the attention of controllers.
- Hydrate.

### **Post Exercise:**

- Account for and secure all sensitive items and equipment.

- All loaned radios or other equipment must be returned and accounted for before any participants will be allowed to be dismissed by their controller.
- Reload weapons in the **Designated Area** only. Do not load weapons outside your vehicle/in a crowd.

#### **Exercise Perimeter Security:**

- The Auburn Hills Police Department (AHPD) officer will be responsible for providing a secure exercise venue. Perimeter roads and intersections surrounding the venue will be closed upon initiation of the exercise and will be manned by AHPD officers. These individuals **will not** be part of the exercise.

#### **Perimeter Officers:**

- For the security of all participants, officers will be manning perimeter posts and access points around the exercise site will be armed. These Armed Officers will wear yellow safety vests that will have "POLICE" emblazoned on the front and rear of the vest.
- The only personnel who will remain Armed within the exercise venue area will be those who are identifiable as wearing a POLICE emblazoned on yellow traffic safety vest.

### ***Communications Plan***

**LEIN** - Auburn Hills Dispatch will send a LEIN message to surrounding agencies advising of the training scenario.

**Auburn Hills Police Department Prep Radios** – Auburn Hills Police will use Event Channel 2 for Operations and Event Channel 3 for Staging as the primary radio channel for this exercise.

**Participating Agencies** – Will use Event Channel 2 for Operations and Event Channel 3 for Staging as the primary radio channel for this exercise.

**Auburn Hills Fire Department** – AHFD will use Event Channel 4 as the primary radio channel.

**Great Lakes Crossing Security** – GLC will use channel 1 on their prep radios.

**Controller Communications** – The principal method of communications for controllers during the exercise will be their assigned prep radios, with cell phones as a back-up.

**All prep radios have to be taken off of scan for the entire exercise.**

# Full Scale Active Shooter Exercise

## Assignment Sheet

Name	Role	Department	Time
Lt. [Redacted]	Conduct Briefing at AHPD.	AHPD	1630
Ofc. [Redacted]	Let OU students in room at Mall	AHPD	1700
Ofc. [Redacted]	Check-in at Food Court	Volunteer	1730-1815
[Redacted]	Check-in at Food Court	Volunteer	1730-1815
Sgt. [Redacted]	Controller Safety Briefing	AHPD	1830
Lt. [Redacted]	Law Enforcement Role Player Safety Briefing	AHPD	1830
Ofc. [Redacted]	Civilian Safety Briefing in Food Court	AHPD	1830
Ofc. [Redacted]	GLC Security Briefing		
Ofc. [Redacted] Ofc. [Redacted]	Civilian Safety Briefing at Lik Gelato & Coffee Bar	AHPD	1830
Ofc.'s [Redacted]	Tape Off Locations inside of Mall	AHPD	1800-1900
Lt. [Redacted]	Radio Check	AHPD	1915
Lt. [Redacted]	Call Start Scenario	AHPD	1930
Lt. [Redacted]	Call End Scenario	AHPD	2100

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## Time Line

<u>Time</u>	<u>Information</u>
19:30	GLC Security responds to a suspicious person in the area of Rainforest Café. (Inject 1) FBI [REDACTED]
19:33	On-duty AHPD District IV officers advises AHPD dispatch they are responding to Entry 7 to assist Security with a suspicious person. (Inject 2) FBI [REDACTED]
19:35	GLC security officer calls in that he has been shot. FBI [REDACTED] On duty AHPD District IV officer advising AHPD dispatch that they have been shot and then their radio goes silent. (Inject 3) FBI [REDACTED]
19:35	AHPD receives 911 call reporting shots fired at GLC Mall near Rainforest Café entry 7 Suspect's description given, and the plan to ambush police also given AHPD receives additional information re: GLC Security Officer down, suspect description, Etc. (Inject 4) [REDACTED]
19:35	AHPD dispatch attempts to make contact with the District IV Officer and dispatches all available units to the Mall for shots fired. (Eval Point)
19:36	GLC Security Dispatch reporting gunman actively killing on cameras near Rainforest Café. Provides suspect descriptions (Inject 5) [REDACTED]
19:40	Contact Team 1 is deployed from lower level parking lot. <u>CAS - Release officers from lot</u>
19:42	AHPD contact team #1 assembles and enters mall via entry #7. (eval point, gear, communication) 5-10 role players needed near Rainforest Café to rush each contact team and RTF Team as they move through entry 7. These role players will remain in that location

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And be recycled for each team. [redacted] control role players  
rushing teams

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19:43 No stimulus (gunfire) is present. Wounded role players in the area of Rainforest Café. Contact team receives information from role players that a shooter went into Rainforest. Contact team also receives information from role players that the suspects were planning to ambush as many officers as they could (Inject 6) [redacted]

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19:43 Contact team #1 begins search of Rainforest Café.

19:43 AHPD on duty sergeants released from lower level parking lot to establish operations. (Controller needs to make sure they do not go into building). (evaluation point) [redacted] release Segreants

19:45 Media is calling Dispatch asking where they can meet someone (Inject 7)  
[redacted]

19:45 AHPD dispatch advises command that all responding units have been instructed to respond to staging area (inject 8) [redacted]

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19:45 Staging Officer advises duty Sergeant that they are enroute and request direction (eval point). If needed Staging Officer will advise that they are going to staging at lower parking lot (Inject 9) [redacted] staging officer

19:46 AHFD command officer is released from lower level lot to operations post. [redacted]

19:46 The Auburn Hills Fire Department is released from lower level lot to the staging area. [redacted]

19:48 AHPD Dispatch receives 911 calls regarding a Personal Injury accident on Baldwin Road involving an emergency vehicle with serious injuries. (Inject 10)

19:50 Media is contacting GLC Security for information (Inject 11) [redacted] - GLC

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19:50 Stimulus Shots fired from area of Game Stop/Bass Pro (inject information to ops command via 911 call as well as actual gun fire stimulus) (Inject 12) [redacted]

19:50 Contact team #1 moves toward stimulus and will encounter an AHPD officer (role player) down near Game Stop. The officer is wounded and in critical condition. The officer will report that the shooter ran toward Bass Pro. The shooter is wearing a green shirt.

19:50 Lt. [redacted] released from lower level parking lot [redacted]

19:51 Staging officer advises that FBI is on scene (Inject 13) [redacted]

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19:51 AHPD Dispatch receiving 911 call that a second subject with a gun was inside of Rainforest Café and is now walking toward the food court (inject 14). [redacted]

19:51 Staging Officer advises Operations Command that they have a contact team (#2) ready to go. (Inject 15). [redacted]

19:51 Contact team #2 should be released from lower level

19:52 [redacted] have established Unified Command Post at the Golf Dome. [redacted] Directors are under the control of [redacted] eval point: do they request a GLC representative? [redacted]

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19:52 Contact team #1 searching toward Bass Pro and continuing west through mall on north side in search mode. Contact Team #1 will request Team #2 to go toward food court. (Inject 16) [REDACTED] TROY CONTROLLER TEAM #1

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19:53 Staging officer advises that media has arrived on scene. (Inject 17) [REDACTED]

19:53 Contact team #2 enters mall via entry #7 in search mode toward food court No stimulus, encountering injured victims near Rainforest and in food court.

19:55 Contact team #2 encounters stimulus (shots) from Helzberg Diamonds in food court.

- Suspect #2 controller wearing a reflective vest can fire these rounds then meet up with suspect #2 down the hallway once contact team #2 gets back into service corridor
- In the event contact team #2 gets through food court before or while shots are being fired controllers need to tell contact team #2 that the shots fired were for stimulus only, the shooter is still on the move, and to follow the direction of the injured role players

19:55 Chief Olko is receiving phone calls from [REDACTED] requesting status update (Inject #18) [REDACTED]

19:56 911 calls receives information that there is a suspect with a gun near Entry #8 [REDACTED]  
GLC Dispatch observes a second armed suspect in a green jersey near entry #8.

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[REDACTED] (inject 19).

19:56 [REDACTED] receives phone call from Partridge Creek and Oakland Mall regarding additional security guards being sent to the mall to assist (Inject 20)  
[REDACTED]

19:56 Contact team #2 encounters injured victim at the entrance to the service corridor who says the shooter ran through the service court. Contact team #2 moves into main service court and encounters another injured victim who says the shooter ran down the stairs into the tunnel.

19:57 AHPD dispatch advises Operations that there is a Domestic Violence in progress at 2555 Tall Oaks Apt. 13. (Inject 21) [REDACTED]

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19:57 [REDACTED] begins receiving calls from OakTac agencies who are sending personnel and need to know what resources are needed and where to send them. (Inject 22) [REDACTED]

19:58 Contact team #2 is searching the tunnel moving east.

19:58 Staging officer advises operations command that "another contact team (3) is available (Inject 23) [REDACTED]"

19:58 GLC Dispatch advises Operations that there is an armed male suspect wearing black in the area of entry #2 and the Lik Gelato Bar Kiosk (Inject 24) [REDACTED]

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19:58 AHPD Dispatch receives 911 calls that there is an armed male suspect wearing black in the area of entry #2. (Inject 25) [REDACTED]

20:00 Contact team #2 will encounter a wounded victim in the service corridor at the opposite end of tunnel who will say the shooter ran into the food court

20:01 Contact team #2 will encounter a role player in the food court who will say the suspect ran around the corner into Campus Den

20:01 Contact team #2 will begin searching Campus Den.

20:01 Contact team #1 will encounter stimulus (shots) from the area of Levi's Wounded victims will tell contact team #1 that shooter ran into Levi's.

Suspect #1 will move to the area of Talbots and stand by.

20:01 Contact team #3 will enter the mall via entry #2 in search mode.

20:02 Contact team #1 will begin searching Levi's.

20:03 Contact team #3 will encounter wounded victims screaming from the Loft store and proceed in search mode.

20:03 GLC Security Dispatch receives calls reporting suspicious man inside the Loft store. (Inject 26) [redacted]  
Contact team #3 will begin searching the Loft store.

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20:05 [redacted] is receiving phone calls from several city council members requesting status update of incident (Inject 27) [redacted]

20:07 Contact team #2 will begin searching the south side of the mall moving west from Campus Den. Contact team #2 will encounter wounded role players in/near Starbucks who will direct contact team #2 that suspect #2 ran west

20:10 GLC Security dispatch confirms via video several wounded victims with critical injuries requiring immediate care and extraction in the food court nearest entry #7. (Inject 28) [redacted]

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20:10 Staging Officer advises Operations that Rescue task force teams have assembled at Staging Area. (Inject 29) [redacted]

20:11 Rescue Task Force mission initiates at entry #7 Teams of two officers and two paramedics will be deployed through entry #7 to the Rainforest Café and food court areas to perform casualty care on wounded victims.

RTF operations are controlled by [redacted]  
[redacted] from this point forward (Inject 30) will be that RTF #1 is out of supplies (time to be determined by RTF controllers during exercise

20:11 911 call reporting armed man wearing black inside the Samsonite store (Inject 31) [redacted]  
Contact team #3 will encounter additional screaming from inside the Samsonite store

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20:11 Unified Command receives possible suspect information (Inject 32) [redacted]  
[redacted]  
[redacted] additional supplemental informational sheet needs to be created for this.

20:12 Contact team #3 will encounter wounded victim inside Samsonite store near entrance who will direct them into search the store Contact team #1 will complete search of Levi's and continue searching the north side of the mall moving west from Levi's

20:15 Stimulus (shots) from suspect #2 near Lord & Taylor and entry #4 hallway entrance Contact team #2 will encounter role players in the main hallway between Lord & Taylor and Marshalls that will say an armed male ran toward entry #4. Role player at entry #4 near Lord and Taylor entrance will say the male walked into Lord & Taylor

20:15 Unified Command receives information that multiple parents are arriving demanding answers. Their children are inside the mall. (Inject 33) [redacted]

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20:16 Contact team #2 encounter another wounded victim inside Lord & Taylor who will say the shooter entered the store and went into back room.

20:17 Contact team #2 will begin searching Lord & Taylor starting in the back rooms Contact team #2 should search until 20:30 when they will be prompted by stimulus to exit Lord and Taylor and go to Chico's.

20:18 Contact team #3 will encounter stimulus (shots) from Neimen Marcus Suspect #3 will fire shots near the Neimen Marcus entry out of view of contact team #3 then proceed to restroom hallway across from Cole Haans (out of view!) Role players screaming inside of Neimen Marcus to draw contact team #3 into store

20:18 Unified Command receives information that several media networks are on scene and demanding a statement (Inject 34) [redacted]

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20:18 GLC Dispatch sees suspect exiting Samsonite rear door and going inside of Neimen Marcus mall entry. (Inject 35) [redacted]

20:18 AHPD dispatch receives 911 calls of an armed man inside of Neimen Marcus. (Inject 36) [redacted]

20:19 Contact team #3 will begin searching Neimen Marcus

20:19 [redacted] at Unified Command receives call from Supervisory Agent [redacted] [redacted] requesting an update and advised they have a tactical team available if needed (Inject 37) [redacted]

20:21 RTF team #2 advises command that there appears to be a stove fire at Panda Express. Heavy smoke seen (Inject 38) [redacted]

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20:25 Contact team #1 will encounter suspect #1 inside of Talbots in a barricaded with hostages situation 911 calls reporting man with a gun and hostages inside of Talbots (Inject 39) [redacted]

Contact team #1 will hold position at Talbots in response to the barricaded gunman and no stimulus

20:26 Unified Command receives information that a mother has called and believes her son is involved in the incident as she has found evidence in his bedroom at home (IED's)

[redacted] (Inject 40) [redacted]

20:27 [redacted] asks Unified Command what resources from OCSO requested for evolving incident (hostage, barricaded gunman, possible IED's)

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20:28 Unified Command [redacted] receives information from a security officer on perimeter that a mother is missing her 5 year old daughter who was at the mall with her grandfather. Last known location was near Carters. (Inject 41)

[redacted]

20:30 GLC security receiving calls from Carters employee reporting man with a gun wearing blue shirt inside of their store (Inject 42) [redacted]

20:30 911 calls from Carters employees reporting a man with a gun wearing a blue shirt inside the store (Inject 43) [redacted] Suspect #2 will provide gunfire stimulus at Carters entry then go to back room with hostage Suspect #2 controller should check to make sure contact team:

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b7C -5

- #2 is not near the entry of Carters prior to stimulus being fired
- Contact team #2 will exit Lord & Taylor and head toward Carters

20:33 Contact team #2 will arrive at Carters and encounter suspect #2 with a hostage inside the store. Suspect #2 will kill hostages in the store if team #2 advances.  
- Need a role player to run out of Carters and tell contact team #2 that suspect will kill hostages if the police come in

20:35 911 call man with a gun near Cole Haans for contact team #3. (Inject 44)

Suspect #3 will provide gun fire stimulus for team #3 to respond to.  
Contact team #3 will proceed toward Cole Haans and transition to search mode once stimulus stops

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20:36 Contact team #1 will encounter stimulus (shots) from inside of Talbots  
\*\* controller for contact team #3 will have to make sure contact team #3 does not Change course and try to go to stimulus for contact team #1

20:36 Contact team #1 will engage suspect #1 inside of Talbots and locate an IED on the Suspect

20:36 Contact team #3 will get stimulus (gunfire) from the area of Cole Haans. Contact team #3 will proceed toward Cole Hanns from Neimen Marcus. Suspect #3 will provide stimulus from the restroom hallway across from Cole Haans then Move to a concealed location through the service corridor entrance of DKNY

20:37 Contact team #3 will encounter a role player who will run from the hallway screaming that an armed suspect had walked into the bathroom.

20:38 Contact team #3 moves down the hallway to search the bathrooms for the suspect.

20:39 Contact team #3 will encounter a role player screaming from the service corridor at the Top of the stairs that the suspect ran down stairs into the tunnel. Contact team #3 will proceed through the tunnel.

20:40 **\*\*\* Contact team #3 must have already started through the tunnel prior to suspect #2 firing shot and moving into service corridor\*\*\* some delay may be necessary**

Suspect #2 will fire one shot and run into service corridor toward Clarkes.



Hostage role player from Carters runs out from the back room screaming that suspect #2 tried to kill her but she escaped and suspect #2 ran though back service corridor.

**\*\*\*Controller for contact team #3 will have to make sure contact team #3 continues through hallway and does not respond to suspect #2\*\*\***

- 20:42 Contact team #2 will proceed through back room of Carters into back service corridor and engage suspect #2 in the service corridor. Suspect #2 will be near Clarkes when contact team #2 observes him. Suspect #2 will draw contact #2 around the corner into the next hallway near the restrooms with gunfire until contact team #2 comes around the corner and ends the threat.
- 20:42 Contact team #3 will encounter a role player at the opposite end of the tunnel Screaming that the suspect ran down the hallway and back into the mall.
- 20:43 Suspect #3 will provide gunfire stimulus (2-3 shots) at DKNY entrance then move to the Back room
- 20:44 911 calls reporting armed suspect in DKNY with a hostage in the backroom (Inject 45)
- 20:44 Contact team #3 encounters role player inside DKNY who says the shooter took the Manager into the back room as a hostage and said he will kill the manager if police Come back
- 20:47 Role player (manager) will run from the back room into the store and suspect #3 will fire One shot as the manager exits the back room
- 20:48 Suspect #3 will be located by contact team #3 in the back room of DKNY.
- 20:49 Suspect #3 will be secured and searched by contact team #3
- 20:50 No additional stimulus will occur. All contact teams are holding their position or will be directed to hold their position. Rescue Task Force Teams will continue performing casualty care if they have not Completed their mission

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b7C -5

20:51

End exercise

20:52

Unified command is asked to provide press brief to the media role players (OU students) (Inject 46)

b6 -5

b7C -5

**Master Scenario Events List**

Contact Team 1: Blue

Contact Team 2: Pink

Contact Team 3: Orange

Downed/Injured/Bagging/Person

Rescue Task Force: Red

AHPD Dispatch: Green

GLC Dispatch: Purple

Unified Command: Grey

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
01	1915		Radio Check		All safety officers and controllers.	All radios function correctly.
02 (Inject 1)	1930		GLC Security Officer [redacted] advises that he is out with two suspicious males near entry 7 (Rainforest Café). Security officer gives description of both suspects.		GLC Security Dispatch	GLC Security dispatch should send another security officer and request on Duty AHPD officer to respond.
03 (Inject 2)	1933		On duty AHPD officer [redacted] advises AHPD dispatch they are responding to Entry 7 to assist Security with a suspicious person.		AHPD Dispatch	District IV officer notifies AHPD dispatch they are responding to District 7 to assist GLC Security with a Suspicious Person.
04 (Inject 3)	1935		GLC security officer [redacted] calls into GLC Dispatch that he has been shot. AHPD Officer [redacted] advises AHPD dispatch that he has been shot. Both radios go silent.		AHPD Dispatch and GLC Dispatch	AHPD dispatch attempts to make contact with the officer and dispatches units to respond to the mall. GLC dispatch advises their units of the incident.
05 (Inject 4)	1935		AHPD receives 911 calls reporting shots fired at GLC Mall near Rainforest Café/Entry 7. Caller states that a security officer is down.		AHPD Dispatch/ Operations/ GLC Dispatch	AHPD dispatch will send all available units and request mutual aid.

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 b7C -2,5

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
06	1935		AHPD dispatch attempts to make contact with the District IV officer and dispatches all available units to the mall (Eval Point)		AHPD Dispatch	
07 (Inject 5)	1936		GLC Security Dispatch reporting gunman actively killing on cameras near Rainforest Café. Provides suspect descriptions.		GLC Security Dispatch	GLC Security makes notifications.
08	1940		Contact Team #1 is deployed from lower level parking lot.		Contact Team #1	Officers on Contact Team #1 should respond to entry 7.
09	1942		Contact Team #1 assembles and enters mall via entry #7. (Eval. point on gear taken, communication, and ect.)		Contact Team #1	Officers should take the gear available to them and use Oak Tac principles.
10	1942		5-10 role players needed near Rainforest Café to rush each contact team and RTF Teams as they move through entry 7.			
11 (Inject 6)	1943		Contact team receives information from role players that a shooter went into Rainforest. Contact team also receives information from role players that the suspects were planning to ambush as many officers as they could.		Contact Team #1	Officers should head toward Rainforest Café in search mode.
12	1943		Contact Team #1 begins search of Rainforest Café.		Contact Team #1	Officers should enter Rainforest Café in search mode.

b6 -5  
b7C -5

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
13	1943		AHPD on duty sergeants released from lower level parking lot to establish operations. (Controller needs to make sure they do not go into building).			Sergeants need to setup an operations post near entry 7.
14 (Inject 7)	1945		Media is calling Dispatch asking where they can meet someone.		AHPD Dispatch/ Operations	Operations will need to determine where to put the media when they arrive.
15 (Inject 8)	1945		AHPD dispatch advises command that all responding units have been instructed to respond to staging area.		AHPD Dispatch/ Operations	Operations will need to think about having a staging officer.
16 (Inject 9)	1945		Staging Officer advises Operations that they are enroute and request direction (Eval Point).		Operations	Operations should direct [redacted] to Staging.
17	1946		The Auburn Hills Fire Department's command officer is released from lower level parking lot to the operations post.		AHFD	The AHFD command officer should respond to operations post.
18	1946		The Auburn Hills Fire Department arrives at Staging Area.		AHFD	The Auburn Hills Fire Department arrives on scene and should advise their command officer they are on scene.
19 (Inject 10)	1948		AHPD dispatch receives 911 calls regarding a Personal Injury Accident on Baldwin Road.		AHPD Dispatch/ Operations	Operations should advise AHPD dispatch to have another department handle the accident.

b6 -5  
b7C -5

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
20 (Inject 11)	1950		Media is contacting GLC Security for Information.			GLC Security handles according to their policy.
21 (Inject 12)	1950		AHPD Dispatch receives 911 calls reporting shots fired in the area of Bass Pro. The suspect is wearing a green shirt and connection is lost with caller.		Dispatch/ Operations/ Contact Team1	Contact Team #1 should move to stimulus.
22	1950		Contact Team #1 moves toward stimulus and will encounter AHPD officer that is injured near Game Stop.		Contact Team 1	
23	1950		Lt. [redacted] is released from lower level parking lot.		Lt. [redacted]	Lt. [redacted] should respond to the operations post.
24 (Inject 13)	1951		Staging Officer advises that FBI Agent [redacted] is on scene.		Operations	Operations should request Agent [redacted] to respond to Operations.
25 (Inject 14)	1951		AHPD Dispatch receives 911 calls that a second suspect wearing a blue shirt is inside Rainforest Café with a gun and is headed toward food court.		AHPD Dispatch/ Operations	Operations needs to send Contact Team to entry 7.
26 (Inject 15)	1951		Staging Officer advises Operations that they have a second contact team ready to go.		Operations	Operations needs to send Contact Team to entry 7.

b6 -2,5  
b7C -2,5

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
27	1951		Contact Team #2 Should be released from Staging.			
28	1952		Director and Deputy Directors establish Unified Command at Golf Dome. Eval Point do they request a GLC representative and FBI Agent [redacted]		Directors	Directors establish Unified Command Post and request a GLC representative and FBI Agent [redacted]
29 (Inject 16)	1952		Contact Team #1 is searching toward Bass Pro and continues west through mall on north side in search mode. Team 1 request Team 2 to go toward food court.		Operations	Operations should advised Contact Team #2 to head toward the Food Court. b6 -2, 5 b7C -2, 5
30 (Inject 17)	1953		Staging Officer advises that the media has arrived on scene.		Operations	Operations should direct Staging where they want the media.
31	1953		Contact Team #2 enters mall via Entry 7 in search mode toward the Food Court.		Contact Team 2	Contact Team #2 should be uses Oak Tac principles.
32	1955		Contact Team #2 encounters stimulus from Helzberg Diamonds in Food Court. Suspect controller #2 will fire the stimulus and then meet up with Suspect #2.		Contact Team #2.	Contact Team #2 needs to follow direction of injured role players and head toward tunnels.

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
33 (Inject 18)	1955		[redacted] receives a telephone call from the City Manager requesting an update/status of the incident. [redacted] advises he is getting calls from city council members.			Provide some basic information and summary of possible needed resources and that Chief will would call him back.
34 (Inject 19)	1956		911 calls of a second armed suspect wearing a green jersey near entry 8. Connection is lost with the caller.		AHPD Dispatch	AHPD Dispatch should notify operations of the information.
35 (Inject 19)	1956		GLC Dispatch observes a second armed suspect on camera in a green shirt near entry 8. They lose him on camera.		GLC Dispatch	GLC Dispatch should notify their personnel.
36 (Inject 20)	1956		[redacted] receives phone call from Partridge Creek and Oakland Mall advising they have security officers enroute. They would like to know where they need to go.			
37	1956		Contact Team #2 encounters injured victims at the entrance to the service corridor who says the shooter ran through service corridor into tunnel.		Contact Team 2	Contact Team #2 needs to move through the service corridor into the tunnels.
38 (Inject 21)	1957		AHPD Dispatch advises Operations that there is a Domestic Violence incident in progress at 2555 Tall Oaks Apt. 13.		Operations	Operations should tell dispatch to have another agency handle the incident.

b6 -5  
b7C -5



Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
39 (Inject 22)	1957		[redacted] receives phone calls from Oak Tac members advising they are sending people and want to know where to respond			
40	1958		Contact Team #2 is searching the tunnels moving east.		Contact Team #2	Contact Team #2 searches the tunnels and moves east underneath the food court.
41 (Inject 23)	1958		Staging Officer advises operations that Contact Team #3 is ready to go.		Operations	
42 (Inject 24)	1958		GLC Dispatch observes a third suspect on camera with a gun near Entry 2.		GLC Dispatch	GLC Dispatch should notify their personnel of the information.
43 (Inject 25)	1958		AHPD Dispatch receives 911 calls that there is an armed male suspect wearing black in the area of Entry 2.		Operations	AHPD Dispatch needs to notify operations of the 911 calls.
44	2000		Contact Team #2 will encounter a wounded victim in the service corridor at the opposite end of tunnel that advises the shooter ran into food court.		Contact Team #2	Contact Team #2 needs to move toward food court.
45	2001		Contact Team #2 will encounter a role player in the food court who will say the suspect ran around the corner toward the Campus Den.		Contact Team #2	Contact Team #2 needs to move toward the Campus Den.

b6 -5  
b7C -5

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
46	2001		Contact Team #2 will begin searching the Campus Den.		Contact Team #2	Contact Team #2 needs to enter the Campus Den in search mode.
47	2001		Contact Team #1 will encounter stimulus (shots) from the area of Levi's. Wounded role player will tell them the shooter ran into Levi's. Suspect #1 moves to Talbots.		Contact Team #1	Contact Team #1 needs to enter Levi's in search mode.
48	2001		Contact Team #3 will enter the mall via Entry 2 in search mode.		Contact Team #3	Contact Team #3 needs to enter the mall in search mode via entry 2.
49	2002		Contact Team #1 will begin searching Levi's in search mode.		Contact Team #1	Contact Team #1 enters Levi's in search mode.
50	2003		Contact Team #3 will encounter wounded victims screaming from the Loft Store and proceed in search mode.		Contact Team #3	Contact Team #3 continues in search mode.
51 (Inject 26)	2003		GLC Dispatch Security receives calls reporting a suspicious male inside of the Loft Store.		GLC Dispatch	GLC Dispatch should notify their personnel.
52	2003		Contact Team #3 begins searching the Loft Store.		Contact Team #3	Contact Team #3 enters Loft Store in search mode.

b6 -5  
b7C -5

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
53 (Inject 27)	2005		[redacted] is receiving phone calls from the Mayor and City Council requesting an update.			[redacted] provides them with an update of the incident.
54	2007		Contact Team #2 will be searching the south side of the mall moving west from Campus Den. They will encounter wounded role players near Starbucks.		Contact Team #2	Contact Team #2 moves on the south side of the mall in search mode.
55 (Inject 28)	2010		GLC Security dispatch locates several wounded victims with critical injuries requiring immediate care in the food court.		GLC Dispatch	GLC Dispatch should notify their personnel that the closet entrance is entry 7 for medical care.
56 (Inject 29)	2010		Staging officer advises Operations that Rescue Task force teams have assembled at Staging Area.		Operations	Operations should tell the Rescue Task Force Teams to enter the mall via Entry 7.
57 (Inject 30)	2011		Rescue Task Force mission initiates at Entry 7. RTF Operations controlled by [redacted]		Rescue Task Force Teams	Rescue Task Force Teams will proceed to the food court via entry 7.
58 (Inject 31)	2011		AHPD Dispatch receives 911 calls of a suspect inside of Samsonite.		AHPD Dispatch	AHPD Dispatch should advise operations of the information.
59 (Inject 32)	2011		Unified Command receives possible suspect information.		Directors	

b6 -5  
b7C -5

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
60	2012		Contact Team #3 will encounter a wounded victim near entrance of Samsonite who will direct them inside the store.		Contact Team #3	Contact Team #3 will enter Samsonite in search mode.
61	2012		Contact Team #1 will complete a search of Levi's and continue searching north side of the mall moving west from Levi's.		Contact Team #1	Contact Team #1 will continue to search the north side of the mall in search mode moving west.
62	2015		Stimulus from Suspect #2 near Lord & Taylor and Entry 4 Hallway between Lord & Taylor and Marshalls. Role Player at Entry 4 will say the shooter entered Lord & Taylor.	Suspect #2	Contact Team #2	Contact Team #2 will move toward Lord & Taylor.
63 (Inject 33)	2015		Unified Command receives information that multiple parents are arriving demanding answers. Their children are inside of the mall.		Directors	
64	2016		Contact Team #2 encounters another wounded victim inside of Lord & Taylor who will say the shooter entered the store and went into the back room.		Contact Team #2	Contact Team #2 will move toward the back of the store in search mode.
65	2017		Contact Team #2 will be searching Lord & Taylor starting in the back rooms. Contact Team #2 will search until 2030 hours when they will hear stimulus.		Contact Team #2	Contact Team #2 will search Lord & Taylor until they hear Stimulus at 2030 hours.

b6 -5  
b7C -5

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
66	2018		Contact Team #3 will encounter stimulus from Neimen Marcus. Suspect #3 will fire shots near Neimen Marcus and proceed to restroom near Cole Haan's.	[Redacted] Suspect #3	Contact Team #3	Contact Team #3 will move toward the stimulus.
67 (Inject 34)	2018		Unified Command receives information that several media networks are on scene and demanding a statement.		Directors	Unified Command will need to make a statement to the media. b6 -2,5 b7C -2,5
68 (Inject 35)	2018		GLC Dispatch sees suspect #3 on camera exiting Samsonite rear door and going inside Neimen Marcus.		GLC Dispatch.	GLC Dispatch should notify their personnel.
69 (Inject 36)	2018		AHPD Dispatch receives 911 calls of an armed suspect inside of Neimen Marcus		AHPD Dispatch	AHPD Dispatch should notify Operations of the calls.
70	2019		Contact Team #3 will begin searching Neimen Marcus.		Contact Team #3	Contact Team 3 searches Neimen Marcus in search mode.
71 (Inject 37)	2019		FBI Agent [Redacted] at Unified Command Receives call from Supervisor Agent [Redacted] requesting an update and advised they have a tactical team available if needed.			

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
72 (Inject 38)	2021		RTF Team #2 advises command that there appears to be a stove fire at Panda Express.		Operations	Rescue Task Force Team #2 advises fire command of the stove fire.
73 (Inject 39)	2025		AHPD Dispatch receives 911 calls from Talbot employee reporting an armed suspect with hostages inside of the store.		AHPD Dispatch will notify operations.	
74	2025		Contact Team #1 will encounter suspect #1 in a barricade situation with hostages inside of Talbots.		Contact Team #1 will hold position at Talbots in response to barricaded gunman and no stimulus.	
75 (Inject 40)	2026		Unified Command receives information that a mother has called and believes her son is involved in the incident and found evidence in his bedroom.			
76	2027		[redacted] asks Unified Command what resources from OCSD they will need. (hostage, barricaded, possible IED'S)		Unified Command	Unified Command should be thinking about a SWAT Team, Bomb Squad, and Negotiator.
76 (Inject 41)	2028		Unified Command [redacted] receives information from a Security officer on perimeter that a mother is missing her 5 year old daughter who was at the mall with her grandfather.			

b6 -5  
b7C -5

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
77 (Inject 42)	2030		GLC Dispatch Security receives calls from an employee at Carter's advising there is a suspect inside of the store with a gun.		GLC Dispatch	GLC Dispatch should notify their personnel.
78 (Inject 43)	2030		AHPD Dispatch receives 911 calls of a man wearing a blue shirt inside of Carter's with a gun.		AHPD Dispatch	AHPD Dispatch should notify their personnel.
79	2030		Suspect #2 will provide gunfire stimulus at Carters entry then go to back service corridor. Suspect #2 controller will need to make sure Contact Team #2 is not near Carters.	Suspect #2	Contact Team #2	b6 -5 b7C -5
80	2030		Contact Team #2 will exit Lord & Taylor and head toward Carters		Contact Team #2	Contact Team #2 will need to head toward the stimulus.
81	2033		Contact Team #2 arrives at Carters and encounters a suspect with a hostage inside of the store. Role Player will run from inside store stating the suspect will kill hostages if police come in.		Contact Team 2	Contact Team #2 will set-up to handle a hostage situation.
82 (Inject 44)	2035		AHPD Dispatch receives 911 calls of a man with a gun near Cole Haan's. Suspect #3 will provide stimulus.		AHPD Dispatch	AHPD Dispatch should notify Operations.

Event#	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
83	2035		Contact Team #3 will proceed toward Cole Haan's and transition to search mode once the stimulus stops.		Contact Team #3	Contact Team #3 should transition to search mode once the stimulus stops.
84	2036		Contact Team #1 will encounter stimulus from inside of Talbots. Controller of Team 3 will have to make sure they do not respond.	Suspect 1		
85	2036		Contact Team #1 will engage suspect #1 inside of Talbots and locate an IED on him.		Contact Team #1	Contact Team #1 will need to secure the shooter/scene and stand by.
86	2036		Contact Team #3 will get stimulus from the area of Cole Haans. Contact Team #3 will proceed toward Cole Haans. Suspect #3 provides stimulus and moves through service corridor entrance of DKNY.		Contact Team #3	Contact Team #3 will proceed toward stimulus.
87	2037		Contact Team #3 will encounter a role player who will run from the hallway screaming that an armed suspect had walked into the bathroom.			Contact Team #3 will move toward restroom in search mode.
88	2038		Contact Team #3 moves down the hallway to search the bathrooms for the suspect.		Contact Team #3	Contact Team #3 will enter restroom in search mode.

b6 -5  
b7C -5



Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
89	2039		Contact Team #3 will encounter a role player screaming from the service corridor at the Top of the Stairs stating the suspect ran into the tunnels.		Contact Team #3	Contact Team #3 will move into tunnels in search mode. <b>Keep Contact Team #3 moving down the tunnel.</b>
92	2040	Employee will run from the back of the store screaming that suspect tried to kill her and ran into the back hallway. Suspect #2 will fire one shot.	Contact Team #2		Contact Team #2 will proceed toward the back of Carters.	
93	2042	Contact Team #2 will proceed through back room of Carters into back service corridor and engage suspect #2. Suspect #2 will draw Contact Team #2 into the next hallway near the restrooms. Contact Team #2 will end the threat.	Contact Team #2		Contact Team #2 will engage Suspect #2.  Controller for Team #3 will need to make sure they do not respond.	
94	2042	Contact Team #3 will encounter a role player at the opposite end of the tunnel screaming that the suspect ran down the hallway and back into the mall.	Contact Team #3		Contact Team #3 will move in search mode.	
95	2043		Suspect #3 will provide stimulus (2-3 shots) at DKNY entrance then move to the back room.	Suspect #3	Contact Team #3	
96 (Inject 45)	2044		AHPD Dispatch will receive 911 calls reporting an armed suspect inside of DKNY with a hostage in the back room.		AHPD Dispatch	AHPD Dispatch should notify Operations.

b6 -5  
b7C -5

Event #	Projected Event Time	Actual Event Time	Event Description	Responsible Controller	Recipient Player(s)	Expected Outcome of Player Action
97	2044		Contact Team #3 encounters a role player inside DKNY who states shooter took the manager into the back room.			Contact Team #3 should treat the situation as a barricaded gunmen.
98	2047		Role Player (manager) will run from the back room into the store and Suspect #3 will fire one shot as the manager exits the back room.	Suspect #3	Contact Team #3	Contact Team #3 will move toward back of the store.
99	2048		Suspect #3 will be located by Contact Team #3 in the back room of DKNY.		Contact Team #3	Contact Team #3 locates Suspect #3 in the back room of DKNY.
100	2049		Suspect #3 will be secured and searched by Contact Team #3.		Contact Team #3.	Contact Team #3 secures Suspect #3.
101	2050		No additional stimulus will occur. All contact teams are holding their positions. Rescue Task Force Teams will continue to perform care.			
102	2051		End Exercise			
103 (Inject 46)	2052		Unified Command gives press briefing to the media			Directors give press briefing to media.

b6 -5  
b7C -5