

Operation Highrange AAR Summary

This is a summary of the salient issues brought up by proctors and exercise participants after Operation Highrange on 02/25/2017.

1. **Use of ICS forms:** participant feedback indicates that ICS forms were confusing to use and/or got in the way of operations. Recommended practices:
 - a. There is a time and a place for forms.
 - b. Drill forms with your team before comprehensive exercises as a separate exercise (forms are ideal for a tabletop exercise). The learning objective for a forms drill or exercise should be, at minimum, understanding how the most important forms flow (i.e. forms 1, 2a/b, 3, and 4).
 - c. Avoid getting hung up on SUVs filling out the SUV intake form during operations. Instead, add SUVs to your operational team (if appropriate). They do not need to fill out an intake until you return to the staging area.
2. **Stick together.** It appears that several responders were going off the buddy system.
3. **Wire down:** with downed wires, remember to cordon off 50 feet. That much space is not necessary in Scenario Village, but the notion of staying 50' away should not be lost. A downed power line is very dangerous.
4. **Building assessments:** Be sure to do a full 360 around a building. There may be construction elements to a building that are observed only with a proper assessment.
 - a. Scene size-up should be approached as a tool to help you and your team decide what your objectives are.
 - b. The example we often discuss in Basic NET when discussing the importance of assessments is the Pang Warehouse fire in Seattle, in 1995. Four firefighters lost their lives when they entered a building unaware that a basement was beneath them; a 360 assessment might have prevented this. More information about the Pang fire at: <http://www.seattlepi.com/local/article/10-years-ago-four-perished-in-Pang-warehouse-1163380.php>.
5. **Response objectives:** It is a good idea to think ahead, but not to plan rigidly too far ahead in advance. Make objectives as the incident progresses, and assign tasks to accomplish those objectives. Too much 'in the weeds', task oriented directions that are 6 steps ahead – rarely stand up to incident needs and box people into thinking they must accomplish the task even when it becomes out of date. Plus you end up with a BUNCH of people standing around that you could have working while you develop the next wave of assignments based upon what they encounter.
 - a. If buildings have little to no damage (minor) and patients are yellow/delayed – keep indoors – ask if they need medical – let them know when you can come back to help

with treatment, where you will be – write down radio channels/address of treatment area/ICP, etc

- b. Create simple names for strike teams based on the assignments you give them. When they are reassigned, give them a new name. Avoid names like Team A, B , C, etc. Think more along the lines of Red House SAR Team, or Oak Street Treatment Team, etc.
6. **Resource requests:** When making a resource request, consider: what *capability* do you need? And, what resources do you already have? For example, an appropriately worded request might go: “I need resources at the Red house to help move an approx. 300 lb unconscious male down one flight of stairs and to the treatment area. We only have two responders and only basic first aid equipment”

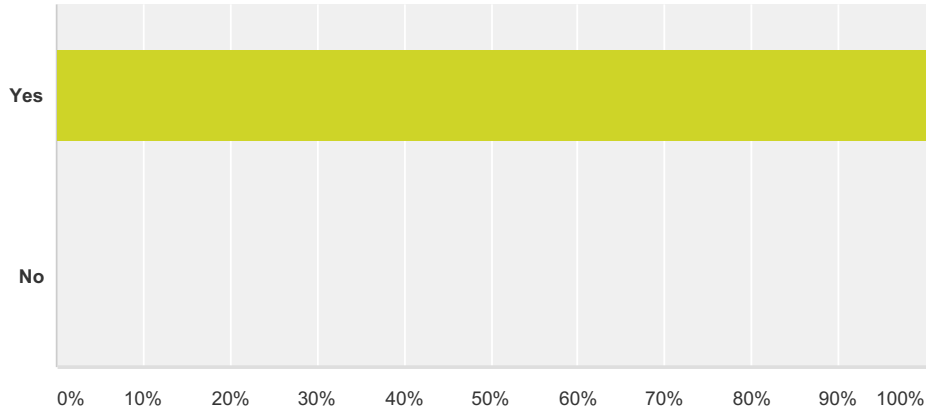
Be specific about what you need, don't just ask ambiguously for help.

7. **Tactical considerations:**

- a. The name on your helmet should be the name you would respond to if someone yelled at you to duck.
- b. Be careful about what is discussed in earshot of patients/neighbors/friends.

Q1 Overall, I felt safe throughout the exercise (i.e., that proper safety procedures were in place, I had a clear understanding how to stop the exercise, I had appropriate guidance from the controllers, etc)

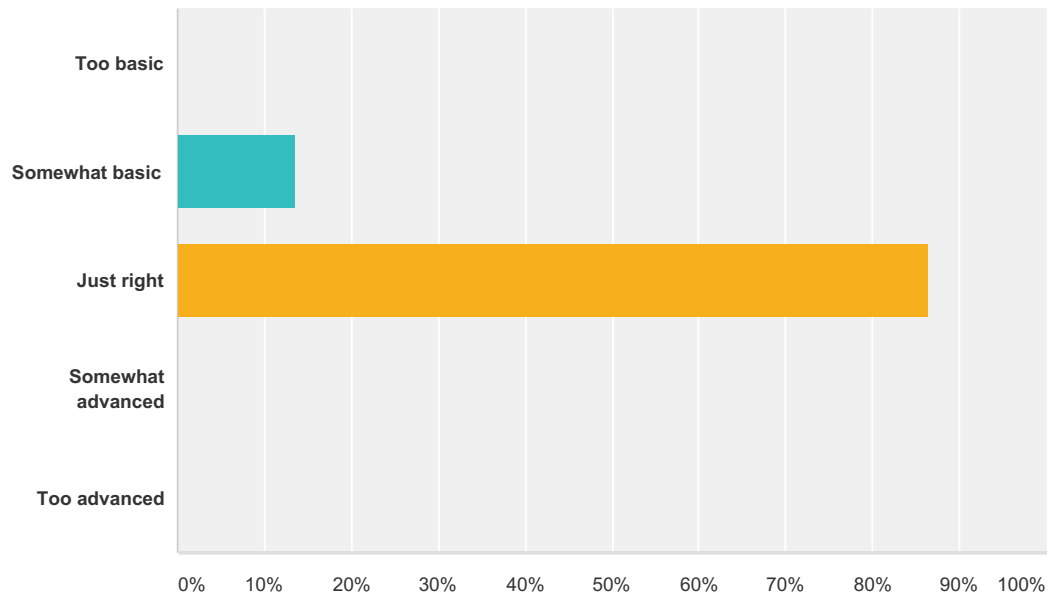
Answered: 22 Skipped: 0



| Answer Choices | Responses |
|----------------|------------|
| Yes | 100.00% 22 |
| No | 0.00% 0 |
| Total | 22 |

Q2 Overall, I found the exercise to be:

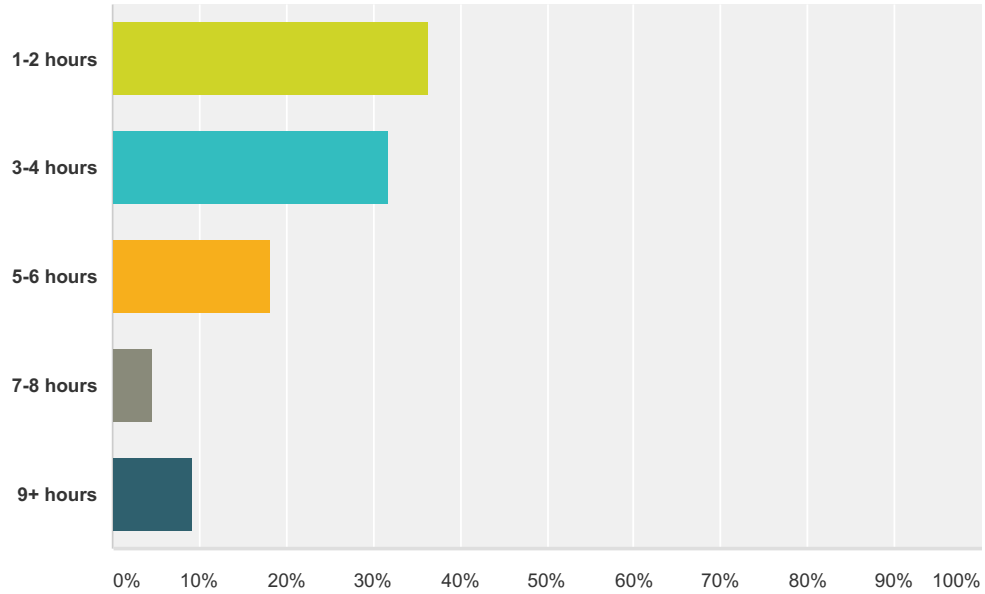
Answered: 22 Skipped: 0



| Answer Choices | Responses |
|-------------------|-----------|
| Too basic | 0.00% 0 |
| Somewhat basic | 13.64% 3 |
| Just right | 86.36% 19 |
| Somewhat advanced | 0.00% 0 |
| Too advanced | 0.00% 0 |
| Total | 22 |

Q3 Prior to the exercise, approximately how many hours did you spend in preparation (e.g. book study, planning with team members, etc)?

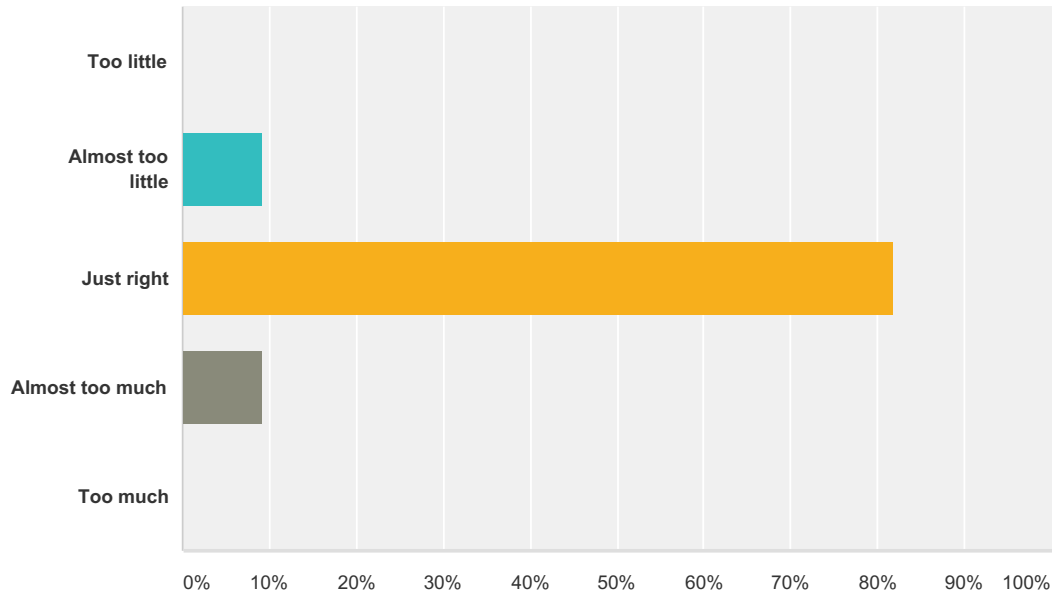
Answered: 22 Skipped: 0



| Answer Choices | Responses |
|----------------|-----------|
| 1-2 hours | 36.36% 8 |
| 3-4 hours | 31.82% 7 |
| 5-6 hours | 18.18% 4 |
| 7-8 hours | 4.55% 1 |
| 9+ hours | 9.09% 2 |
| Total | 22 |

Q4 I found the preparation material provided before the exercise to be

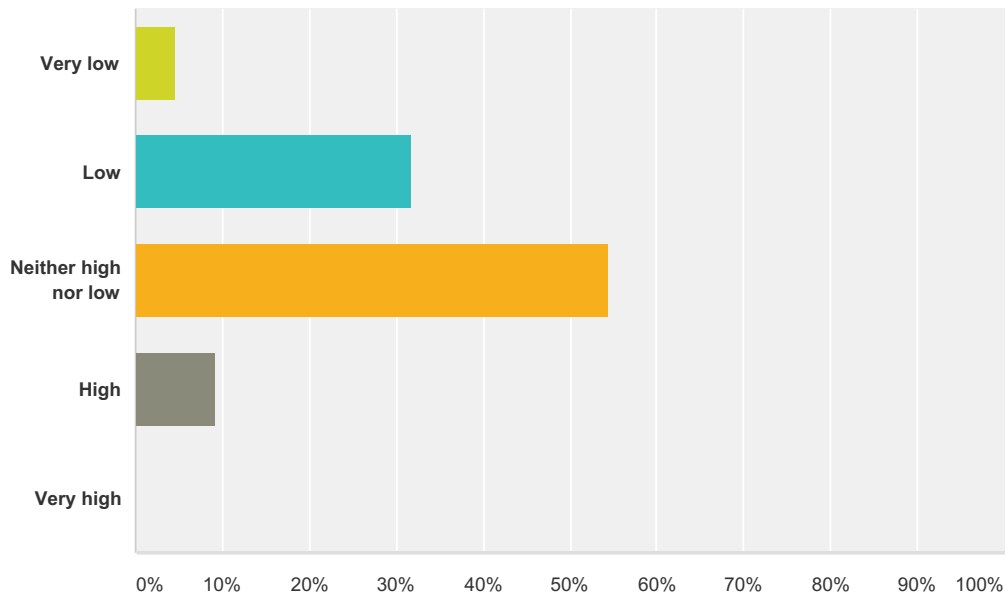
Answered: 22 Skipped: 0



| Answer Choices | Responses |
|-------------------|-----------|
| Too little | 0.00% 0 |
| Almost too little | 9.09% 2 |
| Just right | 81.82% 18 |
| Almost too much | 9.09% 2 |
| Too much | 0.00% 0 |
| Total | 22 |

Q5 Before the exercise, I would rate my competency as a disaster responder as

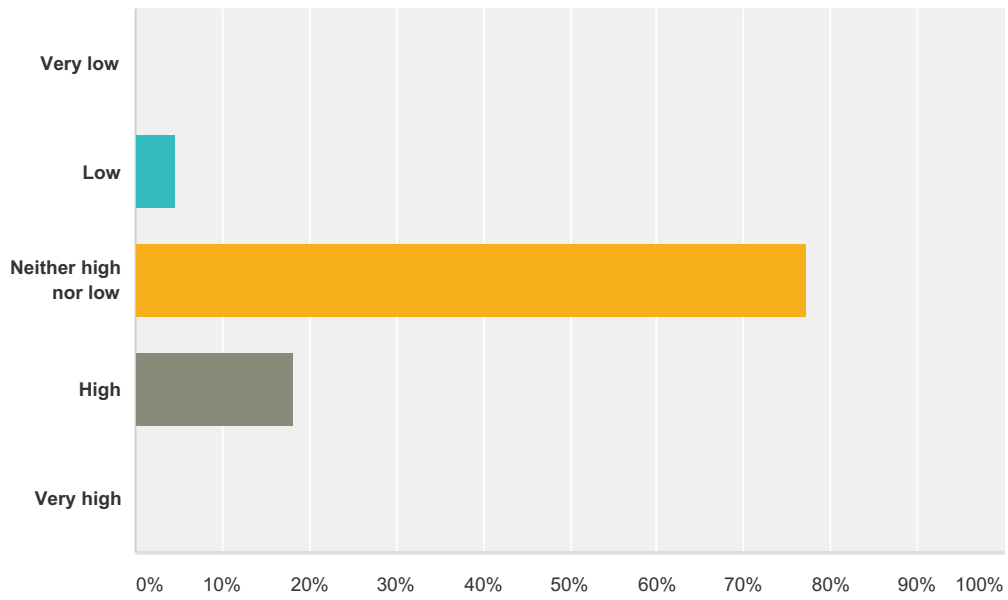
Answered: 22 Skipped: 0



| Answer Choices | Responses | Count |
|----------------------|-----------|-----------|
| Very low | 4.55% | 1 |
| Low | 31.82% | 7 |
| Neither high nor low | 54.55% | 12 |
| High | 9.09% | 2 |
| Very high | 0.00% | 0 |
| Total | | 22 |

Q6 After the exercise, I would rate my competency as a disaster responder as

Answered: 22 Skipped: 0



| Answer Choices | Responses |
|----------------------|-----------|
| Very low | 0.00% 0 |
| Low | 4.55% 1 |
| Neither high nor low | 77.27% 17 |
| High | 18.18% 4 |
| Very high | 0.00% 0 |
| Total | 22 |

Q7: What was the most important lesson you took away from the exercise?

The importance of having a well-considered general plan for conducting search and rescue without either missing hazards (which didn't seem to be a problem or us) or duplicating efforts (which did). Briefing could have been more complete, and also usefully have provided time for questions / clarifications.

No excess "chatter" over the FRS radios.

Document actions, but briefly during or shortly after so details aren't lost.

Drill more often - with team every few months, do tabletop exercises
I'm less prepared than I thought; this is a very important activity and I need to do more of these simulations to stay refreshed on using the skills.

Work as a team

Leadership at all levels is very important. Ops command needs to set clear expectations for the S&R teams to follow. S&R team leaders need to have teams that are fully bought into the team objectives and follow direction of the leader. When teams or individuals deviate from the directive and plans things start to fall apart.

Stop and think! Make a plan, share the plan, before you act.

it allowed me to see where my personal weaknesses were, humbles the ignorant confidence. it also helped build cohesion with in the team - roles and personalities were helpfully more clear

Communication with spontaneous volunteers is very important. They do not necessarily have any training and need to be given clear instructions if they are to be effective.

Downtown NETs may need a lot of thinking and planning how to S and R multi family apartments. Although documentation is the only way to get a clear picture of what's happening on the ground, the process of using multiple forms is cumbersome. Many people were unfamiliar with what info needed to be on the forms. The role of scribe probably needs to have more FTE assigned to it, if in fact we want good records. Those who are actually performing the functions (OPS, MED, S&R) are too task oriented to do justice to the record keeping. Although I was supposed to be doing Logistics, I ended up being mainly a paper handler and scribe. This was fine for the exercise, since there was little in the way of resources that needed to be managed, but I imagine in real life, I'd need to be focused on my own task. It's super easy to forget steps - building marking, proper triage, etc - when there's a real live person there either appearing injured, telling you that they know where somebody is injured, etc. Need further exposure/drilling - triage flash cards are great to get the facts down but aren't substitute for a person lying on the ground.

Teams stay together

Found myself wandering alone. Need to remember to stay with partner.

I was medical; remember to set up distinct areas, make others stay and give pertinent info.

To speak out if I need something.

Staying with the team or partner, and not getting distracted from the overall mission by attending to one person

You can never be TOO prepared.

Also, that no matter how well or badly we may think we did, it is really about what we learn.

Things are a lot harder in the dark, make sure your headlamp has good batteries.

Get a headlamp and don't tell people that their injury looks "serious", write things down (like where that dead body was located...), dealing with traumatized people in a firm, kind, assuring way. I'm getting better!

paperwork is done later

The importance of organization, discipline and staying calm

Q8. What did you do well during the exercise?

We did a decent job, I think, of respecting victims' boundaries and sticking to our assigned tasks.

Helped participants with radio issues.

Stayed calm and tried to stay focused

For the most part I kept track of people coming into and leaving the medical area.

communicate with radios

I thought I maintained very strong situational awareness in our first run through and did a good job of providing constructive suggestions to our team leader for managing S&R operations. In the second run through I was a team leader and felt like I did a decent job of organizing and directing the team though a few team members were still trying to do their own thing at times. That was probably the best part of the training for me was trying to think about everything that needed to happen and direct the team as that forces you to think about all the aspects of NET operations.

Working in teams, communication.

running through medical assessment quickly and thoroughly. good communication with victims and team.

As a volunteer, I feel that I was able to help the trainees get a taste of what dealing with the public during an emergency might be like.

Letting each team run itself and not interrupting to correct.

I had the forms, got people to sign in and out, gave people their functional forms, and collected a bunch of them.

Stuck to assigned tasks, kept team together, kept good situational and safety awareness.

Communicate with patient

Working as a team for search and rescue.

Assessment of Patients

Listened to patients', SUVs' and co-Team members. Prioritized medical needs.

Followed instructions.

Caught the gas leak immediately, found useful materials, jumped in to lead when the Team Leader was struggling

Noticing a few details others had missed.

Developing a connection with victims, SUV's and team members.

Reminding other members that we needed to stay in teams of 2

I worked well with my team. I was more calm than the last exercise. I reviewed material before the exercise and that really helped my confidence and knowing what to do.

delegate and keep track of people, both victims and nets

Didn't interfere!

Q9. What skill set(s) do you think you need the most improvement in as a NET?

From what I saw, I think we could work on sticking more strictly to our triage/SAR training in the face of direct interaction with victims. It seemed that we were easily slowed and sidetracked by patient interactions, and would have done greater good had we been more disciplined.

Navigating the OPs command structure so easily that it becomes second nature..

Interacting with ICS forms simultaneously with the exercise. A tabletop exercise could go a long way towards increasing competency in this area.

Training and practice is needed in organization and management of NET resources during a deployment.

Dealing with forms in the midst of a lot of random activity. Work on listening to radio and responding ways to work in the forms while trying to implement the operation

Well I certainly didn't pay any attention to doing paperwork as a team leader but for the time we had to use that facility that seemed like a waste of time. Trying to keep all the steps in mind when leading the team was tricky and was a good reminder of all the pieces required.

Disaster psychology, triage, decision making like treat or evacuate delegating and asking for help. resist "tunnel vision"

I was a volunteer so this isn't necessarily applicable to me.

SHORT review text of safety send off. E.g.

Do not leave your team. Always leave one person outside. Radio protocol (name who you are calling first and who you are second) IF your team gets an SUV, even a neighbor NET, integrate into the team. What is your dialog for each injured?

I feel woefully inadequate to deal with medical issues. More importantly, I'd like to have a better picture in my head of how the NET is supposed to function, and how it fits into the larger PBEM and City vision of how we build our resilience and respond to emergencies.

Better communication within functional teams - e.g. on a search team, not assuming everybody is clear on assignments/objectives.

Patient size up

Practice to get over my shyness.

Learn all other skills, eg, sea arc and rescue

I have a okay because boy I can tell you that it's I do know that well the only reason I you love that the only reason I have to pay to the Will will I will take a look well I don't want on the phone. I look at it right greater

More use of radio during the exercise, which also means better understanding of the distinction between "size up" and "search and rescue"

More confidence, especially with radio communication.

More knowledge about how forms need to be filled out.

Triage review

Walkie talkie, first aid, and PRACTICE! I need to figure out how to attach my walkie to my vest. Write stuff down. Cribbing.

paperwork and record keeping

Communication across all fronts - across teams and with victims; basic use of forms to control and record progress.

Q10: For NETs completing this exercise in the future, what advice would you give them to prepare?

I would suggest that teams work together in advance of the exercise to develop a sensible and general strategy for conducting NET operations in an unfamiliar area. It occurs to me that NETs might benefit from having such a plan, despite our reasonable focus on familiar areas, even outside of this exercise. Develop and practice better radio protocol (which means participating in lots of radio communications exercises before coming back to Scenario Village.

Minimally, read / review Jeremy's recommended reading on triage, S&R, situational awareness from the CERT and NET manuals. Review the NET-specific ICS forms.

Read through the most recent post-exercise review (Hotwash) published by PBEM on the web. These give a good idea where problems spots can occur and helped us avoid some pitfalls.

Do their own smaller simulation as a group and sort out bugs ahead of time. This will bring them in at a higher level of preparedness to begin with.

relax. it's not a "gotcha" session

Practice all the search and reduce basics. Review building size up, building marking and triage and patient marking. Don't let yourself get rushed when you get into scenario village. And think through decisions as a team when you're making plans.

1. Review your kit and know where everything is 2. Study 3. Have a plan 4. Practice triage, extraction, etc

for medical - condition self and team to move on when injuries are apparently superficial- (it is hard to move on when you know that superficial wound could be treated quickly) Also, put SUVs to work for you (especially checking "delayed" for shock and moving "immediate")

This isn't necessarily the most important thing in general but just what I noticed the most. More thought/training needs to go into the effective utilization of spontaneous volunteers. This could be the topic/focus of an advanced training.

Size-up is different from S and R. Evacuation is not always the best decision. Consistent mark/up helps. Communication and leadership are the most important skills and qualities we need as NETS. It's helpful to over learn the technical stuff (marking buildings, how to record activities) so that your mind can be open to responding to the events and environment and adjusting responses on the fly to be more effective in the specific situation we face.

Practice the functional skills - building marking, triage, etc - with live victims (i.e. your team members, then trade places), and in non-ideal scenarios like with the lights out, or with somebody yapping in your ear.

Read the field guidelines pamphlet

Practice before coming. My team did, but I was unable to attend.

Refresh from manuals, have check list-I forgot my radio as I charged the night before and left home with it still n the charger

Don't worry, follow instructions, ask for help when needed.

Teamwork, stay focused on the big picture and avoid getting distracted while doing size up or search and rescue, keep alert for resources on hand (SUVs, materials).

Have a team meeting some time before the exercise to go over what might be expected. It really helps!

Read over course materials.

Try to be flexible.

Review your manuals. Check your gear really well.

Read the instructions and learn to use your walkie talkie, know how to switch channels, adjust volume, etc. Know what you have in your pack and where it's located. Read the chapters on search and rescue and first aid.

Take deep breaths

Pitch the exercise at an appropriate level for the competency of your team and don't try to do everything.

Team Leader: Anne Oneill & Graham Perkins

Exercise Date: 02/29/2017

Exercise Name: Operation Highrange (morning)

Exercise Level: Easy

POINT TOTAL
16

| Point Subtotals |
|-----------------|
| 3 |
| 32 |
| -19 |

| | |
|-----------|---|
| SUVs | 5 |
| Minor | 3 |
| Delayed | 5 |
| Immediate | 3 |
| Mort | 2 |

| PART A: EXERCISE OBJECTIVES | Please indicate which skills you would like to emphasize training on during this exercise (e.g. patient packaging, medical treatment, triage) |
|--|---|
| Flow of operations; search & rescue control & prioritization; triage & tagging; SUV management | |

| PART B: EXERCISE ARTIFICIALITIES | Please use the checklist to indicate how you would like the exercise area set up, and which hazards you want the team to encounter. | | |
|---------------------------------------|---|----------------|--------|
| 1.) "Daylight" Settings | | | |
| Choose ONE | Point Value | INPUT KEYWORD | Points |
| Daylight = DAY | 0 | DAY | 0 |
| Day to night transition = HALF | 1 | | |
| Night = NIGHT | 2 | | |
| 2.) Utility Control | | | |
| | Point Value | INPUT QUANTITY | Points |
| Gas leak (enter qty., 1-2) | 1 | 0 | 0 |
| Dangling cord (enter qty., 1-3) | 1 | 0 | 0 |
| 3.) Cell Phones | | | |
| Choose ONE | Point Value | INPUT KEYWORD | Points |
| Are functional = YES | 0 | NO | 1 |
| Are NOT functional = NO | 1 | | |
| 4.) Background Noise | | | |
| Choose ONE | Point Value | INPUT KEYWORD | Points |
| None = NONE | 0 | MOD | 1 |
| Moderate = MOD | 1 | | |
| Intense = INTENSE | 2 | | |
| 5.) Dangerous Buildings | | | |
| | Point Value | INPUT QUANTITY | Points |
| Dangerous building (enter qty., 1-3) | 2 | 0 | 0 |
| Dust/poor vis. area (YES/NO) | 2 | NO | 0 |
| Patient trapped/yelling (enter qty.) | 1 | 0 | 0 |
| Penalty increments (enter qty.) | 1 | 0 | 0 |
| 6.) Building Markings | | | |
| | Point Value | INPUT YES/NO | Points |
| Mark buildings (YES/NO) | 1 | YES | 1 |
| 7.) Aftershock | | | |
| | Point Value | INPUT YES/NO | Points |
| Aftershock during rescue | 2 | NO | 0 |

PART C: BUILDINGS AND ACTORS

Please indicate which buildings in the Village you'd like to use, their condition, and the number/type of Actors in each.

| Street Area | | | |
|-----------------------------|-------------|--------------------------------|--------|
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 0 |
| Helpful SUV | 0 | <input type="text" value="0"/> | 0 |
| Unhelpful SUV | 1 | <input type="text" value="0"/> | 0 |
| Victim: Minor | 1 | <input type="text" value="0"/> | 0 |
| Victim: Delayed | 2 | <input type="text" value="0"/> | 0 |
| Victim: Immediate | 3 | <input type="text" value="0"/> | 0 |
| Victim: Mort | ½ | <input type="text" value="0"/> | 0 |
| Victim trapped under rubble | 2 | <input type="text" value="0"/> | 0 |

| Red House | | | |
|-------------------|-------------|--------------------------------|--------|
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 2 |
| Helpful SUV | 0 | <input type="text" value="1"/> | 0 |
| Unhelpful SUV | 1 | <input type="text" value="0"/> | 0 |
| Victim: Minor | 1 | <input type="text" value="0"/> | 0 |
| Victim: Delayed | 2 | <input type="text" value="1"/> | 2 |
| Victim: Immediate | 3 | <input type="text" value="0"/> | 0 |
| Victim: Mort | ½ | <input type="text" value="1"/> | 0.5 |

| Green House | | | |
|-------------------|-------------|--------------------------------|--------|
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 2 |
| Helpful SUV | 0 | <input type="text" value="0"/> | 0 |
| Unhelpful SUV | 1 | <input type="text" value="0"/> | 0 |
| Victim: Minor | 1 | <input type="text" value="0"/> | 0 |
| Victim: Delayed | 2 | <input type="text" value="1"/> | 2 |
| Victim: Immediate | 3 | <input type="text" value="1"/> | 3 |
| Victim: Mort | ½ | <input type="text" value="1"/> | 0.5 |

| Apartments (4) | | | |
|-------------------|-------------|--------------------------------|--------|
| | Point Value | INPUT QUANTITY | Points |
| In Play | 3 | | 3 |
| Helpful SUV | 0 | <input type="text" value="3"/> | 0 |
| Unhelpful SUV | 1 | <input type="text" value="0"/> | 0 |
| Victim: Minor | 1 | <input type="text" value="2"/> | 2 |
| Victim: Delayed | 2 | <input type="text" value="2"/> | 4 |
| Victim: Immediate | 3 | <input type="text" value="1"/> | 3 |
| Victim: Mort | ½ | <input type="text" value="0"/> | 0 |

| Bank | | | |
|-------------------|-------------|--------------------------------|--------|
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 2 |
| Helpful SUV | 0 | <input type="text" value="1"/> | 0 |
| Unhelpful SUV | 1 | <input type="text" value="0"/> | 0 |
| Victim: Minor | 1 | <input type="text" value="1"/> | 1 |
| Victim: Delayed | 2 | <input type="text" value="1"/> | 2 |
| Victim: Immediate | 3 | <input type="text" value="1"/> | 3 |
| Victim: Mort | ½ | <input type="text" value="0"/> | 0 |

| Convenience Store | | | |
|-------------------|-------------|--------------------------------|--------|
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 0 |
| Helpful SUV | 0 | <input type="text" value="0"/> | 0 |
| Unhelpful SUV | 1 | <input type="text" value="0"/> | 0 |
| Victim: Minor | 1 | <input type="text" value="0"/> | 0 |
| Victim: Delayed | 2 | <input type="text" value="0"/> | 0 |
| Victim: Immediate | 3 | <input type="text" value="0"/> | 0 |
| Victim: Mort | ½ | <input type="text" value="0"/> | 0 |

| Blue House | | | |
|----------------------|-------------|--------------------------------|--------|
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 0 |
| Helpful SUV | 0 | <input type="text" value="0"/> | 0 |
| Unhelpful SUV | 1 | <input type="text" value="0"/> | 0 |
| Victim: Minor | 1 | <input type="text" value="0"/> | 0 |
| Victim: Delayed | 2 | <input type="text" value="0"/> | 0 |
| Victim: Immediate | 3 | <input type="text" value="0"/> | 0 |
| Victim: Mort | ½ | <input type="text" value="0"/> | 0 |
| Victim in crawlspace | 2 | <input type="text" value="0"/> | 0 |

PART D: YOUR TEAM

Indicate how many and who your team consists of, if you need equipment, and whether you want your team led by a NET or by a firefighter.

| 1.) Team Leadership | | | |
|---------------------------|-------------|---------------|--------|
| Choose ONE | Point Value | INPUT KEYWORD | Points |
| NET Leader - NET | 1 | NET | 1 |
| Firefighter - FIRE | 0 | | |

| 2.) Equipment | |
|---------------------------------------|----------------------|
| Equipment you need | INPUT YES/NO or QTY. |
| Backboards (enter qty., 1-3) | 1 |
| Blankets/MegaMovers (enter qty., 1-5) | 3 |
| Canopy (YES/NO) | YES |
| FRS Radios (enter qty., 1-20) | 10 |
| ICS Forms (YES/NO) | YES |
| SKED (YES/NO) | YES |
| Triage Flags (YES/NO) | NO |
| Triage Tarps (YES/NO) | NO |

| 3.) Player Roster | |
|-----------------------------|--------|
| Input last name, first name | Points |
| PERKINS, GRAHAM | -1 |
| ROXBURGH, AJ | -1 |
| ONeill, Anne | -1 |
| McNamara, Marion | -1 |
| Worlock, Robert | -1 |
| Worlock, Marsha | -1 |
| Ridder, Brian | -1 |
| Lewins, Emma | -1 |
| Bixby, Mitch | -1 |
| Long, Jasper | -1 |
| Groschopf, J. Jason | -1 |
| Stach, John | -1 |
| Vardanega, Dick | -1 |
| Vecchio, John | -1 |
| Churchill, Sam | -1 |
| Roxburgh, Jan | -1 |
| Baker, Cheryl | -1 |
| Puckette, Margaret | -1 |
| Ryan, Jim | -1 |
| Charlton, Nikki | -1 |

Team Leader: Patrick Vinograd / Phil Barber

Exercise Date: 2/25/2017 (Afternoon)

Exercise Name: Operation Highrange

Exercise Level: Intermediate

POINT TOTAL
32.5

Point Subtotals
11
34.5
-13

| | | |
|-----------|---|------------|
| SUVs | 2 | Act |
| Minor | 3 | |
| Delayed | 1 | |
| Immediate | 3 | |
| Mort | 1 | |

| | |
|--|---|
| PART A: EXERCISE OBJECTIVES | Please indicate which skills you would like to emphasize training on during this exercise (e.g. patient packaging, medical treatment, triage) |
| Nighttime operations, interior search, triage, and treatment | |

| | | | |
|---|---|----------------|--------|
| PART B: EXERCISE ARTIFICIALITIES | Please use the checklist to indicate how you would like the exercise area set up, and which hazards you want the team to encounter. | | |
| 1.) "Daylight" Settings | | | |
| Choose ONE | Point Value | INPUT KEYWORD | Points |
| Daylight = DAY | 0 | | |
| Day to night transition = HALF | 1 | NIGHT | 2 |
| Night = NIGHT | 2 | | |
| 2.) Utility Control | | | |
| | Point Value | INPUT QUANTITY | Points |
| Gas leak (enter qty., 1-2) | 1 | 1 | 1 |
| Dangling cord (enter qty., 1-3) | 1 | 2 | 2 |
| 3.) Cell Phones | | | |
| Choose ONE | Point Value | INPUT KEYWORD | Points |
| Are functional = YES | 0 | | |
| Are NOT functional = NO | 1 | NO | 1 |
| 4.) Background Noise | | | |
| Choose ONE | Point Value | INPUT KEYWORD | Points |
| None = NONE | 0 | | |
| Moderate = MOD | 1 | MOD | 1 |
| Intense = INTENSE | 2 | | |
| 5.) Dangerous Buildings | | | |
| | Point Value | INPUT QUANTITY | Points |
| Dangerous building (enter qty., 1-3) | 2 | 1 | 2 |
| Dust/poor vis. area (YES/NO) | 2 | | 0 |
| Patient trapped/yelling (enter qty.) | 1 | | 0 |
| Penalty increments (enter qty.) | 1 | 1 | 1 |
| 6.) Building Markings | | | |
| | Point Value | INPUT YES/NO | Points |
| Mark buildings (YES/NO) | 1 | YES | 1 |
| 7.) Aftershock | | | |
| | Point Value | INPUT YES/NO | Points |
| Aftershock during rescue | 2 | | 0 |

| | | | |
|-------------------------------------|---|----------------|--------|
| PART C: BUILDINGS AND ACTORS | Please indicate which buildings in the Village you'd like to use, their condition, and the number/type of Actors in each. | | |
| Street Area | | | |
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 2 |
| Helpful SUV | 0 | 1 | 0 |
| Unhelpful SUV | 1 | | 0 |
| Victim: Minor | 1 | | 0 |
| Victim: Delayed | 2 | | 0 |

| | | | |
|-----------------------------|-------------|----------------|--------|
| Victim: Immediate | 3 | 1 | 3 |
| Victim: Mort | ½ | | 0 |
| Victim trapped under rubble | 2 | 1 | 2 |
| Red House | | | |
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 2 |
| Helpful SUV | 0 | | 0 |
| Unhelpful SUV | 1 | | 0 |
| Victim: Minor | 1 | | 0 |
| Victim: Delayed | 2 | | 0 |
| Victim: Immediate | 3 | 1 | 3 |
| Victim: Mort | ½ | | 0 |
| Green House | | | |
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 2 |
| Helpful SUV | 0 | | 0 |
| Unhelpful SUV | 1 | | 0 |
| Victim: Minor | 1 | | 0 |
| Victim: Delayed | 2 | 1 | 2 |
| Victim: Immediate | 3 | | 0 |
| Victim: Mort | ½ | | 0 |
| Apartments (4) | | | |
| | Point Value | INPUT QUANTITY | Points |
| In Play | 3 | | 3 |
| Helpful SUV | 0 | | 0 |
| Unhelpful SUV | 1 | | 0 |
| Victim: Minor | 1 | 2 | 2 |
| Victim: Delayed | 2 | | 0 |
| Victim: Immediate | 3 | 1 | 3 |
| Victim: Mort | ½ | | 0 |
| Bank | | | |
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 2 |
| Helpful SUV | 0 | | 0 |
| Unhelpful SUV | 1 | 1 | 1 |
| Victim: Minor | 1 | | 0 |
| Victim: Delayed | 2 | | 0 |
| Victim: Immediate | 3 | | 0 |
| Victim: Mort | ½ | | 0 |
| Convenience Store | | | |
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 2 |
| Helpful SUV | 0 | | 0 |
| Unhelpful SUV | 1 | | 0 |
| Victim: Minor | 1 | 1 | 1 |
| Victim: Delayed | 2 | | 0 |
| Victim: Immediate | 3 | | 0 |
| Victim: Mort | ½ | | 0 |
| Blue House | | | |
| | Point Value | INPUT QUANTITY | Points |
| In Play | 2 | | 2 |
| Helpful SUV | 0 | | 0 |
| Unhelpful SUV | 1 | | 0 |
| Victim: Minor | 1 | | 0 |
| Victim: Delayed | 2 | | 0 |
| Victim: Immediate | 3 | | 0 |
| Victim: Mort | ½ | 1 | 0.5 |
| Victim in crawlspace | 2 | 1 | 2 |

PART D: YOUR TEAM Indicate how many and who your team consists of, if you need equipment, and whether you want your team led by a NET or by a firefighter.

1.) Team Leadership

