



Inputs for the Exercise BLACK FAULT

To be used in conjunction with the Master Sequence of Events List



INPUT #	1
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Method:	Video	Time:	0:00	From:	Controller	To:	All Players
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Event Description:
JITV News – Initial Reports
Message/Script:
(Reporter Steve Darling) Steve - “Welcome back to JITV News. We are receiving reports of additional damage caused by the massive earthquake that struck off the southern coast of Vancouver Island approximately 2 hours ago. Both the BC government and Natural Resources Canada are reporting the magnitude 8.5 earthquake occurred in the Cascadia Subduction zone; continuing aftershocks are being recorded at between magnitude 4.0 and 6.0. A tsunami warning has been issued for the west coast of Vancouver Island and Haida Gwaii; there are reports of tsunami sirens being heard in Tofino and Port Alberni. While damage assessments are still being completed, initial reports indicate extensive damage to infrastructure and buildings throughout Southern Vancouver Island, the Lower Mainland, and the Fraser Valley. This has disrupted all phone service and resulted in tens of thousands of residents unable to contact family and friends. The handful of Twitter messages that were posted show images of catastrophic damages. Stay tuned for further updates.”
Notes:
Newscast: Link to Newscast to be provided by email on Monday, February 2. Newscast will be hosted on JIBC media server.
Document: Email document with Initial Damage Assessment – Community Specific to each Player. Email Twitter Messages – High-Level Damage Overview to each Player

INPUT #	2
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Method:	Video	Time:	0:00	From:	Controller	To:	All Players
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Event Description:
Welcome to Exercise
Message/Script:
<p>(Narrator)</p> <p>Welcome to Exercise Black Fault. The purpose of this exercise is to assess working relationships and to analyze processes related to decision-making, response and resource prioritization, internal communications, and worker care used by local authority Emergency Operations Centre staff responding to a catastrophic earthquake.</p> <p>During the exercise, you will represent various departments and organizations in your local authorities' EOC. Your role in this exercise is to collaborate and work together on joint problem-solving by:</p> <ol style="list-style-type: none"> 1) identifying the presenting issues and needs, 2) responding to the questions and tasks that are posed during the exercise; and, 3) determining how to manage the EOC so that the psychosocial impacts of the earthquake on staff, responders, and the public are considered in your actions and decisions. <p>This exercise replicates realistic EOC operational conditions during an earthquake and as such, we anticipate it may be challenging as you cope with the need to make numerous high-risk and high-consequence decisions within compressed timeframes with information gaps or errors, with competing resource demands, and with shifting response priorities.</p> <p>We are interested in your decision-making in this stressful environment; in how you choose to allocate limited resources, and in how you communicate internally with each other and externally with responders, partners, media, and the public.</p> <p>We are also interested in how you address worker self-care and in how you consider and integrate the psychosocial aspects of an effective response into your strategic and tactical decision-making. The EOC will be operating within difficult conditions that will require flexibility as you deviate from your planned and practiced management procedures.</p> <p>Over the next few minutes, you will receive further information about the exercise scenario as well as the activities you will be required to undertake during the exercise.</p>
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INPUT #	3
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Method:	Video	Time:	0:00	From:	Controller	To:	All Players
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Event Description:

JITV News – 18 Hours Into Event

Message/Script:

(Reporter Steve Darling)

Steve - “Welcome back to JITV News, with our live non-stop coverage of the magnitude 8.5 earthquake that struck 18 hours ago. Aftershocks continue, leaving residents in southwestern British Columbia and northwestern Washington State unsettled and governments struggling to respond to collapsed infrastructure and buildings while trying to meet the needs of tens of thousands of residents for food, shelter, and medical attention. We go now to our reporter [Jane Smith] who is live on scene at the Provincial Emergency Management Office. Jane, what do we know so far?”

Jane – “Steve, seismologists from Natural Resources Canada are saying the magnitude 8.5 earthquake occurred in the Cascadia subduction zone. The epicentre was about 200 km east of Ucluelet at a depth of approximately 30 kilometres. These "megathrust" earthquakes can cause significant aftershocks, as many BC residents can already tell you. In the past 12 hours, Vancouver Island has already experienced magnitude 6.5 aftershocks. Seismologists said they believe the rupture involved only a single section of the Cascadia subduction zone, not the entire length of the zone. This may mean there residents will be experiencing additional major earthquakes.”

Steve – “Jane, you’ve had the chance to see some of the devastation firsthand. How does it look out there?”

Jane – “Steve, it is difficult to underestimate the amount of damage the quake caused. Reports from Vancouver Island are that downtown Victoria has been decimated. The legislature building collapsed and the Premier, cabinet, and senior staff are working out of a trailer. Across the Island, there are reports of parts of communities that disappeared under landslides or large waves.

Throughout the Lower Mainland, I’ve seen houses off their foundations, collapsed apartment and office buildings, unpassable roads and damaged bridges. In some areas, there is sewage pumping into the streets. There are rock falls on highways, and fires sweeping through neighbourhoods. It appears that all utilities have been lost—water, sewer, and gas. Everywhere, there are groups of people banding together to try to rescue those trapped in the collapsed buildings or to offer support to those frightened or injured. Hospitals are overwhelmed with patients – I’ve even passed bodies in the street. It’s a total disaster.”

Steve – “And what is the Province doing around all this?”

Jane – “Well, officially we are being told the Province is focused on clearing key roads in an effort to organize water, food, and medical services into the impacted areas. They are also trying to prioritize resources and are working with utility companies and infrastructure owners to try to get services restored. However, a high ranking official told me off the record that the government is completely overwhelmed. Their offices are running with a fraction of their normal staff and with cell phone and landlines being impacted, they are having difficulty getting accurate information on the level of damage. Not only that....(rumbling, shaking and loss of picture due to aftershock)

Steve – “We seem to have lost Jane. Stay tuned while we try to reconnect with her and our other reporters in the field ...”

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INPUT #	4
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Method:	Video	Time:	0:00	From:	Controller	To:	All Players
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Event Description:
Player Preparation
Message/Script:
<p>(Narrator)</p> <p>In a few minutes, you will be moving to the exercise location. For the purpose of the exercise, you should assume the following:</p> <ul style="list-style-type: none"> • Your community’s primary EOC was heavily damaged and is not available at this time. • Assume your EOC has been working out of a temporary back-up location, it is smaller and lacks some of the materials and tools you would have in your primary EOC. • Assume electronic communication has been made with other government operations centres and communication with incident commanders in the field has been established, although it may not always work properly. • Assume that a skeleton crew of EOC staff has been working the past 18 hours and you have been called in to relieve them, they have been in crisis-response mode and unable to initiate any longer-term planning. • And finally, assume that your family is safe and their needs have been addressed for the next few days. <p>Please use only the equipment and resources provided to you by the exercise controllers. This will ensure the exercise remains contained to those taking part. When you arrive at the temporary EOC, look around the room and familiarize yourself with these materials. You should also review any materials you brought with you, including the resources of the various agencies under your local Authority’s control, demographic information, and existing business continuity and emergency plans. Throughout the exercise, you will receive information describing the actions of various responders. This information is meant to provide you with context and some insight on what is taking place. Try to avoid discussing operational or tactical activities unless you are specifically asked to provide guidance to first responders. Rather, focus your discussions on the activities being performed by the EOC as you examine issues related to the psychosocial impacts of the earthquake on all those involved. During the exercise, you will be prompted to complete specific tasks. Some of these tasks can be completed in minutes; others may take upwards of an hour to complete. These tasks may include making decisions on where to deploy first responders, managing EOC staff, briefing the media, providing policy guidance, and preparing plans and recommendations.</p> <p>You will be provided with the information you need to complete these tasks—how you structure the room and how you delegate responsibility is up to you. There may be times when equipment doesn’t work as expected or when unforeseen situations arise. Try to manage each situation in the most appropriate fashion. If you encounter artificiality, please accept it as part of the exercise. The exercise will begin in approximately 20 minutes. For now there are four tasks you need to complete.</p> <ol style="list-style-type: none"> 1) You will need introduce yourself to the other participants and explain what your role would typically be during an event of this type. 2) Identify who in the pod will be responsible for providing psychosocial support to EOC personnel. This discussion should also include identifying what authority that individual may have in the way of implementing worker care practices. 3) Brainstorm any possible psychosocial impacts that you feel staff, responders, and the public may experience around this event. Record these ideas onto the template as they will help you in your discussions later in the exercise. 4) And finally, review the damage reports for your community and consider some of the actions the EOC will need to perform to support the community and begin recovery. <p>As you begin these tasks and work your way through the exercise, we encourage full participation in what we know will be an informative and positive learning experience for you.</p>
Notes:
<p>Documents:</p> <p>Provide Damage Assessments – 18 Hours In to each community</p> <p>Provide Declaration of State of Local Emergency to each community</p> <p>Provide Psychosocial Impacts template to each community</p>



INPUT #	5
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Method:	Video	Time:	0:00	From:	Controller	To:	All Players
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Event Description:
JITV News – Provincial, Federal and NGO Response
Message/Script:
<p>(Reporter Steve Darling)</p> <p>Steve - “Welcome back to JITV News as we continue our coverage of yesterday’s devastating earthquake along the west coast. We have been able to get reach representatives from both Public Safety Canada and Emergency Management BC to provide us with an update on the response to this event.</p> <p>First to Pat Quealey, Assistant Deputy Minister for Emergency Management BC. Pat, what do we know so far?</p> <p>Pat – (Details in video reflect BC context. Facilitators from out of province should play the generic video.</p> <p>Steve – “Thanks for that information Pat. We now to go Wayne at Public Safety Canada” Wayne, what is known at the federal level?</p> <p>Wayne – (Details in video reflect BC context. Facilitators from out of province should play the generic video.</p> <p>Steve – Pat and Wayne, thank you for those updates. Stay tuned, we’ll return with more information shortly.”</p>
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INPUT #	6
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Method:	Video	Time:	0:00	From:	Controller	To:	All Players
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Event Description:
STARTEX
Message/Script:
STARTEX
Notes:
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INPUT #	7
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Method:	In-Person	Time:	9:30	From:	Controller	To:	All Players
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Event Description:
Temporary EOC Briefing
Message/Script:
(In-Person - Technician) "Hi everyone, I was just speaking with the EOC Director. Engineering said the last aftershock has damaged the foundations of the building housing your EOC. While they undertake additional structural assessments, I've been tasked with moving you into a temporary EOC in our out-building. We were fortunate that it was able to withstand the initial earthquake and these aftershocks. It seems everyone in the city is looking for space. I fought to get you in and I'm pretty sure you can keep this space for at least the next 24 hours but we may have to move again. Heads-up, there are a number of governments and organizations working out of the space so we're going to have to be diplomatic in sharing resources. Once we get in there, safety will be important. There may be more aftershocks. If one occurs, remember to drop, cover and hold on. One of our techs will be setting up radios and phones. Please pack up what you absolutely need and I will take you to your new space."
Notes:
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INPUT #	8
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Method:	In-Person	Time:	9:40	From:	Controller	To:	All Players
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Event Description:
Move to Exercise Location
Message/Script:
Led by the Technician, all Players move to the exercise location.
Arriving at the front doors, an In-Person playing an Irate Citizen is arguing with a security guard standing at the door. He is dishevelled and loudly demanding the guard let him into the building so he can use the washroom to clean himself. He should be hostile and aggressive. He will yell at the exercise participants as they enter, chastising them for getting “all the power and food”.
The exercise location should have minor damage – tipped furniture, window decals showing cracks, etc.
Upon arriving inside the exercise location, the groups should be sent to their respective pods with instructions to set up their work area, make a list available resources, and start processing action reports to determine how best to allocate responders and resources. A video of phone/radio noise will be heard in the background.
An In-Person playing a Temporary EOC Worker will already be in the pod. They will tell the Players:
“My name is ___ (insert name) ___. I was working at the primary EOC since 3 pm yesterday. When we were forced to move, I gathered up all the paperwork and brought it here with me. There are a bunch of damage assessments and incident reports received in the past 18 hours. These are yours now. All the other EOC staff have gone home; I’m exhausted and am going home. I don’t live far and will be walking. I will try to report back tomorrow morning. Good luck.”
The In-Person will have no further information to provide to Players.
Notes:



INPUT #	9
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Method:	Video & In-Person	Time:	9:47	From:	Controller	To:	All Players
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Event Description:
Aftershock
Message/Script:
After the Temporary EOC Worker leaves, an aftershock will occur. On the screen, the words "AFTERSHOCK" will appear accompanied by loud crashing sounds. The Controller will dim the lights in the pods. Thirty seconds later, the noises will stop and the lights will come back on. The Technician will advise each pod: "I've checked the building – you are still safe to work out of the facility".
Notes:
Video: Play the Aftershock Video



INPUT #	10
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Method:	In-Person & Documents	Time:	9:50	From:	Controller	To:	All Players
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Event Description:
Runner Arrives
Message/Script:
(A Runner will arrive at the EOC.) (Runner) "Hi my name is __ (runner name) _____. I'm part of a team of runners the city is using. I can be used to run messages around the city and to other agencies and communities. I can also bring you information from other agencies." (They hand the pod a copy of a situation report from the collapsed care facility.)
Notes:
Document: The Runner will provide the Initial Incident Report – Collapsed Care Facility to the pod.



INPUT #	11
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Method:	In-Person, Documents & Task	Time:	9:55	From:	Controller	To:	All Players
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Event Description:
Setup & Action Planning
Message/Script:
<p>TASK: In the past 18 hours, the EOC has received a variety of resource requests, updates, situation reports, and damage assessments. Based on what you know so far, create an initial action plan that includes activities for setting up your temporary EOC, confirming and displaying information, and providing support to first responders, city staff, and the public.</p> <p>In 30 minutes, the Runner will collect a copy of your EOC Action Plan and deliver it to City Hall so the Mayor and Council will know your priorities.</p>
Notes:
<p>Documents: Provide the EOC Action Plan template to the pod (if one is not already not in the pod)</p>



INPUT #	12
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Method:	Phone	Time:	9:57	From:	Simulator - Fire	To:	All Players
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Event Description:
Trapped Firefighters
Message/Script:
(Simulator –Fire) <ul style="list-style-type: none">• I am the Incident Commander at the collapsed care facility at address• Building shifted unexpectedly during last aftershock• 4 firefighters are trapped• I need a backhoe, a front-end loader, a dump truck, and public works staff to operate each piece of equipment.• I need this equipment ASAP• Deliver to address (SOUND ANGRY, DON'T ANSWER QUESTIONS) (END CALL WITHIN 2 MINUTES, HANG UP IF NECESSARY)
Notes:
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INPUT #	13
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Method:	In-Person	Time:	0:00	From:	Controller	To:	All Players
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Event Description:
Arrival of Reporter From Traditional Media
Message/Script:
<p>A reporter will contact the local EOC pod (either in-person or by telephone). The reporter will want to know about the damage caused to the neighbourhood by the recent aftershock as they have sources that told them about the trapped firefighters, collapsed care facility, and strong smell of gas.</p> <p>The reporter should be pressing for a comment as well as any information they can get about the status of the response.</p> <p>Media representatives should attempt to copy any details they see on flipcharts, etc. for use in Twitter messages.</p> <p>The reporter(s) will then draft a tweet, Facebook post, breaking news story or other story based on this information. This document will be provided to all pods. The reporter(s) will then repeat this process with each local EOC pod, asking for comment and generating a story. This process will continue throughout the exercise. All news releases should go to all pods.</p>
Notes:
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INPUT #	14
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Method:	In-Person, Document & Task	Time:	10:00	From:	Controller	To:	All Players
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Event Description:
Instructions to Volunteers
Message/Script:
<p>(Runner)</p> <p>“This is a message from someone at City Hall. I received it from one of the receptionists”.</p> <p>(The runner will provide a handwritten memo from a city hall receptionist that a large number of undocumented volunteers have been arriving at City Hall. They are looking to help wherever they are needed. The volunteers include:</p> <ul style="list-style-type: none"> • University students from engineering, forestry, commerce, psychology, and social work—they are eager to help in any way; with physical tasks, with assessing damage reports/ reviewing building plans, and with helping the public • Dog owners volunteering their dogs for search and rescue duty • Responders of all sorts unable to get to their community EOCs, medical facilities, etc.—they are nurses, doctors, firefighters, police, and paramedics • Skilled tradesmen with their tools—they include builders, plumbers, electricians • Business owners with inventory (food, water, medical supplies, etc.) • Public wanting to help in any way possible as they heard from Councillor Marks that volunteers are needed for cleanup and support, for example they can begin clearing debris from the roads around city hall. <p>Also, the message will indicate the public and local businesses have dropped off all kinds of goods as donation in front of city hall.)</p> <p>-----</p> <p>Task:</p> <p>Using the form provided, record your response to City Hall as to if/how the EOC will make use of these volunteers. Be as specific as possible, indicating where the volunteers would go, what activities they might be assigned to, equipment they would need to bring, and any safety precautions they should follow.</p> <p>The Runner will return shortly. You have 15 minutes to complete this task.</p>
Notes:
<p>Document:</p> <p>Runner will provide Handwritten Memo – Volunteers to the pod</p> <p>Runner will provide Decision Template to the pod</p>



INPUT #	15
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Method:	In-Person	Time:	10:10	From:	Controller	To:	All Players
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Event Description:
Deputy Fire Chief arrives at the EOC
Message/Script:
(Deputy Fire Chief)
(To All)
<ul style="list-style-type: none">• Thank you for all the work you are doing in this difficult time• Who is the Fire Representative?
(To Fire Rep)
<ul style="list-style-type: none">• Have you sent the equipment to the care facility?• Why are you not prioritizing the care facility?• Could you use any of the volunteers at City Hall to help?• I expect you to make the care facility response a top priority for the EOC
(BE FIRM, CONSIDER ANY RESPONSE AN EXCUSE) (LEAVE WITHIN 2 MINUTES)
Notes:
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INPUT #	16
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Method:	Video & In-Person	Time:	10:13	From:	Controller	To:	All Players
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Event Description:
Aftershock
Message/Script:
On the screen, the words "AFTERSHOCK" will appear accompanied by loud crashing sounds. The Controller will dim the lights in the pods. Thirty seconds later, the noises will stop and the lights will come back on. The Technician will advise each pod: "I've checked the building – you are still safe to work out of the facility".
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INPUT #	17
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Method:	Phone, Document & In-Person	Time:	10:15	From:	Simulator - PREOC	To:	All Players
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Event Description:
PREOC Request For Information
Message/Script:
<p>(Simulator – PREOC)</p> <p>(PREOC)</p> <ul style="list-style-type: none"> • I am John from the provincial emergency program • We are trying to determine what human and equipment resources are available across the GVRD • Some resources, like HUSAR, are considered critical • Resource requests to the province will be considered based on the level of need identified by the community • We need to ensure an equitable response to community needs across the region • Please identify resources and any priority resource requests <p>(RUNNER: A TASK WILL APPEAR ON SCREEN. LOOK FOR TASK THEN PROVIDE TEMPLATE)</p> <p>-----</p> <p>Task: Prepare a list of available resources as well as the critical resources you feel are required by the community. The Runner will pick up this list in 20 minutes.</p>
Notes:
<p>Document: Runner to provide the Community Resource List Template to the pod</p>



INPUT #	18
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Method:	Phone, Runner, Document & Task	Time:	10:20	From:	Simulator - EMS	To:	All Players
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Event Description:
Report of Vehicles Trapped in Sinkhole
Message/Script:
<p>(Simulator – EMS)</p> <p>(EMS)</p> <ul style="list-style-type: none"> • My name is John – I’m a primary care paramedic • I'm at a major sinkhole at location • Two mini-buses have gone into the sinkhole - about 15 feet down • The sinkhole looks like it is expanding; there is screaming from vehicles • Two other mini-buses are stopped here – they were in a convoy • The occupants are parents and children from a residential treatment facility for children with chronic medical conditions • We need a rescue team here ASAP • The other occupants are refusing to standback • Crowd control and rescue is not our role and we have to leave the site • We need the EOC to find resources to go to the sinkhole immediately <p>(RUNNER A TASK WILL APPEAR ON SCREEN. LOOK FOR TASK THEN PROVIDE DECISION TEMPLATE)</p> <p>-----</p> <p>Task: Determine how you would respond to the paramedics call. Record your decision describing which resources would be sent to this sinkhole (if any). Use the template provided. A Runner will pick up your decision in 5 minutes.</p>
Notes:
<p>Document: Runner will provide the Decision Template to the pod</p>



INPUT #	19
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Method:	Phone	Time:	10:25	From:	Simulator - Fire	To:	All Players
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Event Description:
Lack of Detail from Incident Commander
Message/Script:
(Simulator – Fire) <ul style="list-style-type: none">• I am the Incident Commander at the collapsed care facility at address• Missing firefighters still not located• I need a second backhoe, a second front-end loader, a second dump truck, a water tender, and 10 additional public works staff• I also need you to source a team of rescue dogs• Also, send a two police for crowd control• Deliver to address (SOUND ANGRY, DON'T ANSWER QUESTIONS) (REFUSE TO PROVIDE ANY DETAILS ABOUT RESOURCES ON SCENE) (END CALL WITHIN 2 MINUTES)
Notes:
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INPUT #	20
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Method:	Phone	Time:	10:30	From:	Simulator - General	To:	All Players
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Event Description:
Report of Gas Leak Near Care Facility
Message/Script:
(Simulator – General) <ul style="list-style-type: none">• This is John at Terasen Gas• We have reports of a major gas leak near <u>address of collapsed care facility</u>• Service technicians will be on scene shortly to turn off the gas in the area• The gas leak currently creates a major explosion hazard• Please remove any personnel from the area and coordinate a 500 metre tactical evacuation around <u>address of collapsed care facility</u> (IF ASKED, STATE THAT NO FURTHER DETAILS ARE AVAILABLE) (END CALL WITHIN 2 MINUTES)
Notes:
The EOC should be contacting the IC to inform them of the hazard. The IC should refuse to evacuate the area or remove any of his resources.



INPUT #	21
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Method:	Video	Time:	10:35	From:	Controller	To:	All Players
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Event Description:
JITV News - Arrival of Search Dogs
Message/Script:
(Reporter Steve Darling) Steve –Welcome back to JTIV News. We are getting word from the scene of the collapsed care facility that a team of search dogs has just arrived. We go live by audio to our reporter in the field. Jane, what do you see? Jane – Steve, I can see that several members from a local dog club have just arrived with their dogs and are offering to help locate the missing patients and firefighters in the building. It’s a scene of mass confusion as it appears the fire personnel are trying to get the dog owners to leave. We have already seen a few dog owners enter the building and we.... (loud, muffled crunching and banging) Jane – Steve, we have just witnessed a large section of the building collapse in on itself. It appears there could be more people trapped in the building. And I can see firefighters carrying what looks like a body... I think it is actually a firefighter... oh god, he’s missing a leg...Steve, I don’t have the words.... Steve – Jane, stay with this story and we’ll be back with more updates shortly”. (In background, dog whining sounds)
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INPUT #	22
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Method:	Phone	Time:	10:40	From:	Controller	To:	All Players
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Event Description:
Irate IC
Message/Script:
(Simulator – Fire) <ul style="list-style-type: none">• I am the Incident Commander at the collapsed care facility at address• We have a dozen dogs and dog owners on scene• Some are trapped in the building when it shifted• Is this what you sent me for rescue dogs?• Where is my damn crowd control? (SOUND ANGRY, DON'T ANSWER QUESTIONS) (REFUSE TO PROVIDE ANY DETAILS ABOUT RESOURCES ON SCENE) (REFUSE TO REMOVE ANY RESOURCES FROM THE SCENE IF INFORMED OF GAS LEAK) (END CALL WITHIN 2 MINUTES)
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INPUT #	23
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Method:	In-Person	Time:	1045	From:	Controller	To:	All Players
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Event Description:
Conflict of Interest Decision
Message/Script:
(Councillor Marks) <ul style="list-style-type: none">• My name is Councillor Marks• Thanks for all the work you are doing• I need a generator to be wired into my home• We are using my home offices as a temporary office for elected officials• This is a requirement for continuing Governmental services• This should be prioritized over all other requests• The Mayor is supporting this request (BE FIRM, CONSIDER ANY RESPONSE AN EXCUSE) (LEAVE WITHIN 2 MINUTES)
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INPUT #	24
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Method:	Phone, Document & In-Person	Time:	10:50	From:	Simulator - Fire	To:	All Players
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Event Description:
Incident Command And Engineering Team Requests Guidance
Message/Script:
<p>(Simulator – Fire)</p> <p>(FIRE)</p> <ul style="list-style-type: none"> • This is Battalion Chief name • At the damaged art gallery • Need guidance on dealing with the Chief Curator and Chief Development Officer at the Art Gallery • Gallery is exhibiting 18 extremely valuable paintings and sculpture from the Monet to Dali Collection, on a loan from Cleveland Museum of Art. • Includes Manet, Monet, Cézanne, van Gogh, Rodin, Picasso, Dalí • Curator has brought workers and equipment to stabilize the museum • Gallery building has moderate damage, could collapse with aftershocks • I want to move the curator and staff away and use art gallery property for debris storage as we respond to collapsed supported housing complex at address of low-income housing complex • May be up to 50 people trapped inside the housing complex • I have heavy equipment (shovels/graders) clearing rubble from around the collapsed building and they need to pile it out of the rescue zone. <p>(RUNNER PROVIDE RESOURCE REQUEST FOR LANDMARK)</p>
Notes:
<p>Document: Runner will provide the Resource Request for Landmark to the pod</p>



INPUT #	25
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Method:	In-Person & Documents	Time:	10:55	From:	Controller	To:	All Players
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Event Description:
Police Chief Arrives
Message/Script:
(Simulator – Police Chief)
(To All)
<ul style="list-style-type: none">• Thank you for all the work you are doing in this difficult time• Who is the Police Representative?
(To Police Rep)
<ul style="list-style-type: none">• Have you sent the equipment for the respite facility?• Can you locate the request? Why hasn't this been actioned sooner?• You're creating an additional hardship on the officers working in difficult conditions• I expect you to deal with this immediately
(BE FIRM, CONSIDER ANY RESPONSE AN EXCUSE) (LEAVE WITHIN 2 MINUTES)
Notes:
Document: Bring police resource request into EOC



INPUT #	26
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Method:	In-Person & Document	Time:	10:57	From:	Controller	To:	All Players
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Event Description:
Inaccurate Media Story
Message/Script:
(The Runner will provide the media release created by the Traditional Media.)
Notes:
Document: Runner will provide the Innaccurate Media Story to the pod



INPUT #	27
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Method:	Phone	Time:	11:00	From:	Simulator - EMS	To:	All Players
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Event Description:
Sinkhole Follow-up
Message/Script:
(Simulator – EMS) <ul style="list-style-type: none">• My name is John – I’m a primary care paramedic• I'm still at the sinkhole at location• No resources have shown up and I have to leave• The other drivers are attempting to rescue but the sinkhole is getting bigger• Is ANYONE being sent?
Notes:
...

INPUT #	28
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Method:	Phone, Document & In-Person	Time:	11:10	From:	Simulator - PREOC	To:	All Players
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Event Description:
HUSAR Approval
Message/Script:
<p>(Simulator – PREOC)</p> <p>(PREOC)</p> <ul style="list-style-type: none"> • I am John from the provincial emergency program • Your community has been prioritized access to a HUSAR team • The Canada Task Force 2 Team from Alberta will be arriving at your city hall in 1 hour – they will then be under local control • A list of the resources coming with the team is being sent to you now • You will need to determine how and where you will deploy the team <p>(RUNNER PROVIDE THE HUSAR EMAIL TO THE POD)</p>
Notes:
<p>Document: Runner will provide HUSAR Email to the pod.</p>



INPUT #	29
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Method:	In-Person	Time:	11:12	From:	Controller	To:	All Players
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Event Description:
Delivery of Bottled Water
Message/Script:
(Runner) <ul style="list-style-type: none">• There is a trailer from Hope Water Company with 4,000 bottles of water parked outside City Hall• Driver was told by his boss to take the water there• Driver said he will leave it in the City Hall parking lot unless he is told what to do with it• What should I tell the driver? (IF NO RESPONSE WITHIN 3 MINUTES, RUNNER SHOULD LEAVE) FOLLOWUP SCRIPT <ul style="list-style-type: none">• The driver left four huge pallets of water bottles in the city hall parking lot• Members of the public are taking them• There were people fighting over the bottles
Notes:
...



INPUT #	30
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Method:	Video & In-Person	Time:	11:22	From:	Controller	To:	All Players
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Event Description:
Aftershock
Message/Script:
On the screen, the words "AFTERSHOCK" will appear accompanied by loud crashing sounds. The Controller will dim the lights in the pods. Thirty seconds later, the noises will stop and the lights will come back on. The Technician will advise each pod: "I've checked the building – you are still safe to work out of the facility".
Notes:
...



INPUT #	31
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Method:	In-Person	Time:	0:00	From:	Controller	To:	All Players
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Event Description:
Issue with EOC Staff Member
Message/Script:
A member of the EOC will step out of the pod and come back smelling of alcohol. S/he should interrupt conversations and offer unsolicited questionable/erroneous advice. If they are ignored, then they should become louder, more aggressive; if they are questioned, they should act defensively and say they are just suggesting what they think best.
Notes:
...



INPUT #	32
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Method:	In-Person & Document	Time:	11:28	From:	Controller	To:	All Players
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Event Description:
Media Releases Sensitive Information about fallen firefighter. See Paper Inject 32
Message/Script:
(No message)
Notes:
Document: Runner will provide Sensitive Media Release to pod



INPUT #	33
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Method:	In-Person & Document	Time:	11:34	From:	Controller	To:	All Players
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Event Description:
Runner Confesses
Message/Script:
(Runner) <ul style="list-style-type: none">• I need to confess• I accidentally gave the sensitive briefing document about the dead Councillor to the media• Here is the original message• Please don't tell the EOC Director• I'm very embarrassed
Notes:
Document: Runner will provide Sensitive Briefing Document to pod



INPUT #	34
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Method:	Video	Time:	11:40	From:	Controller	To:	All Players
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Event Description:
JITV News – Update
Message/Script:
(Reporter Steve Darling) Steve – “Welcome back to JITV News. We have been able to get Pat Quealey back on the line with an additional update on the provinces response and recovery efforts. Pat, what do we know so far: Pat – (Details in video reflect BC context. Facilitators from out of province should play the generic video. Steve – “Thanks for that information Pat. We’ll return with more updates shortly.”
Notes:
...



INPUT #	35
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Method:	Phone	Time:	11:45	From:	Controller	To:	All Players
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Event Description:
Incident Commander Ignore EOC Guidance
Message/Script:
(Simulator – Fire) <ul style="list-style-type: none">• This is Battalion Chief <u>name</u> at a partially collapsed building at <u>address</u>• I've gone ahead and demolished the art gallery• I also had a nearby cop arrest the gallery owner and his staff for impeding our rescue efforts. This is for their own good• Your advice on this has been just plain useless• You have no idea what it is like to be out here (SOUND ANGRY, DON'T ANSWER QUESTIONS) (END CALL WITHIN 2 MINUTES, HANG UP WHILE OTHER PERSON IS SPEAKING)
Notes:
...



INPUT #	36
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Method:	Video & In-Person	Time:	11:57	From:	Controller	To:	All Players
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Event Description:
Aftershock
Message/Script:
<p>On the screen, the words "AFTERSHOCK" will appear accompanied by loud crashing sounds. The Controller will dim the lights in the pods.</p> <p>Thirty seconds later, the noises will stop and the lights will come back on. The Technician will advise each pod:</p> <p>"I've checked the building – you are still safe to work out of this facility but the engineer is concerned this will change with another aftershock so I suggest you start to pack up and be prepared to leave quickly. I am confirming with City Hall whether repairs to the primary EOC have been completed, so it may be safe to return there".</p>
Notes:
...



INPUT #	37
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Method:	Video	Time:	12:00	From:	Controller	To:	All Players
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Event Description:
ENDEX
Message/Script:
ENDEX
Notes:
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