

# Role Player Instructions

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## **Details for May 11, 2011**

- Report to Bessey Hall (room number to be posted on the building entrance doors) for Role Player Briefing and instructions. Wednesday May 11, 2011, **7:00 a.m.**

## **Exercise Overview:**

The purpose of this exercise is to evaluate the performance and interaction between resources responding to an incident in the field and the UNL Emergency Operations Center. A key component to the exercise is the incorporation of local resources (from the area surrounding the UNL campus) into the response. The interaction between UNL and these local resources will take place in both the field and EOC and be required for an effective response to the incident.

## **Communication:**

During the exercise, communicating with people not involved with the exercise might cause unnecessary alarm. They might think what is occurring is real. This could lead to a spread of misinformation resulting in heightened anxiety for those receiving the misinformation. Do not use any type of communications device or channel to send messages during the exercise. Text messages, Twitter, Facebook, phone calls, e-mail about the exercise should not be sent or posted.

## **Personal Property:**

Bring the least amount of personal property with you on the day of the exercise. If you evacuate or are rescued you might leave whatever you bring behind. It is OK to bring an empty backpack or bag. Don't bring items of value, e.g., cash or credit cards, electronics. Do bring your ID and NCard if you have one.

## **Real World Emergency:**

If at any point during the exercise you experience a real world emergency where you immediately need the exercise to come to a stop, yell "Real World Emergency." If you don't need the exercise to stop, but need assistance, look for one of the safety officers wearing the yellow/orange vest. People wearing vests labeled evaluator, controller, or safety officer can stop the exercise. Let them know you want the exercise stopped.

## **First Responders:**

There will be multiple law enforcement agencies on scene during the exercise. All responders will be safety checked before being allowed onto the scene. All weapons will be cleared and marked to indicate they are safe.

- Flex-ties will be used to make weapons inoperable
- Magazines in weapons and on officers will be unloaded
- Weapons will be marked with tape to indicate they have been made safe
- All personnel on scene will be wearing a band on each arm to show they've been safety checked

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**SAFETY IS THE #1 PRIORITY!**

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## **Parking:**

- Role players that have UNL parking passes for should park in whichever lot the pass is authorized.
- Role players without UNL parking passes should park in Stadium Garage, at 10<sup>th</sup> and T.
- If you park in the Stadium, have your parking receipt validated prior to leaving role player briefing.

## **Bathrooms:**

Bathrooms are available in Bessey Hall.

## **Credential:**

- All role players will have green tape around both arms, which must be worn for the duration of the exercise.

## **Scenario:**

A shooter or shooters will occur inside Oldfather Hall. You must decide what action to take:

- Figure Out
- Get Out
- Hide Out
- Call Out
- Keep Out
- Spread Out
- Take Out

## **Hospital Victims:**

If you are a role player who has been assigned as one being sent to a hospital:

- After role player briefing in Bessey Hall, report to Burnett Hall for application of wound make-up (Moulage). Wear old clothing, the make-up will stain.
- You will be transported by UNL bus from 14<sup>th</sup> Street, adjacent to Andrews Hall, to one of the participating hospitals.
- Lunch will either be sent with you on the bus or delivered to you at your assigned hospital.
- All hospitals are using the exercise to test their mass casualty capabilities requirements. You will be at the hospitals until approximately 2:00 pm. UNL buses will transport you back to campus and drop you off at the same location you were picked up.
- After you are dropped off please return to Bessey Hall for a short debrief.

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## **Oldfather Hall:**

If you are a role player assigned to Oldfather Hall

- If you are playing the role of a student, you will be placed in a classroom on the second or third floor.
  - *When the exercise begins, take what you think is appropriate action.*
- If you are faculty or staff you may be placed in an office or classroom.
  - *When the exercise begins, take what you think is appropriate action.*
- Some of you may be on scene in an area where officers may have to do a tactical rescue of you. You might be in this area for over an hour so be aware that this is part of the scenario.
- All role players will be provided lunch.
- During the exercise, if you successfully exit Oldfather Hall, you may be asked to go to Devaney for continued exercise simulation.
- During the exercise, if you successfully exit Oldfather Hall, you may be asked to go to the Health Center for continued exercise simulation.
- If you are able to exit Oldfather while the incident is occurring, and are not sent to Devaney or Health Center, you will be directed to another location for regrouping.
- You will have your debrief at Bessey Hall after the exercise.

## **Behavioral Health Assistance:**

- Behavioral health practitioners will be in the immediate area. They will be wearing vests that are white with neon yellow trim and "Disaster Behavioral Health" printed in black letters. If your involvement in the exercise causes you distress and you would like assistance, let an exercise controller know you need assistance.

## **Debrief:**

- During the debriefing you will be asked for feedback based on your experience. After the debriefing you will be asked to fill out a brief survey and then to check-out. It is very important to check-out in order for the scene controllers to ensure all participants are accounted for.
- After check-out you will be able to leave.

**Thank you for your participation! Without your assistance the depth of the exercise would not be possible.**