

IMMEDIATE DEPLOYMENT/ ACTIVE SHOOTER Training

HOURLY BREAKDOWN

Lineup training conducted by individual teams prior to training day:

1. Active Shooter Power Point Presentation (20 minutes)
2. Laws and agency/countywide policy (5 minutes)
3. The FBI's Office of Partner Engagement has a considerable amount of [active-shooter information](#) available, including a link to a video entitled, "[Run, Hide, Fight](#)" that was developed by the Houston, (Texas) Mayor's Office of Public Safety and Homeland Security. More recently, the Los Angeles (Calif.) Sheriff's Department released their own video, "[Surviving an Active Shooter](#)" that provides additional information on these types of incidents. Any or all three of these resources provide timely and relevant information that you can use to develop your program.
4. This Daily Training Bulletin coincides with the 17th anniversary of the April 20th, 1999, mass-casualty event that occurred at Columbine High School in Columbine, Colo. Twelve students and one teacher were killed, and 21 others were injured. The incident at Columbine High School was a watershed event for U.S. law enforcement training about how to respond to active-shooter situations.

Meet at XXXXXX Elementary School parking lot (0900 hrs/1300 hrs)

5. Safety check (5 minutes)
6. Basic Team Movements (45 minutes)
 - Station 1) Team Movements (15 min)
 - Station 2) Officer entries (15 min)
 - Station 3) Corridors, and Casualty areas (CCP) (10 minutes)

----- Break (10 minutes)-----

Scenarios Part 1; Start at 1000 hrs/1400 hrs (VIP viewing time)

7. 2 Scenarios w/ SIMS and Airsoft (20 minutes)
8. 5 minute debrief after each scenario
9. Additional Training
 - Medical casualty care (10 minutes)
 - Officer rescue drills (10 minutes)

----- Break (10 minutes)-----

Scenarios Part 2; Start at 1100/1500 hrs

10. 2 Scenarios w/ SIMS and Airsoft (20 minutes)

11. Riot Training (MFF), Equipment Check and formations (20 minutes)