

INCIDENT COMMANDER

A training simulation for public safety personnel

PUBLIC WORKS

FIRE

POLICE

EMS





COMMAND

AREA MAP OPTIONS

FILTERS OVERLAYS

+

Chemical Liquid
 This area is polluted with a spilled hazardous chemical. The hazard can be cleaned using the "Clean Hazard" command. Clean up quickly to prevent the ground from being more permanently "scorched" by the hazard.

1139 : Resources are now at your disposal. Use them wisely.

Test Host2: *** scenario paused ***
 Test Host2: *** scenario resumed ***
 Test Host2: *** scenario paused ***
 Test Host2: *** scenario resumed ***

Enter msg:

SEND



Incident Action Plan

- Place the Incident Command Post
- Place the Base
- Place the Staging Area
- Place the Casualty Collection Point
- Place the Evacuation Center
- Place the Media Center
- Declare Incident Over

Briefing

- Roles

COMMA

AREA MAP

FILTERS

Jun 2005

Fire

v. 1.35

1119 : The Operations Section is now active.
 1119 : You have activated the Planning Section.
 1119 : The Logistics Section has been activated.
 1122 : One of the derailed freight cars west of East Avenue has just exploded!
 1122 : The Staging Area Manager is active. You can now place a Staging Area.

Enter msg: _

SEND



COMMAND

AREA MAP OPTIONS

FILTERS OFF OVERLAYS ON

Time: 1645 31 Jul 2006

v. 1.18

1645 : The Incident Commander has approved the Incident Action Plan submitted by the Planning Section.
1645 : Resource Points are now available. Click on the "COMMAND" button and select "Incident Action Plan" to assign your resources.

Enter msg:

SEND

Incident Objectives / ICS 202-OS

Severe Storm Incident 31 Jul 2006, 1716

Current Section Pending

20	Command	20	↕
60	Operations	60	↕
20	Planning	20	↕
0	Logistics	0	↕
0	Finance/Admin	0	↕

Set the automatic Resource Point allocation percentages for the various Incident Command Sections.

Each Section can be allotted 0-80% of the available Resource Points, except the Command Section, which can never receive more than 20 percent.

The grand total can never be more than 100 percent.

Once the changes are submitted, you will not have the opportunity to change them until the next IAP Phase. IAP Phases occur once every half-hour.

About the IAP

Submit

0 10 20 30m

COMMAND

AREA
MAP

OPTIONS

FILTERS OFF

OVERLAYS
OFF

Time: 1716

31 Jul 2006

Firefighter Team 1
Members: 4

Fire

Health:

Fatigue:

Orders: (KIA)

Scenario Paused

v. 1.18

1715: More Resource Points have become available.
1715: No Public Information Officer has been appointed.
Because there is no official source of information on the incident, the local media have begun running stories that are not accurate, causing unwarranted concerns among citizens and relatives of potential victims. Consider appointing a PIO as soon as possible.

Enter msg: _

SEND

After Action Report: Severe Storm Incident

Not a bad job handling the situation, but there's still plenty of room for improvement. Be sure to get the various fire and PW related Ops units active as soon as possible.

An excellent job keeping costs to a minimum! As a result the town will have more monies available to rebuild with.

DETAILED SCORE

Incident Command Score: 31 %	Media Score: 62 %
Facilities: 33 %	Media Center Activated: 0 %
Incident Action Plan: 100 %	Media Squads in Media Center: 0 %
Unit Activation: 0 %	Media Squads that Interfered: 100 %
Public Safety Score: 72 %	Media Squads near Incident Site: 100 %
Civilian Fatalities: 100 %	
Responder Fatalities: 100 %	
Environmental Damage: 66 %	
Miscellaneous: 0 %	

Back

Start Time: 16:45
End Time: 17:10

under some debris north of 4th Avenue and west of Cedar.
 1701 : A 9-1-1 caller reports seeing flames in some building rubble near the intersection of 2nd Avenue and Cedar Street.
 1704 : A citizen reports flames in a rubble building near the intersection of Park St. and 4th Ave.
 1709 : Concerned citizens report flames in a downed tree near the intersection of Cedar and 4th.

Scoring Explained

View Scores

View Incident History

Enter message: _

Send

Exit