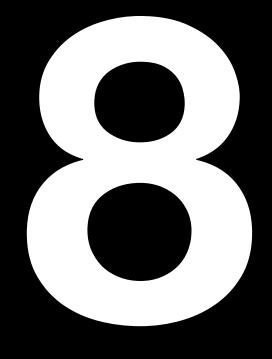
ncident Command at Active Violence Events

Process











The goal is synthesis.

It's not statistics...

...or incident-by-incident.

It's strategy, not tactics.

The goal is synthesis. It's not statistics... ...or incident-by-incident. It's strategy, not tactics.

More to come.

Summary

Incident command is incident command.

But it's not just about on-scene incident command.

First ideas ICS context Prepare On scene Medical Recovery

Key Themes

First Ideas

Agency cultures vary...

Find common ground.

Broaden the definition.

It can happen anywhere.

Agency cultures vary. Find common ground. Broaden the definition. It can happen anywhere. Find your baseline.

ICS Context

You can't prevent chaos.

There's no "right way."

ICS works.

Find your ICS guru.

Draw and Scribe.

Evolve the Command.

You can't prevent chaos. There's no "right way." ICS works. Find your ICS guru. Draw and Scribe. Evolve the Command. ICS can manage chaos.

Prepare

Know your local.

Pre-plan when possible.

Know who's responding.

Debrief.

Training isn't enough.

Know your local Pre-plan when possible. Know who's responding. Debrief. Training isn't enough. Prepare to succeed.

On Scene

Manage the scene.

Parking Tracking ICP Locations Division Perimeters

Intelligence People Phantoms Site Mgr Security Fatigue

Objectives & resources.

Communicate LCAN's.

Radios & Staging - NOW.

The media are here.

Manage the scene. Objectives & resources. Communicate LCAN's. Radios & Staging - NOW. The media are here. Everything is a priority.

Medica

Time is the enemy.

It's more than RTF's.

Hospitals are responders.

Have a liaison.

Time is the enemy. It's more than RTF's. Hospitals are responders. Have a liaison. "Stop the dying."

Recovery

Start recovery now.

Plan for reunification.

Branch out HHS roles.

Stop saying "lucky."

Start recovery now. Plan for reunification. Branch out HHS roles. Stop saying "lucky." The incident isn't over.

Discussion