This General Order jointly expresses ***Commanders’ Intent*** for response to an Active Attack. Responders are empowered to exercise judgment, initiative, and improvisation to adapt this General Order to a changed Attack environment. Annually, personnel to whom this policy applies will jointly conduct training compliant with this policy.

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| 1 | Orientation |
|  | 1.01 | Incidents where a perpetrator(s) is actively attempting to use deadly force against multiple individuals is deemed an Active Attack. These attacks may occur anywhere, but mostly occur inside buildings. Common locations are businesses (56%), public spaces (20%), and schools (14%). More than half of Active Attacks (57%) are no longer Active when law enforcement arrives on the scene though the threat often remains. |
| 2 | Situation |
|  | 2.01 | PerpetratorsAttacks are almost always committed by a single perpetrator (97%) who is male (97%). The perpetrator(s) is commonly mobile within the attack site, but may also leave the scene (26%). Attacks are most common between 7:00 a.m. and 4:00 p.m. (62%) but can occur at any time. Firearms are the most common weapon used (92%) along with bladed weapons (6%) and vehicles (2%). Firearms used include pistol (60%), rifles (28%), and shotgun (10%). Defensive measures by the perpetrator are rare (e.g., body armor used <4%). When more than one perpetrator existed in previous incidents, it was reasonably apparent to responders they were engaged with more than one perpetrator. In incidents still Active when law enforcement arrived, the perpetrator was shot by law enforcement nearly a quarter of the time (23%) to neutralize the threat. |
|  | 2.02 | Friendly ForcesNon-uniformed friendly forces may be at the scene or respond to an Active Attack. Friendly forces can include non-uniformed law enforcement, off-duty law enforcement, security personnel, school guardians, concealed weapon carriers, and good Samaritans with or without weapons. |
| 3 | Mission |
|  | 3.01 | Utilize needed resources to: |
|  |  | a. | Quickly neutralize the threat |
|  |  | b. | Quickly rescue and transport the injured |
|  |  | c. | Make the incident site safe (e.g., Clear) |
|  |  | d. | Initiate public messaging, reunification, investigation, and recovery |
| 4 | Execution |
|  | 4.01 | Concept of OperationsWe will follow the Active Shooter Incident Management Checklist process. The Active Shooter Incident Management (ASIM) Checklist and Help Guide (C3 Pathways) Rev 3.0 7/2019 are incorporated herein by reference (i.e., the processes and information contained within the ASIM Checklist and Help Guide are included as part of this policy). We will neutralize the threat by using contact teams of one or more law enforcement officers moving directly to the threat or establish warm zone(s) within the crisis site if no direct threat is apparent. Contact teams will initiate treatment of the injured and establish a warm-zone Casualty Collection Point that is to their tactical advantage. A Perimeter Group will secure an inner and outer perimeter. Rescue Task Forces with a medical element and security element will deploy to the Casualty Collection Point to triage the injured, provide Indirect Threat Care, and coordinate the evacuation of the injured to the Ambulance Exchange Point for transportation to a hospital. Additional Contact Teams will clear and render safe the incident site. Incident Command will manage the response to accomplish mission objectives. |
|  | 4.02 | TasksMission tasks are defined in the ASIM Checklist and explained in the ASIM Help Guide. The sequence begins at “**START HERE**.” |
|  | 4.03 | Coordinating Instructions |
|  |  | a. | TimelineThe target operational tempo is transport of all injured in 20 minutes or less from beginning of incident. Key Benchmarks to achieve this target tempo are:i. Threat neutralized or no direct threat apparentii. Rescue Task Force(s) deployediii. Ambulance Exchange Point secured iv. Injured transported |
|  |  | b. | MovementLaw enforcement controls movement of responders and survivors within HOT and WARM zones to minimize exposure to threat or friendly fire. Methods include tactical movements, cordons, link-up procedures, communication, and de-confliction. |
|  |  | c. | Cross-CheckRefer to the ASIM Checklist to confirm task completion and identify additional tasks to complete. |
| 5 | Administration and Logistics |
|  | 5.01 | We will activate the Emergency Operations Center (EOC) and deploy an Emergency Management liaison to the Command Post. Emergency Management will support the incident needs. |
| 6 | Command and Signal |
|  | 6.01 | CommandChain of Command is depicted in the ASIM Checklist and Help Guide. |
|  | 6.02 | SignalFace-to-face communication is preferred when practical, followed by radio communication and phone. We will use plain-language and brevity when speaking, especially in radio communication.

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|  |  | **Radio FREQUENCY** |
| **Position** | **Call Sign** | **LE**  | **FD/EMS**  | **Other** |
| Contact Team | CONTACT *n* | ● |  |  |
| Rescue Task Force | RTF *n* | ● | ● |  |
| Tactical Group Supervisor | TACTICAL | ● |  |  |
| Triage Group Supervisor | TRIAGE |  | ● |  |
| Transport Group Supervisor | TRANSPORT |  | ● | Transport (opt) |
| Staging Manager | STAGING | ● | ● |  |
| Perimeter Group Supervisor | PERIMETER | ● |  | Perimeter (opt) |
| Joint Information Center | JIC | ● | ● |  |
| Intel/Investigation Section | INTEL | ● | ● | Intel (opt) |
| Incident Command | COMMAND | ● | ● |  |

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References

C3 Pathways. “Active Shooter Incident Management Checklist, Rev 3.0 7/2019.” Active Shooter Incident Management Checklist, C3 Pathways, July 2019, <https://www.c3pathways.com/asc/Active_Shooter_Checklist.pdf>.

C3 Pathways. “Active Shooter Incident Management Checklist, Rev 3.0 7/2019.” Active Shooter Incident Management Checklist: Help Guide, C3 Pathways, July 2019, <https://www.c3pathways.com/asc/Active_Shooter_Checklist_Help_Guide.pdf>.

Martindale, Hunter. “ALERRT Active Shooter Data: The Event.” ALERRT Active Shooter Data, Texas State University, <https://activeshooterdata.org/the-event.html>.