Competitive Event Exercise #2

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How to Use This Document

This document provides exercise Facilitators with all information and materials needed to plan, conduct, and evaluate an exercise. Do the following:

1. Read through the entire exercise and supporting materials.
2. Decide how to localize the scenario in a way that reflects likely challenges in your community and tests your CERT members' skills and techniques.
3. Familiarize yourself with the flow of the exercise by thoroughly reviewing the Facilitator Guidelines. Use these guidelines to conduct the exercise.
4. Make copies of the supporting documents for participants. See the Appendix index for instructions.
5. Make copies of the *Participant Feedback Form* and ask participants to complete it after the exercise.
6. Complete the *Facilitator/Evaluator Feedback Form* after the exercise.

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CERT Drills and Exercises

The Community Emergency Response Team (CERT) Program educates ordinary people from all walks of life about disaster preparedness and weapons of mass destruction and trains them in basic disaster response skills, such as fire safety, light search and rescue, and disaster medical operation. Using the training, CERT members can assist others in their neighborhood or workplace following an event and can take a more active role in preparing their community.

The National CERT Program has developed a library of drills and exercises. These exercises have been designed in a ready-for-use format and include complete instructions, detailed lists of materials, and all supporting forms.

This document is used by the Facilitator(s) and supports the delivery of a competitive event exercise that can be customized to meet local needs.

What is a Competitive Event Exercise?

CERT competitive events offer local programs the chance to validate, practice, and reinforce their skills and procedures in a challenging, fun, and competitive but friendly environment. The event consists of numerous skill and demonstration stations and each team rotates from station to station. Sometimes called “CERT Rodeos,” “CERT Olympics,” or “CERT Games,” these events are usually conducted with numerous CERT programs, therefore managing the event is spread more widely. Multi-jurisdiction participation can generate additional publicity for CERT operations. Larger, events may encourage media coverage as a means to promote the program and raise awareness about CERT.

For descriptions and other types of exercises for CERTs, please visit www.citizencorps.gov/cert and click on CERT Exercises.

Exercise Overview

"Competitive Event Exercise #2"

Hazard: Several

Location: Determined by exercise planners

Duration: 8-10 hours

Capabilities Exercised:

- Communications
- Hazardous materials identification
- Splinting and bandaging
- Documentation
- Sizeup
- CERT preparedness
- Search procedures - exterior
- Triage

Exercise Objectives:

- Validate the plan to establish an Incident Command structure.
- Assess team procedures for identifying the presence of hazardous materials and taking appropriate steps to reduce risks.
- Evaluate procedures for applying splints and bandages.
- Evaluate methods for documenting actions taken.
- Validate CERT sizeup procedures.
- Evaluate CERT bags for appropriate tools and materials.
- Evaluate knowledge of *CERT Basic Training* procedures.
- Assess exterior search procedures.
- Evaluate the process for assessing and prioritizing victim conditions.

Exercise Synopsis:

This exercise is structured as a game consisting of five skill stations and four demonstration stations. Teams rotate through each station. Each skill and demonstration will take 45 minutes to complete. The organizers may need to prepare duplicate stations to accommodate all the players, e.g., three Station #1s, three Station #2s, etc.

Each skill station follows this timetable:

- 10-minute overview and refresher
- 25 minutes to conduct the skill
- 10 minutes to wrap up and move to the next station

The skill stations cover these basic skill areas:

- Hazard identification
- Splinting and bandaging
- CERT preparedness (bag inventory)
- Knowledge of CERT basic skills (Jeopardy)
- Exterior search and triage

The demonstration stations reflect local resources and needs. Each demonstration is 30 minutes long, allowing 10 minutes for each team to reorganize before moving to the next skill station. Possible demonstration topics might include:

- Family Radio Service (FRS) Radios
- Knot tying
- Survival fire safety
- Traffic control
- K9 units
- Evacuation helicopters
- SWAT Team demonstrations
- Low-tech water purification
- Farm emergency medical technicians (EMTs)

One way to increase collaboration is to create teams with members from different CERT programs.

Organizations that might take part in the exercise include amateur radio (to support communications) and Red Cross (to provide canteen services).

The skill station Facilitator will start with a short briefing to review the station objective and explain how the process will be performed at this event (e.g., how victims will be marked during triage). This will avoid confusion resulting from protocols that may differ among participating CERT programs.

All skill stations can be set up in ways that maximize the use of local resources. For example, an indoor search can be conducted in a Fire Department training facility, in a community center with multiple rooms available, or even in a single room. The descriptions offered here reflect one possible scenario. Please modify the stations as needed to reflect your local resources. If you modify a station, remember to keep safety first and to focus on the station objectives.

NOTE: Points for team time are awarded by the Lead Facilitator when all score sheets have been returned at the completion of the Competitive Event. The team with the fastest time will receive 3 points, with 2 points and 1 point awarded to the next fastest team.

Planning Considerations:
This table describes the factors that will need to be considered when planning the exercise.

Item	Factors to Consider
Time of year	• What will the temperature be? • What is the weather likely to be? • How many hours of daylight will you have?
Number of teams/people participating	• How many CERT members do you have? Are there enough for a good exercise? • How many Search and Rescue (SAR) groups do you want and how many people should be in each group? • Do you want to mix members of different CERT programs? NOTE: Teams should be the same size so that skill stations that are timed are fairly judged.
Exercise site	• Does it have space for all the stations (skill and demonstration) and an area with tables for the event organizers? • Is there a place to set up food and water? • Is there a place to set up portable toilets? • How many other people will you have to work around at the site?
Parking	• Where will participants park? • Is there adequate capacity? • Do you need parking lot assistants?
Food and water	You will need food and water for all players, victims, actors, and exercise staff. • What will be provided? • Who will provide it? • Who will set it up, distribute it, and clean it up?

Item	Factors to Consider

Exercise staff	• Can you get enough Facilitators, Evaluators, and Safety Officers? You should have the following exercise staff:
	  ○ Lead Facilitator (1)
	  ○ Facilitators (1 per skill station)
	  ○ Evaluators (1 for Stations 1, 2, 7, 9; 3 for Station 5)
	  ○ Safety Officers (1 each for Stations 1, 3, and 9)
	  ○ CERT Public Information Officer to handle media, if invited. NOTE: If this exercise takes place in a public park or other public open space, this will give CERT great public exposure. Consider appointing a Public Information Officer to handle media and public inquiries.
	  ○ Runner (1) to collect *Skill Station Score Sheets* after each iteration
	• Can you get enough support staff?
	  ○ Demonstrators for each demonstration? (Minimum of 1 per demonstration)
	• Who is responsible for planning and coordinating the following tasks?
	  ○ Incident Action Plan/Schedule
	  ○ Parking Plan
	  ○ Media Plan
	  ○ Check-In Plan
	  ○ Moulage
	  ○ Victim Briefing
	  ○ Team Organization (ensure an even distribution of participants, amateur radio)
	  ○ Facilitator/Evaluator Briefing
	  ○ Opening/Closing/Welcome Speaker
	  ○ Lunch prep
	  ○ Clean-up

Item	Factors to Consider
	• When will you schedule a pre-meeting with the Facilitators, Evaluators, and Safety Officers to brief them?
Victims volunteers	This event requires 5-8 victim volunteers. • Who will recruit them and brief them? • Who will do moulage for the volunteer victims?

Exercise materials	• Clipboards: one for each Facilitator and Evaluator
	• Stopwatch: one for each Evaluator
	• Materials for use in Station 1: Hazard Identification:
	  ○ Search facility or search maze
	  ○ Props for simulating hazards such as barrels, jugs, or oil drums to simulate chemical hazards, wires and cables to simulate electrical hazards
	• Materials for use in Station 3: Splinting and Bandaging:
	  ○ 5-8 victim volunteers
	  ○ Moulage
	  ○ Materials for splinting
	  ○ Materials for bandaging
	• Materials for use in Station 5: CERT Preparedness:
	  ○ Tables for displaying CERT bag contents
	• Materials for use in Station 7: CERT Jeopardy:
	  ○ CERT Jeopardy Answers and Questions
	• Materials for use in Station 9: Exterior Search and Triage
	  ○ Outside search area
	  ○ Up to 10 simulated victims

Item	Factors to Consider

Exercise documents	Make copies of the following (Skill Station forms are included with the Skill Station description. All other forms are in the Appendix.):
	• Station 1: Hazard Identification
	  ○ Sample Victim Injury Cards: 1 copy to attach to cutouts or mannequins
	  ○ *Damage Assessment Forms*: 1 copy per team for each victim or hazard
	  ○ *Skill Station Score Sheet*: 1 copy per team
	• Station 3: Splinting and Bandaging
	  ○ Sample Victim Injury Cards: 1 copy to prepare each volunteer victim
	  ○ *Victim Treatment Area Record*: 1 copy per team
	  ○ *Skill Station Score Sheet:* 1 copy per team
	• Station 5: CERT Preparedness
	  ○ *Skill Station Score Sheet*: 1 copy per team
	• Station 7: CERT Jeopardy
	  ○ CERT Jeopardy Answers and Questions: 1 copy per team
	  ○ *Skill Station Score Sheet*: 1 copy per team
	• Station 9: Exterior Search and Triage
	  ○ Sample Victim Injury Cards: 1 copy to prepare each volunteer victim
	  ○ Map of the search area: 1 copy per SAR group plus 1 copy for the Incident Commander
	  ○ *Victim Assessment Forms*: 1 copy per SAR group
	  ○ *Skill Station Score Sheet*: 1 copy per team
	• *Team Registration Form:* 1 copy per CERT Program Manager

Item	Factors to Consider
	• Facilitator/Evaluator Briefing: 1 copy per Facilitator and Evaluator • *CERT Members and Volunteer Victims and Actors Sign-In Sheets* • Exercise Schedule: I copy per participant, Facilitator, Evaluator, Safety Officer, and volunteer victims • *Facilitator/Evaluator Feedback Form:* 1 copy per Facilitator and Evaluator • *Participant Feedback Form:* 1 copy per participant
Event clean-up	• Who will do it? • Where will trash be taken?

Exercise Staff Roles

1. Lead Facilitator

The competitive event exercise requires a Lead Facilitator who organizes and oversees the entire event.

The Lead Facilitator:

- Assigns roles to exercise staff and briefs them on the details of the exercise.
- Arranges for equipment and volunteers for skill stations.
- Arranges for demonstrators.
- Makes copies of the needed forms.
- Manages activities on the day of the event.

2. Facilitators

Facilitators are needed for each skill station.

Skill Station Facilitators:

- Lead and guide the exercise by presenting information to all participants. The Facilitators will follow the Facilitator Guidelines to keep the exercise moving forward.

- Observe and coach. In this role the Facilitators will observe actions of exercise participants and be on the alert for potential safety issues. If the Facilitators observe a safety concern, they may need to intervene and stop the exercise.

  The Facilitators may also intervene to help the team members clarify their decision making by asking questions about their thought process and the factors they considered in making choices.

- Provide input to improve future CERT exercises.

3. Evaluators

Evaluators are needed for each skill station. The primary responsibility of the Evaluators is to score the skill station activity. The Evaluators typically have a passive role and do not interfere with the exercise.

4. Safety Officers

Stations 1, 3, and 9 should have a Safety Officer. If staff is limited, the Facilitator or the Evaluator may serve as the Safety Officer.

5. Victim Volunteers

This event uses 5-8 live victims in Station 3.

Participant Briefing

Welcome to the (insert name of jurisdiction or sponsoring agency/agencies) CERT Games!

This event will consist of (insert number) skill stations and (insert number) demonstrations. You will have an opportunity to participate in each. The skill stations will allow you to test your skills in a competitive, but fun, environment. The demonstrations will provide you with additional information that will help support your efforts in emergency response.

As with all CERT events, our primary concern is for your safety. Each of the skill stations has been designed with safety in mind, but ultimately you are responsible for your own safety at all times.

Each team will be provided with a schedule for the day. Please stay on schedule, because we have a lot to do!

Event Stations:

Station 1: Hazard Identification

Station 2: Demonstration 1

Station 3: Splinting and Bandaging

Station 4: Demonstration 2

Station 5: CERT Preparedness

Station 6: Demonstration 3

Station 7: CERT Jeopardy

Station 8: Demonstration 4

Station 9: Exterior Search and Triage

Station 1: Hazard Identification

Station Objectives:

- Validate the plan to establish an Incident Command structure.
- Assess team procedures for identifying the presence of hazardous materials and taking appropriate steps to reduce risks.
- Evaluate methods for documenting actions taken.
- Evaluate CERT sizeup procedures.

Station Description:

This station uses a search area — either a building with multiple rooms or a search maze constructed of pipe and drape. A variety of hazards are distributed throughout the search area. Cutouts are used to simulate victims and are placed near hazards throughout the search area. Injuries are described on the victim injury cards attached to each cutout. Each cutout is numbered and some “victims” are placed near hazards that would jeopardize rescuers. For example, a severely injured victim could be placed under an exposed electrical wire.

Each team assigns leadership roles and forms Search and Rescue (SAR) groups. The groups are assigned to search the building for victims and hazards, rescue victims, and report back to the Incident Commander. Scoring is based on accomplishing the following in the shortest amount of time: locating, identifying, and appropriately responding to hazards, and rescuing victims without placing any team members in jeopardy.

Each skill station follows this timetable:

- 10-minute overview and refresher
- 25 minutes to conduct the skill
- 10 minutes to wrap up and move to the next station

Materials and Staff:

- Facilitator and Evaluator (1 each) who are knowledgeable about search and rescue procedures as taught in Unit 5 of *CERT Basic Training: Light Search and Rescue Operations*
- Safety Officer (1)
- Search facility with multiple rooms. If no facility is available, a search maze could be constructed using pipe and drape.
- Props for simulating hazards such as barrels, bottles, cans, and electrical cables

- Cutouts or mannequins to simulate victims
- Stopwatch
- Victim injury cards (see samples following Facilitator Guidelines)
- Forms
    - *Damage Assessment Forms,* 1 copy per team for each victim or hazard
    - *Skill Station Score Sheet,* 1 copy per team

Facilitator Guidelines

Step	Action	What to Say/Do
1	Introduce the skill station to participants.	Explain that this skill station provides an opportunity for the team to practice its skills and techniques in identifying hazards, taking appropriate action, and rescuing victims.
2	Review the goals of the exercise with participants.	Explain the goal of the exercise. • Validate the plan to establish an Incident Command structure. • Assess team procedures for identifying the presence of hazardous materials and taking appropriate steps to reduce risks. • Evaluate methods for documenting actions taken. • Evaluate CERT sizeup procedures.
3	Review the knowledge/skills used in this exercise with participants.	Briefly review the following topics by asking the team to provide key information in response to the following questions. Fill in gaps in their responses as appropriate. • What are some typical structural hazards you might encounter in a search? How might you mitigate them? • What are some typical non-structural hazards you might encounter in a search? How might you mitigate them?

Step	Action	What to Say/Do
		• What type(s) of building damage cause you not to enter (light, medium, heavy)? • What is the most important consideration when rescuing victims in a hazardous situation? (Emphasize maintaining the safety of the team members.)
4	Present the skill to participants.	• On signal, each team will determine leadership roles and create Search and Rescue (SAR) groups of 2-3 people. • The SAR groups will then search the building to locate and rescue victims. • The SAR groups will identify and document hazards and victims, and they mitigate hazards as appropriate. • There are 25 minutes allotted for the team to perform this activity. • Remind participants that safety is paramount. Facilitators will use the phrase “Real world” to indicate instructions that are outside the exercise, such as “Real world, Facilitator says Stop!”
5	Conduct the skill.	• Give the signal for the groups to begin and start the stopwatch. • Observe each group as it performs the skill. • When all groups have completed the station, stop the stopwatch. Award points according to the criteria on the *Skill Station Score Sheet*. Point out examples of good techniques that were employed. • Record each team’s total time.

Sample Victim Injury Cards

These cards are intended to simplify the process of creating volunteer victims. For simulated victims, such as gingerbread cutouts, you can attach a label to each with one of the descriptions.

NOTE: Injury classification (Immediate, Delayed, Minor, Dead) is for your planning purposes. This information should not be included with the descriptions placed on simulated victims.

VICTIM #1 - Minor Compound Fracture, Right Forearm Breathing once every 3 seconds Color returns to finger tips in less than 2 seconds Responds to verbal commands	**VICTIM #2 - Minor** Facial injuries Knows name, date, and what happened Color returns to finger tips in 2 seconds Breathing once every 4 seconds
VICTIM #3 - Minor Visibly pregnant (about 5 months), cuts on right arm Color returns to finger tips in 1 second Breathing once every 5 seconds Note: This victim has first aid training.	**VICTIM #4 - Minor** Numerous cuts and abrasions Responds to verbal commands Color returns to finger tips in 1 second Breathing once every 3 seconds
VICTIM #5 - Minor Bleeding from a scalp wound Knows name, date, and what happened Color returns to finger tips in less than 2 seconds Breathing once every 4 seconds	**VICTIM #6 - Minor** Right arm is deformed Alert Color returns to finger tips in 1 second Breathing once every 5 seconds
VICTIM #7 - Delayed Large piece of wood in left thigh Breathing once every 3 seconds Color returns to finger tips in less than 2 seconds Alert	**VICTIM #8 - Delayed** Bone projecting from right leg Breathing once every 4 seconds Knows name, date, and what happened Color returns to finger tips in 2 seconds

VICTIM #9 - Delayed Both legs deformed Breathing once every 5 seconds Knows name, date, and what happened Color returns to finger tips in 1 second	**VICTIM #10 - Delayed** Left ankle swollen and deformed Breathing once every 4 seconds Knows name, date, and what happened Color returns to finger tips in 2 seconds
VICTIM #11 – Delayed Both feet crushed by concrete block Breathing once every 3 seconds Knows name, date, and what happened Color returns to finger tips in 1 second	**VICTIM # 12 - Delayed** Back injury, unable to move Breathing once every 4 seconds Knows name, date, and what happened Color returns to finger tips in 2 seconds
VICTIM #13 – Delayed Right arm and leg are deformed Breathing once every 3 seconds Knows name, date, and what happened Color returns to finger tips in 4 seconds	**VICTIM #14 - Immediate** Large piece of wood in left thigh Breathing once every 2 seconds Alert and responsive Color returns to finger tips in 3 seconds
VICTIM #15 - Immediate Severe cut on right thigh, heavy bleeding Breathing once every 5 seconds Knows name, date, and what happened Color returns to finger tips in 3 seconds	**VICTIM #16 - Immediate** Both legs deformed Breathing once every 1 second Not responsive to questions Color returns to finger tips in 3 seconds
VICTIM #17 - Immediate Impaled object in abdomen; breathing difficulties Breathing once every 3 seconds Can’t remember what happened Color returns to finger tips in 5 seconds	**VICTIM #18 - Immediate** Amputated left arm, bleeding controlled Breathing once every 4 seconds Knows name, date, and what happened Color returns to finger tips in 4 seconds
VICTIM #19 - Immediate Severe bleeding from head wound Breathing once every 2 seconds Not responsive to questions Color returns to finger tips in 4 seconds	**VICTIM #20 - Immediate** Chest pain with possible broken ribs Breathing once every second Knows name, date, and what happened Color returns to finger tips in 2 seconds

VICTIM #21 - Immediate Severe head injury Not breathing Not responsive to questions Color returns to finger tips in 4 seconds	**VICTIM # 22 - Dead** Massive head injury Not breathing Unresponsive Color does not return to finger tips
VICTIM #23 - Dead Blood oozing from head wound Chest is not rising Finger tips blue/grey	**VICTIM #24 - Dead** No visible injury, blank stare Cannot feel air movement Color does not return to finger tips
VICTIM #25 - Dead Wood impaled in neck Breathing once every second Not responsive Color returns to finger tips in 4 seconds	

DAMAGE ASSESSMENT	CERT	DATE
LOCATION		

SIZE UP

(check if applicable)

FIRES		HAZARDS				STRUCTURE		PEOPLE			ROADS		ANIMALS		
BURNING	OUT	GAS LEAK	H20 LEAK	ELECTRIC	CHEMICAL	DAMAGED	COLLAPSED	INJURED	TRAPPED	DEAD	ACCESS	NO ACCESS	INJURED	TRAPPED	ROAMING

OBSERVATIONS

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Skill Station Score Sheet

Station 1 Team: _____

Complete one sheet for each exercise team. Be consistent in how you assign points.

- 0= Never
- 1= Sometimes
- 2= Most of the time
- 3= Always

Skill Station: Hazard Identification		
Team:		
Criterion	**Points Awarded**	**Notes**
Did all team members wear appropriate PPE?		
Did all team members maintain correct buddy contact?		
Did the Incident Commander/Team Leader develop an effective search process?		
Did team members identify and document all victims and hazards?		
Did the team rescue all victims who were not in positions that might place team members in jeopardy?		
Overall team time*:_____		
Total Points		

* NOTE: Points for team time will be awarded by the Lead Facilitator when all score sheets have been returned at the completion of the Competitive Event. The team with the fastest time will receive 3 points, with 2 points and 1 point awarded to the next fastest team.

Station 3: Splinting and Bandaging

Station Objective:

- Validate the plan to establish an Incident Command structure.
- Evaluate procedures for applying splints and bandages.
- Evaluate methods for documenting actions taken.

Station Description:

This station allows players to assess injuries and apply appropriate splints and bandages to a variety of injured victims in the shortest time possible. The station is run as a relay race.

The team establishes a command structure, which then establishes SAR groups of 2-3 people. The first SAR group then approaches a victim, assesses the victim's injuries, acquires the necessary materials for splinting and bandaging the victim, applies the materials correctly, and then returns to the starting point. This process is then repeated with each of the other SAR groups. If there are more SAR groups than the number of victims will accommodate, victims who have already been treated can be reset.

Each skill station follows this timetable:

- 10-minute overview and refresher
- 25 minutes to conduct the skill
- 10 minutes to wrap up and move to the next station

Materials and Staff:

- Facilitator and Evaluator (1 each) who are knowledgeable about splinting and bandaging procedures as taught in Unit 4 of *CERT Basic Training: Disaster Medical Operations—Part 2*
- Safety Officer (1)
- 5-8 victim volunteers (Actual number will depend on the anticipated number of players in SAR groups of 2-3)
- First aid supplies for splinting and bandaging
- Stopwatch
- Victim injury cards (see samples following Facilitator Guidelines)
- Forms
    - *Victim Treatment Area Record,* 1 copy per team
    - *Skill Station Score Sheet,*1 copy per team

Facilitator Guidelines

Step	Action	What to Say/Do
1	Set up the station.	Give each victim volunteer an injury card. Brief victims on their injuries, how they might behave, and anything you want them to tell the team members. Position victims in the station area. Position first aid supplies in the station area.
2	Introduce the skill station to participants.	Explain that this skill station provides an opportunity for the team to demonstrate its approach to splinting and bandaging victims.
3	Review the goals of the exercise with participants.	Explain the goal of the exercise. • Validate the plan to establish an Incident Command structure. • Evaluate procedures for applying splints and bandages. • Evaluate methods for documenting actions taken.
4	Review the knowledge/skills used in this exercise with participants.	Briefly review the following topics by asking the team to provide key information in response to the following questions. Fill in gaps in their responses as appropriate. • What is the recommended way to stop bleeding? • Why are tourniquets not an appropriate approach? • What is the difference between a closed and an open fracture? • What is the recommended treatment for an open fracture? • Does the treatment priority of someone with a dislocation change if he or she suffers loss of sensation, pulse, or movement after splinting?

Step	Action	What to Say/Do

5	Present the skill to participants.	• The exercise will begin on a signal.
		• The team will then designate an Incident Commander/Team Leader who will establish SAR groups of 2-3 people.
		  ○ If possible, there should be one SAR group for each victim.
		  ○ If there are not enough victims, they can be "reset" after treatment and used for another SAR group.
		• The first SAR group will approach the first victim, evaluate the victim's injury, retrieve necessary splinting and bandaging supplies, treat the victim, document its actions, and return to the Command Post.
		• Assessment and treatment is observed and documented by the Evaluator.
		• When the first SAR group returns, the second SAR group will approach the second victim. This process is repeated until all SAR groups have had a chance to compete.
		• There are 25 minutes allotted for the team to perform this activity.
		• Remind participants that safety is paramount. Facilitators will use the phrase "Real world" to indicate instructions that are outside the exercise, such as "Real world, Facilitator says Stop!"

6	Conduct the skill.	• Give the signal to begin and start the stopwatch. • Observe each group as it performs the skill. • Take notes as appropriate. Award points according to the criteria on the *Skill Station Score Sheet*. Point out examples of good techniques that were employed. • Record each team's total time.

Sample Victim Injury Cards

These cards are intended to simplify the process of creating volunteer victims. Use these descriptions to create roles for the volunteer victims.

Brief the volunteers on the nature of their injuries, how they might behave, and any information you want them to share with SAR groups.

VICTIM #1 Compound fracture, right forearm. Victim is alert and in a lot of pain.	**VICTIM #2** Dislocated shoulder. In a lot of pain. Complains of loss of sensation in fingers after splinting is applied.
VICTIM #3 Blood is spurting from a cut on the victim's forearm. Victim is alert and responsive.	**VICTIM #4** Blood is flowing from a cut on the victim's forehead. Victim is disoriented and confused.
VICTIM #5 Blood is flowing from a scalp wound. Victim knows name, date, and what happened.	**VICTIM #6** Right arm is deformed. Victim is alert.
VICTIM #7 Open fracture of the upper thigh. Victim is alert and in a lot of pain.	**VICTIM #8** Bone projecting from right forearm. In addition, blood is spurting from a cut on the left thigh.

VICTIM TREATMENT AREA RECORD	CERT	DATE

TIME IN	NAME OR DESCRIPTION	TRIAGE TAG (circle)	CONDITION/TREATMENT (update as needed)	MOVED TO	TIME OUT
		IMMED DELAY MINOR			
		IMMED DELAY MINOR			
		IMMED DELAY MINOR			
		IMMED DELAY MINOR			

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VICTIM TREATMENT AREA RECORD	CERT	DATE

TIME IN	NAME OR DESCRIPTION	TRIAGE TAG (circle)	CONDITION/TREATMENT (update as needed)	MOVED TO	TIME OUT
		IMMED DELAY MINOR			
		IMMED DELAY MINOR			
		IMMED DELAY MINOR			
		IMMED DELAY MINOR			

CERT MEMBER	PAGE ___ OF ____

Skill Station Score Sheet

Station 3 Team: _____

Complete one sheet for each exercise team. Be consistent in how you assign points.

- 0= Never
- 1= Sometimes
- 2= Most of the time
- 3= Always

Criterion	Points Awarded	Notes
Did all team members wear appropriate PPE?		
Did all team members maintain correct buddy contact?		
Was each victim assessed correctly?		
Was splinting applied correctly?		
Was bandaging applied correctly?		
Were all actions taken documented properly?		
Overall team time*:_____		
Total points		

* NOTE: Points for team time will be awarded by the Lead Facilitator when all score sheets have been returned at the completion of the Competitive Event. The team with the fastest time will receive 3 points, with 2 points and 1 point awarded to the next fastest team.

Station 5: CERT Preparedness

Station Objective:

Evaluate CERT bags for appropriate tools and materials.

Station Description:

This station gives each team the opportunity to evaluate the contents of their CERT bags.

Each team empties their CERT bags on a table. The contents are then evaluated. When an item is present, a checkmark is placed in the *Skill Station Score Sheet* column titled "Bags Where Equipment Was Present." Points are deducted if any critical CERT tools or materials are missing.

For example, a complete CERT bag might include:

- Full complement of PPE
- Flashlight with extra batteries
- First aid supplies
- Tools (utility shutoff, pry bar)
- Water and food (enough for a snack)
- Documentation supplies (paper, pens, marker)
- Duct tape

This skill station follows this timetable:

- 5-minute overview
- 30 minutes to conduct the skill
- 10 minutes to wrap up and move to the next station

Materials and Staff:

- Facilitators (1) and Evaluators (3)
- Tables for displaying bag contents
- Forms
    - *Skill Station Score Sheet,* 1 copy per team

Facilitator Guidelines

Step	Action	What to Say/Do
1	Introduce the skill station to participants.	Explain that this skill station provides an opportunity for the team to evaluate the contents of their CERT bags.
2	Review the goals of the exercise with participants.	Explain the goal of the exercise. • Evaluate the contents of the CERT bags for completeness.
3	Review the knowledge/skills used in this exercise with participants.	Not applicable for this station.
4	Present the skill to participants.	• The exercise begins on a signal. • Each team member will place the contents of his or her CERT bag on the table. • An Evaluator will then evaluate the contents of the CERT bag. • There are 30 minutes allotted for the team to perform this activity.
5	Conduct the skill.	• Evaluate the contents of each CERT bag. For each bag, place a checkmark in the appropriate row if the item is present. • When all bags have been evaluated, award points according to the criteria on the *Skill Station Score Sheet*.

Skill Station Score Sheet

Station 5 Team: _____

Complete one sheet for each exercise team. Be consistent in how you assign points.

- 0= Few members have (less than 50%)
- 1= Some members have (at least 50%)
- 2= Most members have (at least 75%)
- 3= All members have (100%)

Criterion	Points Awarded	Bags Where Equipment Was Present (Place checkmark when bag has this item)
PPE (helmet, eye protection, breathing protection, gloves, sturdy shoes – must have all)		
Flashlight and spare batteries		
First aid supplies		
Tools (utility shutoff, pry bar)		
Water and food (enough for a snack)		
Documentation supplies (paper, pens, markers)		
Duct tape		
Total points		

Station 7: CERT Jeopardy

Station Objective:

Evaluate knowledge of basic CERT procedures.

Station Description:

This station allows each team to assess its knowledge of basic CERT procedures and terminology.

Team members rotate taking turns answering questions posed by the Facilitator in the style of Jeopardy, e.g., Answer = The term for prioritizing patients, Question = What is triage?

Each team member has ten seconds to answer the question. Points are awarded for each correct answer. Points are deducted for incorrect answers.

This skill station follows this timetable:

- 5-minute overview
- 30 minutes to conduct the skill
- 10 minutes to wrap up and move to the next station

Materials and Staff:

- Facilitator and Evaluator (1 of each) – One to read the “answers” and one to record the scores
- Stopwatch
- Forms
    - CERT Jeopardy Answers and Questions, 1 copy per team
    - *Skill Station Score Sheet,* 1 copy per team

Facilitator Guidelines

Step	Action	What to Say/Do
1	Introduce the skill station to participants.	Explain that this skill station provides an opportunity for the team to demonstrate its familiarity with a range of CERT-related concepts.
2	Review the goals of the exercise with participants.	Explain the goal of the exercise. • Identify common CERT concepts and terminology.
3	Review the knowledge/skills used in this exercise with participants.	• Not applicable to this exercise
4	Present the skill to participants.	• The team will form a single-file line. • The first team member will be given an answer and will have 10 seconds to come up with the question. • Points will be awarded for correct responses and deducted for incorrect responses. • The process will be repeated until all 20 answers have been given. • Ask if there are any questions. • There are 30 minutes allotted for the team to perform this activity.

Step	Action	What to Say/Do
5	Conduct the skill.	• Form the team into a single-file line. • Present the questions in order, or ask the person what point value he or she wants and ask a question with that number of points. • Use one copy of the CERT Jeopardy Answers and Questions for each team. • Be sure to check off the questions so you don't repeat. • Determine if the answer is correct and have the scorekeeper note the score. ○ When all answers have been provided, total the points on the *Skill Station Score Sheet*.

CERT Jeopardy Answers and Questions

Use one copy for each team so that you can check off the questions as you ask them.

Question	Points	Answer	Question
1	1	The term for prioritizing patients.	What is triage?
2	2	This geometric figure represents the burning process.	What is the fire triangle or tetrahedron?
3	3	This is a handy item for removing a patient from a structure by yourself.	What is a blanket?
4	4	This is an acronym used to describe the CERT approach to medical operations. For 2 extra points: What does the acronym stand for?	What is START? (Simple Triage and Rapid Treatment)
5	5	This technique is used to lift heavy objects.	What is cribbing?
6	1	This is the CERT goal.	What is doing the greatest good for the greatest number?
7	2	CERT members never enter structures with this level of damage.	What is heavy?
8	3	This is the reasonable span of control under ICS.	What are 3-7 people?
9	4	This is the goal of triage.	What is prioritizing patient treatment?
10	5	This type of bleeding tends to spurt, while this type tends to flow.	What is arterial and venous bleeding?
11	1	This is the process for assessing a structure before entering.	What is sizeup?

Question	Points	Answer	Question
12	2	This is the way to control bleeding.	What is direct pressure, elevation, and pressure point?
13	3	These are two ways to reduce stress.	What are sleep, exercise, eating well, rest, connect with others, and use spiritual resources? (any two)
14	4	These two factors should be considered when locating a medical treatment area.	What are uphill and upwind?
15	5	A patient with these three symptoms would be considered to be in shock.	What are rapid breathing, slow capillary refill, and failure to follow commands?
16	1	This person is in charge of supplies and facilities.	Who is the Logistics Section Chief?
17	2	This type of damage is characterized by visible signs of damage, visible cracks or breaks in wall surfaces, major damage to interior contents, and a building that is still on its foundation.	What is moderate?
18	3	This would be the triage tag that goes on a patient with severe bleeding and shock.	What is immediate?
19	4	When searching a structure, it should always be done like this.	What is systematically?
20	5	These are the four functional sections under the Incident Commander.	What are operations, logistics, finance, and planning/administration?

Question	Points	Answer	Question
Bonus	20	These are the nine steps of the sizeup process. (60 seconds of team collaboration is allowed for this question.)	What are: 1. Gather facts. 2. Assess damage. 3. Consider probabilities. 4. Assess your situation. 5. Establish priorities. 6. Make decisions. 7. Develop a plan of action. 8. Take action. 9. Evaluate progress.

Skill Station Score Sheet

Station 7 **Team _____**

Complete one sheet for each exercise team. Add or deduct points for correct or incorrect answers. For example, if a 2-point question was answered correctly, write +2 in the column titled "Points Awarded or Deducted." If it was answered incorrectly, write -2 in the column titled "Points Awarded or Deducted ." At the end of the game, total the points.

Question # - Point Value	Points Awarded or Deducted	Notes
1 – 1 point		
2 – 2 points		
3 – 3 points		
4 – 4 points		
5 – 5 points		
6 – 1 point		
7 – 2 points		
8 – 3 points		
9 – 4 points		
10 – 5 points		
11 – 1 point		
12 – 2 points		
13 – 3 points		
14 – 4 points		
15 – 5 points		

Question # - Point Value	Points Awarded or Deducted	Notes
16 – 1 point		
17 – 2 points		
18 – 3 points		
19 – 4 points		
20 -– 5 points		
Total points		

Station 9: Exterior Search and Triage

Station Objectives:

- Assess exterior search procedures.
- Evaluate the process for assessing and prioritizing victim conditions.

Station Description:

This station uses an exterior search area and a number of simulated victims placed around the search area. Each simulated victim is numbered and has an injury description attached.

Each team assigns leadership roles and forms Search and Rescue (SAR) groups. The groups are assigned to search the area for victims, triage any victims found, and report back to the Incident Commander. Scoring is based on locating and correctly triaging, treating, and documenting all victims in the least amount of time.

Each skill station follows this timetable:

- 10-minute overview and refresher
- 25 minutes to conduct the skill
- 10 minutes to wrap up and move to the next station

Materials and Staff:

- Facilitator and Evaluator (1 each) who are knowledgeable about search and triage procedures as taught in Units 3, 4, and 5 of *CERT Basic Training: Disaster Medical Operations Parts 1 & 2 and Light Search and Rescue Operations*
- Safety Officer (1)
- Exterior search area
- Simulated victims (up to 10, number to be determined by Lead Facilitator)
- Stopwatch
- Sample Victim Injury Cards (see samples following Facilitator Guidelines)
- Forms
    - *Victim Assessment Forms,* 1 copy per SAR group
    - *Skill Station Score Sheet,* 1 copy per team
    - Map of the search area, 1 copy per SAR group plus 1 copy for the Incident Commander

Facilitator Guidelines

Step	Action	What to Say/Do
1	Set up the station.	• Attach one Victim Injury Card to each simulated victim. • Position the simulated victims in the search area.
2	Introduce the skill station to participants.	Explain that this skill station provides an opportunity for the team to practice its skills and techniques of exterior search and victim triage.
3	Review the goals of the exercise with participants.	Explain the goal of the exercise. • Assess exterior search procedures. • Evaluate the process for assessing and prioritizing victim conditions. •
4	Review the knowledge/skills used in this exercise with participants.	Briefly review the following topics by asking the team to provide key information in response to the following questions. Fill in gaps in their responses as appropriate. • What are the three most common life-threatening conditions? • How do you treat each condition? • What are the characteristics of the three types of bleeding? • What are the four levels of urgency in the triage process?

Step	Action	What to Say/Do
5	Present the skill to participants.	• Explain that this station uses an exterior search area. • Distribute maps of the search area. • On signal, each team will assign leadership roles and create Search and Rescue (SAR) groups of 2-3 people. • The SAR groups will then search the area to locate and triage victims. Document each victim on a *Victim Assessment Form*. Documentation must include the victim number, the urgency of treatment needed, and the treatment that would have been applied if this was a real situation. Explain that there may not be as many victims as there are spaces on the *Victim Assessment Form*. • The SAR groups will then return to the starting point and turn over documentation to the Facilitator. • There are a maximum of 25 minutes allotted for the team to perform this activity.
6	Conduct the skill.	• Give the signal for the groups to start and start the stopwatch. • Observe the groups as they perform the search and triage process. • When all groups have returned to the station and turned in the Victim Assessment Forms, stop the stopwatch. Award points according to the criteria on the *Skill Station Score Sheet*. • Record each team's total time.

Sample Victim Injury Cards

These cards are intended to simplify the process of creating simulated victims. Attach a label to each of the simulated victims to provide a description of the injuries.

VICTIM #1 Large piece of wood in left thigh. Breathing once every 2 seconds. Conscious but not responsive to questions. Color returns to finger tips in 3 seconds.	**VICTIM #2** Right leg deformed. Breathing once every 5 seconds. Knows name, date, and what happened. Color returns to finger tips in 1 second.
VICTIM #3 Numerous cuts and abrasions. Cuts are seeping blood. Responds to verbal commands. Color returns to finger tips in 1 second. Breathing once every 3 seconds.	**VICTIM #4** Large contusion on head. Unconscious. Breathing but with great difficulty.
VICTIM #5 Blood spurting from left forearm. Left ankle deformed. Conscious and alert, but in great pain.	**VICTIM #6** Severe bleeding from head wound. Breathing once every second. Not responsive to questions. Color returns to finger tips in 4 seconds.
VICTIM #7 Right foot crushed by a heavy concrete block. Breathing once every 3 seconds. Knows name, date, and what happened. Color returns to finger tips in 1 second.	**VICTIM #8** Severe cut on right thigh, spurting blood. Breathing once every 2 seconds. Color returns to finger tips in 2 seconds. Does not respond to simple commands.

VICTIM #9	VICTIM #10
Impaled object in abdomen. Not conscious. Breathing difficulties. Breathing once every 3 seconds. Doesn't know name or what happened. Color returns to finger tips in 5 seconds.	Massive head injury. Not breathing. Unresponsive. Color does not return to finger tips.

Victim Assessment Form

Victim #	Urgency (I,D,M, Dead)	Treatment That Would Have Been Provided in Real World

Skill Station Score Sheet

Station 9 Team: _____

Complete one sheet for each exercise team. Be consistent in how you assign points. See the completed *Victim Assessment Form* on the next page for additional details.

- 0= Rarely (<60%)
- 1= Sometimes (>60%)
- 2= Most of the time (>80%)
- 3= Always (100%)

Skill Station: Exterior Search and Triage		
Team:		
Criterion	**Points Awarded**	**Notes**
Did all team members wear appropriate PPE?		
Did all team members maintain correct buddy contact?		
Did the Incident Commander develop an effective search process?		
Did team members locate all victims?		
Were all victims assigned the correct urgency level?		
Were all victims treated correctly?		
Overall team time*:_____		
Total Points		

* NOTE: Points for team time will be awarded by the Lead Facilitator when all score sheets have been returned at the completion of the Competitive Event. The team with the fastest time will receive 3 points, with 2 points and 1 point awarded to the next fastest team.

Victim Assessment Form

Vic #	Urgency (I,D,M, Dead)	Correct Treatment
1	I	Stabilize wood in thigh. Treat for shock - raise feet, keep warm.
2	D	Not life threatening, no treatment provided, move on, and come back to treat later.
3	M	Not life threatening, no treatment provided, move on, and come back to treat later.
4	I	Open blocked airway.
5	I	Apply pressure bandage to forearm. Elevate. Apply pressure to pressure point if necessary to stop bleeding.
6	I	Apply pressure bandage to head wound to control bleeding. Treat for shock - raise feet, keep warm.
7	D	Not life threatening, no treatment provided, move on, and come back to treat later.
8	I	Apply pressure bandage to thigh wound to control bleeding. Treat for shock - raise feet, keep warm.
9	I	Stabilize object in abdomen. Open blocked airway. Treat for shock - raise feet, keep warm.
10	DEAD	No treatment,

Appendix

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Index of Forms and Materials

Team Registration Form (3 pages): 1 copy per CERT Program Manager is distributed to exercise staff prior to the exercise

Facilitator/Evaluator Briefing (2 pages): 1 copy per Facilitator and Evaluator is distributed at Facilitator/Evaluator meeting prior to the exercise

CERT Members and Volunteer Victims and Actors Sign-In Sheets (2 pages each): the number of copies is dependent on the number of participants and volunteers; these are distributed to the sign-in area before the exercise

Exercise Schedule (1 page): 1 copy per participant, Facilitator, Evaluator, Safety Officer, and volunteer is distributed at the Participant Briefing.

Facilitator/Evaluator Feedback Form (1 page): 1 copy per Facilitator and Evaluator is distributed after the exercise.

Participant Feedback Form (1 page): 1 copy per participant is distributed after the exercise

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Registration for 20xx CERT Games

This form is to be completed by the CERT Program Manager. The form must be turned in to (*name*) by (*date*). The purpose of this form is to list all of your CERT program members who will be participating. List each team member only once. A minimum of six CERT members are required to participate in the CERT Games.

Return this Form to:
(name), (position)

Email: Name@xvz.com or fax: 123-456-7890

For Additional Information:
(name), (position)

Email: Name@xvz.com or fax: 123-456-7890

CERT Program Manager: _____

Contact Information: Email: _____ Cell Phone: _____

CERT Members:

	Last Name	First Name	Home Phone	Cell Phone	Email	Check box if Release is on file.
1						
2						
3						
4						
5						
6						
7						
8						
9						

CERT Members:						Check box if Release is on file.
	Last Name	**First Name**	**Home Phone**	**Cell Phone**	**Email**	
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						
25						
26						
27						
28						
29						
30						

CERT Members:						Check box if Release is on file.
	Last Name	**First Name**	**Home Phone**	**Cell Phone**	**Email**	
31						
32						
33						
34						
35						
36						
37						
38						
39						
40						
41						
42						
43						
44						
45						
46						
47						
48						
49						
50						

Note: All registrants must have a signed release form on file.

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20xx CERT Games

Facilitator/Evaluator Briefing

(Insert Date Here)

(Insert Location Here)

Thank you for taking the time to help us with the 20xx CERT Games!

Skill Stations

There are four skill stations that CERT members will complete during the competitive events.

- Hazard Identification
- Splinting and Bandaging
- CERT Preparedness
- CERT Jeopardy

Each skill station is designed to test the team's ability to demonstrate the basic CERT skills. It is important that we use the *CERT Basic Training* course as guidance for evaluating each skill station.

Each skill station will be 45 minutes long. Each skill station follows this timetable:

- A 10-minute overview and refresher
- 25 minutes to conduct the skill
- 10 minutes to wrap up and move to the next station

Each skill station will incorporate all team members. Some team members will serve the roles of Team Leader, Safety Officer, communications, and runner. The others will perform the skill at the station.

Each skill station has a specified number of total points that teams may earn. The *Skill Station Score Sheet* specifies the criteria to be evaluated and the total points that can be awarded for each criterion (3). Evaluators have the option of awarding fewer points (1 or 2) if the criterion was not fully met. It is important to be consistent in your evaluation of the teams. The total points awarded to each team for a skill station may be a combination of points based on performance <u>and</u> points for completing the skill in the least amount of time. The total scores for each team will be calculated by the Lead Facilitator when all team score sheets for each skill area are returned.

The Facilitator Guidelines provide specific step-by-step information on how to conduct the skill station. Please be sure to follow these steps so that all participants know the correct process to follow for completing the station.

At the end of each station, thank the teams and direct them to the next station. Check with volunteer victims and make sure they are properly reset for the next iteration. A runner will collect the score sheets and bring them to be tallied.

Food

There will be a break for lunch. Snacks, water, and coffee will be available throughout the day.

Reminders

- Do not discuss scores or evaluation criteria with participants.
- Do not argue with participants.
- If there is a conflict of interest between an Evaluator and a team, call for a replacement Evaluator.
- As always, the most important consideration is SAFETY. As a Facilitator, it is your responsibility to maintain a safe environment. If any team member compromises safety, you should stop all play, explain the situation, and then resume play when the issue has been resolved.
- A real emergency or safety issue is declared by stating: “REAL WORLD. This is a real emergency!”

Communication

You may have a radio to contact exercise staff if necessary. Cell phones are also listed below.

- Contact 1 (xxx-yyy-zzzz)
- Contact 2 (xxx-yyy-zzzz)
- Contact 3 (xxx-yyy-zzzz)
- Contact 4 (xxx-yyy-zzzz)

Sign-In Sheet for CERT Members

Name	Organization	Phone Numbers	Time In
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	

Sign-In Sheet for CERT Members

Name	Organization	Phone Numbers	Time In
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	
		Cell: Emergency:	

Sign-In Sheet for Volunteer Victims and Actors

Name	Phone Numbers	Time In
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	

Sign-In Sheet for Volunteer Victims and Actors

Name	Phone Numbers	Time In
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	
	Cell: Emergency:	

Event Schedule

Time	Team 1	Team 2	Team 3	Team 4	Team 5	Team 6
0800	Exercise staff arrives. Sets up check-in, drill, and demonstration areas.					
0830	Victim volunteers check in; report for moulage. Participants check in. Facilitator/Evaluator briefing.					
0915	Check-in complete. Teams assemble.					
0930	Welcome and participant briefing. At conclusion, teams move to first station.					
1000	Station #1	Station #2	Station #3	Station #4	Station #5	Station #6
1045	Station #2	Station #3	Station #4	Station #5	Station #6	Station #7
1130	Station #3	Station #4	Station #5	Station #6	Station #7	Station #1
1215	**LUNCH**					
1300	Station #4	Station #5	Station #6	Station #7	Station #1	Station #2
1345	Station #5	Station #6	Station #7	Station #1	Station #2	Station #3
1430	Station #6	Station #7	Station #1	Station #2	Station #3	Station #4
1515	Station #7	Station #1	Station #2	Station #3	Station #4	Station #5
1600	Drills and demos end. Teams reassemble for awards, Q&A.					
1645	Event ends. Clean up.					

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Facilitator/Evaluator Feedback Form

Exercise Name: Exercise Date:

Name (Optional): Role (Optional):

CERT/Organization:

1. Please rate, on a scale of 1 to 5, your overall assessment of the exercise relative to the following statements, with 1 indicating strong disagreement with the statement and 5 indicating strong agreement.

Assessment Factor	Strongly Disagree				Strongly Agree
The exercise was well structured and organized.	1	2	3	4	5
The exercise scenario(s) was plausible and realistic.	1	2	3	4	5
The Facilitator(s) was knowledgeable about the area of play and kept the exercise on target.	1	2	3	4	5
The exercise documentation provided to assist in preparing for and participating in the exercise was useful.	1	2	3	4	5
This exercise allowed the CERT to practice and improve priority capabilities.	1	2	3	4	5
This exercise helped the CERT identify strengths and weaknesses in the execution of plans, protocols, and procedures.	1	2	3	4	5

2. Based on today's exercise, list observed key strengths and/or areas that need improvement.

   Strengths: _____

   _____

   _____

   Areas for improvement: _____

   _____

   _____

3. Please provide recommendations on how this exercise or future exercises could be improved or enhanced.

   _____

   _____

   _____

   _____

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Participant Feedback Form

Exercise Name: Exercise Date:

Name (Optional):

CERT/Organization:

1. Please rate, on a scale of 1 to 5, your overall assessment of the exercise relative to the statements provided below, with 1 indicating strong disagreement with the statement and 5 indicating strong agreement.

Assessment Factor	**Strongly Disagree**				**Strongly Agree**
The exercise was well structured and organized.	1	2	3	4	5
The exercise scenario(s) was plausible and realistic.	1	2	3	4	5
The exercise documentation provided to assist in preparing for and participating in the exercise was useful.	1	2	3	4	5
This exercise allowed me to practice and improve priority capabilities.	1	2	3	4	5
This exercise helped my CERT identify strengths and weaknesses in the execution of plans, protocols, and procedures	1	2	3	4	5
After this exercise, I believe my CERT is better prepared to deal successfully with the scenario(s) that was exercised.	1	2	3	4	5

2. Based on today's exercise, list observed key strengths and/or areas that need improvement.

   Strengths: _____

   _____

   _____

   Areas for improvement: _____

   _____

   _____

3. Please provide recommendations on how this exercise or future exercises could be improved or enhanced.

   _____

   _____

   _____

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