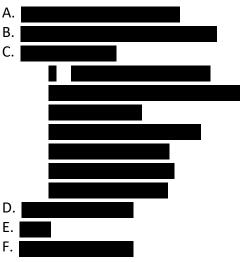
## Active Shooter Response Expanded Course Outline 6 Hours Instructor: Sgt. Sean Johnson

## 1. Introduction

- A. Instructors
  - i. Class and Instructor Expectations
- B. Course Overview/Schedule
- C. Administrative
  - i. Complete POST Attendance Roster
- D. Pre-Test
  - i. Written test to determine knowledge prior to class
- 2. Definition of "Active Shooter"
- 3. Case Study Columbine High School
  - A. Review of Incident / Law Enforcement Response
  - B. Review of pre-Columbine response priorities
  - C. Lessons learned / discussion
- 4. Law Enforcement Priorities During Active Shooter Incident
  - A. Hartford Consensus
  - B. THREAT acronym for priorities
- 5. Case Study Virginia Tech
  - A. Review of incident
  - B. Post-Columbine Tactics Used
  - C. Suspect barricaded doors
  - D. Lessons learned / discussion
- 6. Case Study Salt Lake City Trolley Square Mall
  - A. Review of incident
  - B. Off-duty officer response
  - C. Lessons learned
- 7. Case Study Kansas City Mall
  - A. Review of incident
  - B. Traffic stop turned into OIS then Active Shooter
  - C. Lessons learned

- 8. Case Study Taft High School
  - A. Review of incident
  - B. Things that went well
  - C. Problems encountered
  - D. Lessons learned
- 9. Active Shooter History
  - A. Five Phases
  - B. When intervention is possible
- 10. Department Active Shooter policy review
  - A. Policy 424
- 11. Active Shooter Zones
  - A. Hot Zone
  - B. Warm Zone
  - C. Cold Zone
- 12. Tactics



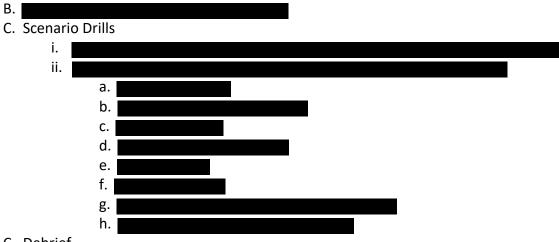
13. After Incident Planning



14. Dry Practice Exercises



- 15. SIMS or Air Munitions Scenario Practice
  - A. Safety Briefing
    - i. No live ammunition or weapons
    - ii. Weapon/Ammunition safety check
    - iii. Issuance of safety equipment
    - iv. Review of safety plan / policies



## C. Debrief

- i. Review of original class expectations and whether questions were answered
- ii. Questions or concerns

## 16. Conclusion

- A. Post-test
  - i. Grade post-test
- B. Instructor evaluation
- C. Course evaluation