

## SIMULATION BEGINS (NO AUDIO)

<b>Facilitator</b>	<p>Although marauding attacks (Weapons and Firearms) are rare occurrences, they are varied and unpredictable, our role is to ALERT and not ALARM. We will ask you to consider your actions and that of your staff should there be an attack. Familiarisation, testing and exercising and ensuring staff understand their roles and responsibilities in time of crisis, will as we discuss later, improve the likelihood of a more effective response.</p> <p>Due to the nature of these attacks, there can be many casualties in a short space of time. Staff should be empowered to implement potential response options without the need for pre-authorisation to maximise the possibility of increasing safety.</p> <p>This morning, for the purpose of this exercise, I want you to assume your current role at your event/club at the conclusion of a very busy match day/event.</p> <p>I want you to think of the stadium environs, visualise it on a warm and sunny day.</p> <p>There are many supporters out and about.</p> <p>The bars, restaurants, food outlets and club shop(s) are full. Think about the last time you were there on a day like today.</p> <p>Who was it against? How did you get there? Did you have time to grab a bite to eat?... A drink?</p> <p>Now imagine yourself standing in the hospitality suite, looking down on to the very busy stadium concourse.</p> <p>You are just 'people watching'.</p> <p>Now look around you, what can you see... ?</p>
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