

LOCKDOWN

HI MY NAME IS _____ in this block we are going to show some ideas on how to secure a space.

TAKE A LOOK AROUND TELL ME WHAT YOU WOULD DO IF WE HAD TO DO IT RIGHT NOW???? Let them explain first.

1. THEY DO— 2. SHOW THEM—3. THEY DO AGAIN
2. If time allows start them in hallway move back into room
3. Side-Step questions if they are bogging you down, defer to Q&A session

Give them the A_B_C's of Lockdown

A always shut and lock door

vast majority of times bad guy will avoid any obstacles

B barricade using everything in room –

3 Things a BARRICADE is-- PHYSICAL-PSYCHOLOGICAL-OPPORTUNITY

It's a deterrent and an opportunity to do something else like Leave or Live

Discuss prestaging the rooms. Move heavy items near door, covers for glass premade.

C call 911 when safe

D duck out of sight and prepare to defend yourself (LIVE)

Distract—Deny—Defend

Talk about: (please check off) INWARD(barricade) AND OUTWARD (Tie off) OPENING DOORS

- Chaining Furniture together--- lining objects up to barricade door to wall
- Laying on floor to hold it closed—remind them to prepare to slam it shut on an intruder
- Tie off from both sides--- show a handle on inside and on outside
- Hydraulic hinges
- Show a object across the opening then tied to door
- Show how to tie to a large pile
- Defend/LIVE when he is distracted or working on space that's the time to act.

REMEMBER TO EMPHIZE THE IMPORTANCE OF DOING IT ALL----Once lockdown be ready to:

➤ LEAVE & LIVE

LEAVE

When leaving think of the purpose—If you're in a secure location consider "why" am I leaving it.

If in Open Unsecure Space LEAVE

- FIND
A secure location and Lockdown
- OR
Leave the site completely

IMPORTANT NOTE

If confronted by THE POLICE BE compliant

INSIDE:

When not in immediate Danger

- Move in short burst to set location—duck into door frames, behind objects.
- Make a mess behind you—shut doors, knock over object, put obstacles in the way
- When you get to doors stop briefly and look before you enter the space
- Make a plan with others, move in small groups
- Be unpredictable

OUTSIDE: (MOUSEY)

Scatter—Be Unpredictable—Get Far Away

- Stop at the exit and make a plan. When not in immediate danger
- Choose your routes—find object to sprint to
- Tell the others what the plan is
- Run unpredictably
- Don't stop until you're out of sight of the building
- Leave in small groups—watch as they leave and prepare to change plan

PRACTICAL— (size dependent, do these skills)

- MOVE THEM DOWN A HALL TOWARD An EXIT
- SHOW THEM STOP POINT
- SCATTER--ZIG ZAG—GET FAR AWAY
- MAKE A MESS ALONG THE WAY---TIE OFF A DOOR POSSIBLY
- STOP AT DOORWAYS TO LOOK INTO NEXT HALL
- SHOW THEM HOW TO TAKE LEADERSHIP OF A GROUP
- STOP AT EXIT AND MAKE YOUR EXIT STRATEGY---HOW THEY ARE LEAVING AND WHAT HAPPENS IF IT GOES BAD OUTSIDE