CBRNE / MCI Tabletop Trainer — Facilitator Guide

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Overview

The trainer puts a CBRNE or mass-casualty event on a map so the CBRNE team can practise scene size-up, approach, zoning and resource requests while you change the weather and inject events. You run it from one screen. Learners work the map together, or one learner drives while the group directs.

What it covers

- Choosing a safe approach (upwind, uphill, outside the isolation distance)
- Setting up hot, warm and cold zones, decon, the casualty collection point, triage, staging and the command post
- Requesting resources over time. Only one unit is sent at the start.
- Adapting when the wind shifts, the weather changes or events are injected
- A PDF training report at the end

Two ways to run it

Version	When to use it	Notes
Web app (claude.ai link)	Quick access from any computer with internet	Saving a file shows a confirmation prompt first. Ottawa live maps don't display.
Standalone file (cbrne-tabletop.html)	Training room laptop, projector, multi-device sessions	Open in Chrome or Edge. Files save straight to Downloads. Built-in maps work offline; Ottawa maps and multi-device need internet.

Room setup

- Laptop connected to a projector or large screen. A mouse is easier than a trackpad for drawing zones.
- Use 🖥️ **Present** (presenter view) on the projected screen so learners don't see the facilitator panel and its ground truth.
- If you want to change settings out of sight, use a second device or switch views between injects.
- Set the browser zoom so the whole map fits on the screen (1500 × 900 or larger works well).

Training use only. Hazard distances and plume shapes are simplified approximations for discussion, not a dispersion model or operational guidance. Always refer to the current ERG, service directives and on-scene detection.

Home screen and multi-device sessions

The app opens on a home screen with three choices: **Run on this computer only**, **Host a multi-device session**, or **Join a session**.

Running a multi-device session

1. Copy **cbrne-tabletop.html** to every laptop: facilitator, learners and observers. Each one opens it in Chrome or Edge. All need internet.
2. On the facilitator laptop, choose **Host a multi-device session**, set up the scenario and click **Start exercise**. A 6-character **session code** appears. Click the green code badge in the top bar at any time to show it again, along with who is connected. From a single-computer run, 🔗 **Multi-device** in the top bar starts hosting.
3. On each other laptop, choose **Join a session**, enter a name, pick **Learner** or **Observer**, type the code and click **Join**. They wait until the exercise starts, then follow it automatically.

Role	Can do	Can't do
Facilitator (host)	Everything: clock, weather and event injects, self-dispatch, casualty numbers, reset, new scenario, debrief, PDF report	—
Learner	Request resources, place and move units and set-up areas, draw zones, routes and notes, Approach scene decisions and detector readings, triage	Clock, injects, ground truth, reset, report
Observer	Watch the live map, open Approach scene views, read the Brief and Log	Change anything

Learner actions go through the facilitator's computer, which applies them and sends the updated exercise to everyone, usually within a second. The log shows who did what (for example "CP assigned… — Medic 12"). Injects pop up on every screen. **Reset** restarts everyone. **+ New** puts learners on a waiting screen until the next scenario starts. Learners leave with ⏏ **Leave**. The facilitator's window must stay open: if it closes, the session ends.

Connection notes. The standalone file connects through a free public relay service (PeerJS). Some secure networks block it. If laptops can't connect, try a phone hotspot to test. On the hosted claude.ai page, multi-device uses claude.ai's live room instead, which works only for people signed in to your organisation, with learners at Contributor level. Custom uploaded maps are shared automatically with the standalone file but not on the hosted page.

Before the session: the setup screen

You set five things before you click **Start exercise**. Allow about 5 minutes, or 15 if you're uploading your own map.

1. Scenario. Pick one of six:

Scenario	Agent / hazard	Default isolation	Visible cloud?
Chlorine tanker release	Cl2, heavier than air	500 m	Yes, yellow-green
Anhydrous ammonia leak	NH3, white vapour cloud	300 m	Yes, white
Suspected nerve agent, transit station	Organophosphate (suspected)	150 m	No
Radiological dispersal device	Gamma emitter + blast	500 m	Smoke only
Explosion / MCI with secondary device	Explosive	300 m	Smoke only
Suspicious powder / possible	Unknown powder	100 m	No

Scenario	Agent / hazard	Default isolation	Visible cloud?
biological			

MCI scenarios (no toxic exposure)

Scenario	Main hazard on the map	Default zone	Scenario-only injects
Building collapse	Collapse zone, drifting dust cloud	100 m collapse zone	Secondary collapse, trapped casualties located, gas still escaping, large evacuee group
Active assailant / mass shooting	Police threat area (no plume)	200 m threat area	Police: threat contained, second shooter reported, victims found in nearby business
Shooting — scene secured by police	Police perimeter (caution, escort required)	150 m police perimeter	Scene re-locked: possible 2nd suspect, Police: scene re-secured, victims found in nearby business
Natural gas explosion & fire	Stand-off zone, smoke plume	150 m stand-off zone	Gas still escaping, fire spreading, large evacuee group
Multi-vehicle collision (highway)	Danger zone, smoke from a burning car	60 m danger zone	Secondary collision
High-rise apartment fire	Falling-debris zone, heavy smoke plume	60 m falling-debris zone	Fire spreading, large evacuee group

CBRNE-only injects (agent identification, SCBA air limit) are hidden for these scenarios. In the active shooting scenario the threat area counts as **danger** until you fire **Police: threat contained**; after that only the inner area counts as caution (escort required). In the secured shooting, the perimeter starts as caution and becomes danger again if you fire **Scene re-locked**. The report's request benchmarks follow the scenario; for example, the shooting checks Superintendent, MCI unit and police requests, not CBRNE or decon.

Casualties. Set the number of victims in each Ten Second Triage category: P1 Immediate (red), P2 Urgent (yellow), P3 Walking (green) and Dead — not breathing (grey). The defaults come from the scenario. Quick-size buttons scale them: Small ×0.5, Scenario default, Large ×2, Very large ×4 and Mass ×8. The numbers drive the casualties shown on the map and in Approach scene, and they appear on the PDF report. **Reset** keeps the numbers you set here. During the exercise, the **Casualties** box in the Facilitator tab lets you change any category and click **Apply new numbers**. With **Announce to room** ticked, the change is shown as a full-screen inject.

Learner triage (Ten Second Triage) — inactive by default. Tick it on the setup screen to make every casualty a patient the learners must triage. A 🩺 **Triage patients** button appears in the left panel. Each patient card follows the Ten Second Triage order: learners click **Walking?**, then **Severe bleeding?**, then **Talking?**, then either **Penetrating injury (front or back)?** if talking or **Open airway — breathing?** if not. Each answer is revealed only when asked. They can tick **Pressure / tourniquet / packing** or **Recovery position**, then tag P1, P2, P3 or DEAD.

Ten Second Triage outcome	Tag
Walking	P3 (green)
Severe bleeding (pressure, tourniquet, packing)	P1 (red)
Talking with a penetrating injury to the front or back	P1 (red)
Talking, no penetrating injury	P2 (yellow)
Not talking, breathing once the airway is opened (recovery position)	P1 (red)

Ten Second Triage outcome	Tag
Not breathing after the airway is opened	Dead (grey)

Injuries match the scenario type: gunshot wounds, blast and crush injuries, chemical exposure or burns and smoke. Tags appear as coloured squares beside each casualty on the map. With hazard feedback on, each card says whether the tag matches the algorithm and flags missed haemorrhage control or recovery position. The Facilitator tab shows live counts. The report adds a **Triage** section with patients tagged, accuracy, under- and over-triage, missed interventions, and a list of mis-tagged patients. Changing casualty numbers mid-exercise keeps existing tags.

2. Location. Built-in map areas that work offline: urban core (river to the north), highway interchange, rail yard, stadium during egress, underground transit station, rural farm co-op, suburban arena exterior, multilane highway corridor, shopping centre, university campus, high-rise apartment complex and Parliament Hill. Each has nearby schools, care homes, hospitals and low ground built in. **Custom map (upload)** lets you use your own area:

1. Take a screenshot of the area in a mapping tool, north up, with the scale bar visible.
2. Upload the image and enter its real width in metres. Read it off the scale bar. A wrong width makes every distance wrong.
3. Give the location a name.
4. After starting, use **Facilitator → Move incident** to put the incident where you want it.

City of Ottawa locations (live street map). Real sites on a live street or satellite map: Downtown core / Parliament, Parliament Hill, Rideau Centre / ByWard Market, Canadian Tire Centre, Lansdowne / TD Place, Ottawa Train Station / Tremblay, Tunney's Pasture / Bayview, Hwy 417 at Vanier Parkway, Ottawa airport (YOW), the Smyth Rd hospital campus, St. Laurent Shopping Centre, Bayshore Shopping Centre, Carleton University and the University of Ottawa.

- They need an internet connection and the **standalone file** (cbrne-tabletop.html) opened in Chrome or Edge. The hosted claude.ai page blocks map images and shows a message instead.
- The incident starts at an approximate point for each site. Use **Facilitator → Move incident** to put it exactly where you want it before starting the clock.
- Terrain notes are general. Brief the team on local low ground and access routes from your own knowledge.

Map source. A menu at the top right of an Ottawa map switches between **Streets (Esri)** (the default), **Satellite (Esri)**, OpenStreetMap, CARTO and a custom tile URL. If tiles show "API key required" or "Access blocked", pick another source. Satellite view is useful during Approach scene for spotting parking lots, open ground and building access. The choice is remembered on that computer.

Parliament Hill. Available two ways. **Parliament Hill** is a built-in map that works offline: Centre Block with the Peace Tower, East and West Blocks, the Library of Parliament, the front lawn and Centennial Flame, Queen's Gate, Wellington and Sparks Streets, the Rideau Canal, Parliament LRT station, and the escarpment above the Ottawa River. **Ottawa — Parliament Hill** is the live street or satellite map, centred on Centre Block. Both use a scene view of the lawn looking up at Centre Block and the Peace Tower, with the flag flying and the Centennial Flame. On the Hill, incidents that would normally include a building facade (shooting, transit station, suspicious package, dirty bomb) are drawn out on the open lawn so Centre Block stays visible. The terrain note reminds learners that the Hill has steep cliffs on three sides, with the only ways off being south to Wellington St or down the canal locks.

Matching scene views. Each location has a matching Approach scene view: arena with parking lots and light poles, multilane highway with median and overpass, mall facade with parking, campus with brick buildings and trees, apartment towers, or Parliament Hill. The incident in the view changes with the scenario: collapsed building, burning tower, highway pile-up, police cars at an entrance, or gas explosion.

Zooming out. When you zoom out past the exercise area, the map keeps going: Ottawa maps show more of the real street map, and built-in maps fill in matching surroundings, with rivers, highways and rail lines continuing past the edge. A dashed line marks the original exercise area.

3. Starting weather. Wind direction is where the wind blows **from**, so the plume travels the opposite way. Also set wind speed, temperature, conditions (clear, overcast, rain, thunderstorm, snow, fog), day or night, and the exercise speed (1×, 2×, 5× or 10× real time). 2× suits most 60-minute sessions.

4. Resources available.

- **Initial unit dispatched at T0:** the only unit responding when the exercise starts (Ambulance by default). Everything else must be requested by the learners.
- **Count:** the most of each unit the system can send. Requests above this are refused.
- **ETA:** minutes from when the learner makes the request to when the first unit arrives.
- **Stagger:** extra minutes for each additional unit in the same request. For example, 3 ambulances with ETA 6 and stagger 2 arrive at +6, +8 and +10 minutes.
- **Names:** editable, so you can match your service's unit names (PSU, PTU, MPU, MCI unit and so on).
- Functions and areas (command post, staging, casualty collection point, triage, loading point, rehab, landing zone) don't need a request. The count limits how many can be placed.
- Set a count to 0 to remove that resource from the exercise.

Self-dispatch at T0 (optional). Enter how many fire pumpers and police units start responding on their own without a learner request. When you start the exercise, the hint bar asks you to click the map where they will stage. They count against the resource totals above and arrive at their normal ETA.

5. Hazard distances. Isolation radius and downwind protective distance default to the scenario's training values and can be edited. Two more checkboxes: **Show plume to learners at start** (untick it to make them work out the hazard from cues and detection) and **Live hazard feedback** (red or amber rings on resources placed in danger).

Screen tour

The exercise screen has four areas: the top bar, the left panel (learner tools), the map, and the right panel (facilitator).

Area	What's there	Who uses it
Top bar	Scenario clock (T+mm:ss), Start/Pause, exercise speed, current weather, Presenter view, Debrief, Save/export, Finish	Facilitator
Left panel: Tools	Select/move, Approach scene, Hot/Warm/Cold zone, Approach route, Note, Erase	Learners
Left panel: Resources	**Request resources** button, En route list, unit list (requested, on scene, left to assign), functions/areas list	Learners
Map	Incident (red diamond), isolation ring, plume cone, nearby buildings and features, wind rose (top right), zoom buttons, scale bar, legend (top left), hint bar (bottom left)	Everyone
Right panel: Facilitator tab	Ground truth, display toggles, weather injects, self-dispatch, event injects, casualty numbers	Facilitator only
Right panel: Brief tab	What learners know: dispatch info, agent (once revealed), current weather and its impacts, terrain, resource status,	Read aloud or show learners

Area	What's there	Who uses it
	planning prompts	
Right panel: Log tab	Time-stamped record of every action, request, decision and inject	Facilitator, debrief

Reading the map

- **Wind rose:** the blue arrow points the way the wind is blowing, so the plume moves in that direction. The label shows where it comes from and the speed.
- **Plume cone:** where the vapour is expected to be. It grows from the source at wind speed. Once it reaches full length, a faint dashed arc shows its maximum reach.
- **Low ground:** blue diagonal hatching. Heavier-than-air vapours such as chlorine and nerve agents collect here.
- **Points of interest:** H = hospital, S = school, R = residence or care home, T = transit, ! = special hazard or crowd.
- **Units:** solid rectangles are on scene. Faded rectangles with a dashed outline are still en route. Their ETA label counts down in scenario time: a unit requested with an 8 min ETA shows 2:00 once 6 min have passed. The En route list under Request resources shows every unit still travelling, assigned or not, with its countdown.
- **Functions:** diamond shapes (CP, STG, CCP, TRI, DEC and so on).
- **Hazard feedback rings** (when turned on): pulsing red = in danger (in the plume, inside the isolation distance, or within 300 m of a secondary device). Amber = caution (downwind, crosswind, near the plume edge or on low ground).

Running the exercise

The exercise opens with a full-screen **Initial dispatch** message: the 911 call, the one responding unit and its ETA, and the weather. Read it to the room, click **Acknowledge**, then press **Start clock** (or Space) when the team is ready.

The clock

- Scenario time runs at the speed set in the top bar and can be changed at any time.
- The clock pauses automatically while any pop-up is open (scene view, inject, request dialog). Learners can talk without losing time.
- Space starts or pauses it. Pause it for teaching moments.

Requesting resources (learners)

1. Click **Request resources** at the top of the left panel.
2. Enter a quantity for each unit type. The dialog shows how many are already requested, how many are still available and the ETA.
3. Optionally add a tasking or reason, such as "CBRNE team for hot-zone extrication". It appears in the log and the report.
4. Click **Send request.** The units are dispatched now and arrive after their ETA plus stagger.
5. Click the unit in the left panel, then click the map to assign its position. Until it arrives it shows as faded with its ETA countdown.

If a learner clicks a unit type that hasn't been requested, the hint bar tells them to request it first. Erasing a placed unit returns it to the unassigned list. It is still responding and not released.

Learner map tools

Tool	How to use it
Select / move	Drag the map to pan, scroll to zoom, drag any placed unit or marker to move it
Hot / Warm / Cold zone	Click the centre, drag out to the radius, release. The radius is shown in metres.
Approach route	Click to add points. Double-click or press Enter to finish, Esc to cancel.
Note	Click the map and type a label (for example “Police inner perimeter”)
Erase	Click a unit, zone, route, note or approach point to remove it

Approach scene (the key decision tool)

1. Choose **Approach scene** and click any point on the map where the team would stop and look.
2. A drawing shows the view from that point: buildings, the incident, the vapour cloud drifting relative to the viewer, casualties, rain, fog or darkness. The arrow at top right shows which way the plume moves relative to the viewer (up = away from you).
3. The panel lists what they can see at that distance: cloud, casualties, placards (readable within about 250 m), scenario-specific cues, wind direction and low ground. If they’re in the plume, the crew reports symptoms in red.
4. **Take a detector reading** where the scenario has one (Cl2, NH3, chemical agent detector, gamma dose rate). The reading is compared to action and danger thresholds.
5. The team picks **Approach from here**, **Hold / observe** or **Reject — reposition**, with an optional reason. The point is marked on the map as A1, A2 and so on.

With hazard feedback on, the vantage point is rated (good / caution / danger) with the reasons, and the decision is marked as sound or to reconsider. With feedback off, the decision is just logged, which works better for assessment runs.

Your units in the scene view. Every placed unit that has arrived appears in the Approach scene drawing at its real distance and direction from the vantage point: ambulances, ALS, Superintendent, CBRNE, MCI, PSU/PTU, the MPU paramedic bus, fire, HazMat, decon and police, with flashing lights. Set-up areas appear too: command tent, staging and loading signs, CCP, triage and rehab tents, and the LZ. Units still en route are not shown. The observation list names the units in view with their distances and counts any still en route.

Animations. On the map, smoke and vapour drift along the plume, fire scenarios show flickering flames at the incident, and casualties appear around the scene. Walking casualties move away over scenario time, faster in a shooting. Turn this off with **Casualties on map** in the Facilitator tab if you don’t want to show them. In Approach scene, flames flicker, smoke columns rise and drift with the wind, walking casualties move, residents wave from balconies, and police lights flash.

Reset. ⟲ **Reset** in the top bar restarts the same scenario at T+00:00 after you confirm. It clears every placed resource, zone, route, approach point, request, inject and log entry. It keeps the scenario, location, starting weather, resource settings, casualty numbers and the current incident position. If self-dispatch was set for T0, you’ll be asked to choose the staging point again. The Reset window offers four choices: Export PDF report, then reset (uses any assessment details already entered); Add assessment notes first (opens the Finish form, where you export and then click Reset this scenario); Reset without a report; or Cancel. If the PDF save is cancelled or fails, nothing is reset.

ERG. The 📕 **ERG** button (and **Look it up in the ERG** in Approach scene) opens Transport Canada’s Emergency Response Guidebook 2024: web version, French page, PDF and mobile app, with CANUTEC’s numbers. It needs internet; download the PDF ahead of time for offline use.

Facilitator controls

Everything in the **Facilitator** tab changes the scenario live. Each weather or event inject shows as a full-screen alert so the whole room sees it at the same moment, with a time stamp and the operational impact.

Ground truth box

Control	Effect	Training use
Show plume	Shows or hides the plume cone	Hide it to make the team rely on cues, wind and detection
Show isolation ring	Shows or hides the red dashed isolation circle	Hide it to test whether they know the distance
Hazard feedback	Danger/caution rings on resources and approach ratings	Off for assessment runs, on for coaching
Move incident	Next click on the map moves the incident	Custom maps, or to vary a scenario
Delay en-route units +5 min	Adds 5 min to every unit still travelling	Traffic, road closures, competing calls
Reveal agent to learners	Shows the confirmed agent in the Brief tab	Use when HazMat or CBRNE would confirm it

Weather injects

- **Wind direction and speed:** set the sliders and click **Apply wind change**, or use the quick buttons: back 45°, veer 45°, 90°, reverse.
- **Gradual change** (on by default): the wind turns over about 3 scenario minutes and the plume swings across the map. Untick it for an instant shift.
- **Conditions:** clear, overcast, rain, thunderstorm, snow, fog. Each has its own map effect and impact message. For example, a thunderstorm stops air operations, rain creates contaminated runoff, and fog keeps vapour concentrated near the ground.
- **Temperature and day/night:** cold brings hypothermia risk at decon, heat brings PPE heat stress, and night roughly doubles the downwind hazard distance.

After every weather change, the trainer records which placed resources are now in danger and times how long the team takes to move each one. This appears in the report under “Adaptation to weather changes”.

Self-dispatch (fire / police)

1. Enter the number of fire and police units, then click **Choose staging & dispatch**.
2. Click the map where they will stage. A flag marks the spot and the units appear around it with their ETA countdown.
3. The room sees an inject: the units have self-dispatched, where they are staging, the first ETA, and that they haven’t checked in with paramedic command.

Use it to test coordination. Put their staging in a poor spot (downwind, inside the isolation ring, near a secondary device) and see whether the team notices and drags those units somewhere safe. The report shows the staging rating, how many units the team moved, and any still in danger at the end. Self-dispatched units don’t count toward the team’s request benchmarks.

Event injects (marked items: click the map to place them)

Inject	What happens
Secondary device reported (map)	Marker with a 300 m dashed stand-off ring. Anything inside is flagged as danger.

Inject	What happens
Self-evacuating casualties (map)	About 20 contaminated walking patients heading to the marked spot
Hospital walk-ins	ED reports 12 symptomatic patients who self-transported
Responder down (map)	Mayday at the marked location
Access route blocked (map)	Road blocked at the marked spot. Units must reroute.
Media / drone on scene (map)	Media set up at the marked spot
Agent identification update	Confirms the agent and reveals it to learners
Casualty count increase	Casualty estimate rises by 50%
SCBA air / PPE limit	About 30 min of working air left. Resupply ETA 45 min.
Comms degradation	Primary talk group congested
Downwind occupancy	The nearest downwind school, care home or similar asks whether to shelter in place or evacuate
Custom inject	Type your own title and message

Presenter view hides the right-hand panel so the projected screen shows only the map and learner tools. Switch back with **Facilitator view**.

Suggested session plan (about 75 minutes)

This plan uses one scenario at 2× speed, so about 30 minutes of play covers the first hour of scenario time. Adjust the inject times to how the team is doing. Inject when they settle, not on a fixed schedule.

Real time	Scenario time	Phase	Facilitator actions
0–10 min	Clock stopped	Brief	Set objectives, explain the tools, read the initial dispatch. Presenter view on.
10–20 min	T+0 to T+15	First arrival and size-up	Start the clock. Team picks an approach, uses Approach scene at least twice, makes its first resource requests.
20–30 min	T+15 to T+30	Set-up	Team draws zones and places the CP, staging, CCP, triage and decon. Fire Agent identification once detection is requested.
30–40 min	T+30 to T+45	Complication	Gradual wind shift of 90°, then one event inject (secondary device or self-evacuating casualties). Watch whether they move resources that are now at risk.
40–45 min	T+45 to T+55	Pressure	Second inject: SCBA air limit, comms degradation, or the downwind occupancy question. Optional: delay en-route units.
45–50 min	Pause	Hot debrief	Pause the clock. Open Debrief and go through the

Real time	Scenario time	Phase	Facilitator actions
			issues with the team.
50–70 min	—	Facilitated discussion	Walk through the approach decisions and the adaptation timeline. Use the discussion prompts below.
70–75 min	—	Close-out	Finish: complete the assessment and export the PDF.

Discussion prompts

- What made you choose your first approach? How did you confirm the wind direction on arrival?
- When did you ask for detection and agent ID, and what changed once you had it?
- Where would contaminated walking patients go if nobody directed them?
- If the wind shifted 90° right now, which of your set-up areas would you lose?
- What would you tell the receiving hospital, and when?

Variations

- **Assessment run:** plume and hazard feedback off, agent hidden, exercise speed 1×.
- **Novice run:** plume and feedback on, 1× speed, one inject only.
- **Night/winter run:** night with −20 °C and snow, to stress decon and patient warming.
- **Your own district:** upload a screenshot of a known high-risk site (rail corridor, industrial park, arena).

Finishing: debrief and the PDF report

Debrief (any time). The **Debrief** button opens an on-screen report with a count of OK, to-check and issue items. It doesn't end the exercise, so you can use it for a mid-point check. **Copy text** copies the report as plain text.

Finish and export

1. Click **Finish** in the top bar (or **Finish & export PDF report** in the Debrief window). The clock pauses.
2. Fill in the assessment: facilitator, date, team or participants, venue or course, overall performance (Meets / Partially meets / Does not meet / Not rated), strengths, areas for improvement, and follow-up actions.
3. Choose whether to include the full event log.
4. Click **Export PDF report**. In the web version, approve the save prompt. The standalone file saves straight to Downloads.
5. Then choose **Return to exercise** to continue, or **+ Start a new scenario** to go back to the setup screen and pick a new scenario, location and settings. The finished session stays saved and can be reopened with **Resume last session**. You can also leave at any time with **+ New** in the top bar.

What the PDF contains

Section	Content
Summary	Scenario, location, facilitator, participants, duration, agent, hazard distances, final weather, initial dispatch
Overall rating	Your rating plus OK / to-check / issue counts
Final scene picture	Map snapshot with the plume, isolation ring, zones, units, routes, approach points, wind and scale
1. Key functions	Each set-up area's final position checked against the final

Section	Content
	hazard. A missing area is flagged.
2. Control zones	Hot zone compared to the isolation distance, decon position relative to the zones
3. Resource requests	Every request with its time and reason, self-dispatched units, and when the Superintendent, CBRNE team, HazMat and decon were first requested
4. Unit allocation	Requested vs available vs placed, for each unit type
5. Approach routes	Whether each route passes through the plume
6. Scene approach decisions	Each A-point with its decision, rating and the team's reason
7. Adaptation to weather changes	Units put in danger by each change and how long the team took to move them
Facilitator assessment	Your strengths, improvements and notes
Event log, sign-off	Full timeline, signature and date lines

The resource request benchmarks (Superintendent by T+5, CBRNE and HazMat by T+10, decon by T+15) are placeholder defaults, not service standards. Treat items marked CHECK as discussion points, not failures.

Saving and resuming

- The session saves automatically in the browser every few seconds. On the setup screen, **Resume last session** brings it back on the same computer and browser.
- **Save / export** gives you the session as text to copy, or a .json file to download. Load it on another computer with **Import session**. Custom map images are included in the file.

Tips, shortcuts and troubleshooting

Keyboard shortcuts

Key	Action
Space	Start / pause the clock
Enter	Finish the approach route being drawn
Esc	Cancel the current tool, close pop-ups
Mouse wheel	Zoom in or out at the cursor
Shift + draw zone	Replace the existing zone of that type instead of adding a second

Facilitation tips

- Run the scenario yourself once before the session. It takes about 10 minutes.
- Ask "why there?" before showing feedback. Turn feedback on afterwards to confirm or challenge the answer.
- A gradual 90° wind shift is the best single inject for testing whether the team watches the scene. Use it after the set-up areas are placed.
- Have the team say their request out loud as a radio call before entering it, to practise the communication.
- Use **Note** markers for things the tool doesn't model: police perimeter, traffic control, hospital notification.

Troubleshooting

Problem	Fix
Can’t place a unit	It hasn’t been requested, or all requested units are already placed. Use Request resources.
A request is refused or the quantity is capped	The setup count is reached. All units of that type are committed.
Map is off-screen or too small	Click the fit button under the zoom buttons
PDF didn’t appear	Web version: accept the save prompt. Standalone: check Downloads, and use Chrome or Edge.
Custom map distances look wrong	The width in metres was entered incorrectly. Restart with the correct width from the scale bar.
Lost the session	Setup screen → Resume last session (same browser), or Import session from a saved .json
Projected screen shows the ground truth	Turn on Presenter view

Limitations

- The plume is a simple cone that grows at wind speed and widens in light wind. It is not a dispersion model and does not model buildings, terrain channelling or indoor spread.
- The ready-made locations are fictional. Use the custom map option for real Ottawa sites.
- Casualty figures are fixed per scenario, apart from the casualty-increase inject. Patient-level triage and transport are discussed, not simulated.
- Session data is stored only in that browser or in files you export. Nothing is sent to a server.