<u>Safety Plan</u> <u>Active Shooter – ALICE</u>

| <u>Site:</u> <u>Date:</u> | <u></u> | |
|---|--|--|
| Overview of ALICE: | | |
| A – Alert / Initial Awareness = PA system, gunshot, screaming = staff should | <i>yell</i> "There's a shooter in the | |
| lobby" (and any helpful details – he's wearing a black shirt and hat, rui | | |
| L – Lock Down / Only <i>if can't safely run</i> = Barricade door, rope door shut, s | pread out within the room, look | |
| for alternate escape route (break window), DIAL | L 911 IF/WHEN SAFE | |
| I - Inform / To <u>OTHERS</u> in Building <u>& 911</u> = Pass on real time information (w | hat, where, when, who, how) | |
| use all communication (yell, PA system, phone, i | | |
| <u>C - Counter</u> / <u>Fight Back</u> = Interrupts process of shooting accurately - Throw | things, tackle, run at shooter, | |
| disrupt vision, distractions | | |
| E – Evacuate / Leave Building = Leave building, don't go to vehicles, remove | | |
| possible, evacuate to a " <u>rally point</u> " away from site (removes need for par | rents/others to come to shooting site) | |
| 1) Alert System: | | |
| | | |
| 2) <u>Lock Down</u> Location/Process: | | |
| 3) System to <u>Inform</u> Others: | | |
| | | |
| 4) Possible methods to <u>Counter</u> : | | |
| 5) <u>Evacuation</u> Routes": | | |
| Rally Point: | | |
| Rany rount. | | |
| 6) Other details: | | |
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| Facility or procedural planning recommendations to improve safet | | |
| Recommendation | Date Completed | |
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