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State of Oregon

Office of Emergency Management



[Exercise Name]

CONTROLLER/EVALUATOR HANDBOOK

**[MONTH] [YEAR] (Draft)**

The Controller/Evaluator (C/E) Handbook describes the roles and responsibilities of exercise Controllers and Evaluators, and the procedures they should follow. Because the C/E Handbook contains information about the scenario and about exercise administration, it is distributed to only those individuals specifically designated as Controllers or Evaluators; it should not be provided to exercise Players. This C/E Handbook supplements the Exercise Plan (ExPlan).

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Handling Instructions

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2. The information gathered in this C/E Handbook is classified as [For Official Use Only (FOUO)] and should be handled as sensitive information not to be disclosed. This document should be safeguarded, handled, transmitted, and stored in accordance with appropriate security directives. Reproduction of this document, in whole or in part, without prior approval from [Oregon Office of Emergency Management (OEM)] is prohibited.
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4. Points of Contact: [List all points of contact (POCs) using the format below.]

**Exercise Director**

[Name]

[Title]

[Agency]

[Street Address]

[City, State, Zip]

[xxx-xxx-xxxx] (office)

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[e-mail]

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Exercise Overview

## Exercise Name

[Insert the formal name of the exercise, which should match the name in this document’s header]

## Exercise Dates

[Insert the start and end dates of the exercise]

## Scope

This exercise is a [exercise type], planned for [exercise duration] at [exercise venue(s)]. Exercise play is limited to [exercise parameters].

## Mission Area(s)

[Prevention, Protection, Mitigation, Response, and/or Recovery]

## Core Capabilities

[List the core capabilities being exercised]

## Objectives

Exercise design objectives are focused on [insert description]. The objectives are as follows:

1. [List exercise objectives]
2. [List exercise objectives]
3. [List exercise objectives]
4. [List exercise objectives]

## Threat or Hazard

[List the specific threat(s) or hazard(s) associated with the exercise scenario (e.g., natural/earthquake, technological/radiological release, human-caused/terrorism)]

## Scenario

[Insert a brief overview of the exercise scenario, including scenario impacts. (2-3 sentences)]

## Sponsor

[Insert the name of the sponsor organization, as well as any grant programs being utilized, if applicable.]

## Participating Organizations

Insert a brief summary of the total number of participants and exercise role (i.e., Federal, State, local, Tribal, non-governmental organizations (NGOs), and/or international agencies). Consider including the full list of participating agencies in Appendix B. Delete Appendix B if not required.

General Information

## Exercise Objectives and Core Capabilities

The following exercise objectives in Table 1 describe the expected outcomes for the exercise. The objectives are linked to core capabilities, which are distinct critical elements necessary to achieve the specific mission area(s). The objectives and aligned core capabilities are guided by elected and appointed officials and selected by the Exercise Planning Team.

**Exercise Objective:** [Insert objectives]

**Core Capability:** [Insert core capability aligned to each objective]

**Exercise Objective:** [Insert objectives]

**Core Capability:** [Insert core capability aligned to each objective]

**Exercise Objective:** [Insert objectives]

**Core Capability:** [Insert core capability aligned to each objective]

**Exercise Objective:** [Insert objectives]

**Core Capability:** [Insert core capability aligned to each objective]

## Participant Roles and Responsibilities

The term *participant* encompasses many groups of people, not just those playing in the exercise. Groups of participants involved in the exercise, and their respective roles and responsibilities, are as follows:

* **Players.** Players are personnel who have an active role in discussing or performing their regular roles and responsibilities during the exercise. Players discuss or initiate actions in response to the simulated emergency.
* **Controllers.** Controllers plan and manage exercise play, set up and operate the exercise site, and act in the roles of organizations or individuals that are not playing in the exercise. Controllers direct the pace of the exercise, provide key data to Players, and may prompt or initiate certain Player actions to ensure exercise continuity. In addition, they issue exercise material to Players as required, monitor the exercise timeline, and supervise the safety of all exercise participants.
* **Simulators.** Simulators are control staff personnel who role play nonparticipating organizations or individuals. They most often operate out of the Simulation Cell (SimCell), but they may occasionally have face-to-face contact with Players. Simulators function semi-independently under the supervision of SimCell Controllers, enacting roles (e.g., media reporters or next of kin) in accordance with instructions provided in the Master Scenario Events List (MSEL). All simulators are ultimately accountable to the Exercise Director and Senior Controller.
* **Evaluators.** Evaluators evaluate and provide feedback on a designated functional area of the exercise. Evaluators observe and document performance against established capability targets and critical tasks, in accordance with the Exercise Evaluation Guides (EEGs).
* **Actors.** Actors simulate specific roles during exercise play, typically victims or other bystanders. [Delete bullet if not applicable]
* **Observers.** Observers visit or view selected segments of the exercise. Observers do not play in the exercise, nor do they perform any control or evaluation functions. Observers view the exercise from a designated observation area and must remain within the observation area during the exercise. Very Important Persons (VIPs) are also Observers, but they frequently are grouped separately.
* **Media Personnel.** Some media personnel may be present as Observers, pending approval by the sponsor organization and the Exercise Planning Team. [Delete bullet if not applicable]
* **Support Staff.** The exercise support staff includes individuals who perform administrative and logistical support tasks during the exercise (e.g., registration, catering).

## Exercise Assumptions and Artificialities

In any exercise, assumptions and artificialities may be necessary to complete play in the time allotted and/or account for logistical limitations. Exercise participants should accept that assumptions and artificialities are inherent in any exercise, and should not allow these considerations to negatively impact their participation.

Assumptions

Assumptions constitute the implied factual foundation for the exercise and, as such, are assumed to be present before the exercise starts. The following assumptions apply to the exercise:

* [The exercise is conducted in a no-fault learning environment wherein capabilities, plans, systems, and processes will be evaluated.]
* [The exercise scenario is plausible, and events occur as they are presented.]
* [Exercise simulation contains sufficient detail to allow Players to react to information and situations as they are presented as if the simulated incident were real.]
* [Participating agencies may need to balance exercise play with real-world emergencies. Real-world emergencies take priority.]

Artificialities

During this exercise, the following artificialities apply:

* [Exercise communication and coordination is limited to participating exercise organizations, venues, and the SimCell.]
* [Only communication methods listed in the Communications Directory are available for Players to use during the exercise.]

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Exercise Logistics

## Safety

Exercise participant safety takes priority over exercise events. The following general requirements apply to the exercise:

* A Safety Controller is responsible for participant safety; any safety concerns must be immediately reported to the Safety Controller. The Safety Controller and Exercise Director will determine if a real-world emergency warrants a pause in exercise play and when exercise play can be resumed.
* For an emergency that requires assistance, use the phrase **“real-world emergency.”** The following procedures should be used in case of a real emergency during the exercise:
	+ Anyone who observes a participant who is seriously ill or injured will immediately notify emergency services and the closest Controller, and, within reason and training, render aid.
	+ The Controller aware of a real emergency will initiate the **“real-world emergency”** broadcast and provide the Safety Controller, Senior Controller, and Exercise Director with the location of the emergency and resources needed, if any. The Senior Controller will notify the [Control Cell or SimCell] as soon as possible if a real emergency occurs.

### Fire Safety

[delete section if not applicable]

Standard fire and safety regulations relevant to the [jurisdiction, venue, or organization] will be followed during the exercise. [Insert any organization- or venue-specific guidelines or protocols.]

### Emergency Medical Services

[delete section if not applicable]

The sponsor organization will coordinate with local emergency medical services in the event of a real-world emergency. [Insert any organization- or venue-specific guidelines or protocols.]

### Electrical and Generating Device Hazards

[delete section if not applicable]

All applicable electrical and generating device safety requirements should be documented prior to the start of the exercise. [Insert any organization- or venue-specific guidelines or protocols.]

### Weapons Policy

[delete section if not applicable]

All participants will follow the relevant weapons policy for the exercising organization or exercise venue. [Please see Appendix [X] for a detailed description of the weapons policy.]

## Site Access

Security

If entry control is required for the exercise venue(s), the sponsor organization is responsible for arranging appropriate security measures. To prevent interruption of the exercise, access to exercise sites and the [Control Cell and/or SimCell] is limited to exercise participants. Players should advise their venue’s Controller or Evaluator of any unauthorized persons.

Media/Observer Coordination

[delete section if not applicable]

Organizations with media personnel and/or Observers attending the event should coordinate with the sponsor organization for access to the exercise site. Media/Observers are escorted to designated areas and accompanied by an exercise Controller at all times. Sponsor organization representatives and/or the Observer Controller may be present to explain exercise conduct and answer questions. Exercise participants should be advised of media and/or Observer presence.

Exercise Identification

[delete section if not applicable]

Exercise staff may be identified by badges, hats, and/or vests to clearly display exercise roles; additionally, uniform clothing may be worn to show agency affiliation.

**Participant Identification Colors**

**Group Color**

Exercise Director White

Facilitator White

Controllers Blue

Evaluators Red

Actors Black

Support Staff Gray

Observers/VIPs Orange

Media Personnel Purple

Players, Uniformed Yellow

Players, Civilian Clothes Yellow

Post-Exercise and Evaluation Activities

## Debriefings

Post-exercise debriefings aim to collect sufficient relevant data to support effective evaluation and improvement planning.

### Hot Wash

At the conclusion of exercise play, Controllers facilitate a Hot Wash to allow Players to discuss strengths and areas for improvement, and Evaluators to seek clarification regarding Player actions and decision-making processes. All participants may attend; however, Observers are not encouraged to attend the meeting. The Hot Wash should not exceed 30 minutes.

### Controller and Evaluator Debriefing

Controllers and Evaluators attend a facilitated C/E Debriefing immediately following the exercise. During this debriefing, Controllers and Evaluators provide an overview of their observed functional areas and discuss strengths and areas for improvement.

### Participant Feedback Forms

Participant Feedback Forms provide Players with the opportunity to comment candidly on exercise activities and exercise design. Participant Feedback Forms should be collected at the conclusion of the Hot Wash.

## Evaluation

Exercise Evaluation Guides

EEGs assist Evaluators in collecting relevant exercise observations. EEGs document exercise objectives and aligned core capabilities, capability targets, and critical tasks. Each EEG provides Evaluators with information on what they should expect to see demonstrated in their functional area. The EEGs, coupled with Participant Feedback Forms and Hot Wash notes, are used to evaluate the exercise and compile the After-Action Report (AAR).

After-Action Report

The AAR summarizes key information related to evaluation. The AAR primarily focuses on the analysis of core capabilities, including capability performance, strengths, and areas for improvement. AARs also include basic exercise information, including the exercise name, type of exercise, dates, location, participating organizations, mission area(s), specific threat or hazard, a brief scenario description, and the name of the exercise sponsor and POC.

After-Action Meeting

The After-Action Meeting (AAM) is a meeting held among decision- and policy-makers from the exercising organizations, as well as the Lead Evaluator and members of the Exercise Planning Team, to debrief the exercise and to review and refine the draft AAR and Improvement Plan (IP). The AAM should be an interactive session, providing attendees the opportunity to discuss and validate the observations and corrective actions in the draft AAR/IP.

Improvement Plan

The IP identifies specific corrective actions, assigns them to responsible parties, and establishes target dates for their completion. It is created by elected and appointed officials from the organizations participating in the exercise, and discussed and validated during the AAM.

Participant Information and Guidance

## Exercise Rules

The following general rules govern exercise play:

* Real-world emergency actions take priority over exercise actions.
* Exercise Players will comply with real-world emergency procedures, unless otherwise directed by the control staff.
* All communications (including written, radio, telephone, and e-mail) during the exercise will begin and end with the statement **“This is an exercise.”**
* Exercise Players who place telephone calls or initiate radio communication with the SimCell must identify the organization or individual with whom they wish to speak.

## Players Instructions

Players should follow certain guidelines before, during, and after the exercise to ensure a safe and effective exercise.

Before the Exercise

* Review appropriate organizational plans, procedures, and exercise support documents.
* Be at the appropriate site at least 30 minutes before the exercise starts. Wear the appropriate uniform and/or identification item(s).
* Sign in when you arrive.
* If you gain knowledge of the scenario before the exercise, notify a Controller so that appropriate actions can be taken to ensure a valid evaluation.
* [Read your Player Information Handout, which includes information on exercise safety.]

During the Exercise

* Respond to exercise events and information as if the emergency were real, unless otherwise directed by an exercise Controller.
* Controllers will give you only information they are specifically directed to disseminate. You are expected to obtain other necessary information through existing emergency information channels.
* Do not engage in personal conversations with Controllers, Evaluators, Observers, or media personnel. If you are asked an exercise-related question, give a short, concise answer. If you are busy and cannot immediately respond, indicate that, but report back with an answer as soon as possible.
* If you do not understand the scope of the exercise, or if you are uncertain about an organization’s participation in an exercise, ask a Controller.
* Parts of the scenario may seem implausible. Recognize that the exercise has objectives to satisfy and may require incorporation of unrealistic aspects. Every effort has been made by the exercise’s trusted agents to balance realism with safety and to create an effective learning and evaluation environment.
* All exercise communications will begin and end with the statement **“This is an exercise.”** This precaution is taken so that anyone who overhears the conversation will not mistake exercise play for a real-world emergency.
* When you communicate with the SimCell, identify the organization or individual with whom you wish to speak.
* Speak when you take an action. This procedure will ensure that Evaluators are aware of critical actions as they occur.
* Maintain a log of your activities. Many times, this log may include documentation of activities that were missed by a Controller or Evaluator.

After the Exercise

* Participate in the Hot Wash at your venue with Controllers and Evaluators.
* Complete the Participant Feedback Form. This form allows you to comment candidly on emergency response activities and exercise effectiveness. Provide the completed form to a Controller or Evaluator.
* Provide any notes or materials generated from the exercise to your Controller or Evaluator for review and inclusion in the AAR.

## Simulation Guidelines

Because the exercise is of limited duration and scope, certain details will be simulated. The physical description of what would fully occur at the incident sites and surrounding areas will be relayed to Players by simulators or Controllers. A SimCell will simulate the roles and interactions of nonparticipating organizations or individuals. [Include any additional simulations to be used in the exercise.]

Controller Information and Guidance

## Exercise Control Overview

Exercise control maintains exercise scope, pace, and integrity during exercise conduct. The control structure in a well-developed exercise ensures that exercise play assesses objectives in a coordinated fashion at all levels and at all locations for the duration of the exercise.

## Exercise Control Documentation

Controller Package

The Controller package consists of the C/E Handbook, activity logs, badges, and other exercise tools (e.g., MSEL) as necessary. Controllers must bring their packages and any additional professional materials specific to their assigned exercise activities to the exercise.

Incident Simulation

Because the exercise is of limited duration and scope, certain details will be simulated. Venue Controllers are responsible for providing Players with the physical description of what would fully occur at the incident sites and surrounding areas. SimCell Controllers will simulate the roles and interactions of nonparticipating organizations or individuals.

Scenario Tools

The MSEL outlines benchmarks and injects that drive exercise play. It also details realistic input to exercise Players, as well as information expected to emanate from simulated organizations (i.e., nonparticipating organizations or individuals who usually would be involved in the scenario). The MSEL consists of the following two parts:

* **Timeline.** This is a list of key exercise events, including scheduled injects and expected Player actions. The timeline is used to track exercise events relative to desired response activities.
* **Injects.**  An individual event inject is a detailed description of each exercise event. The inject includes the following pieces of information: scenario time, intended recipient, responsible Controller, inject type, a short description of the event, and the expected Player action.

## Exercise Control Structure

Control of the exercise is accomplished through an exercise control structure. The control structure is the framework that allows Controllers to communicate and coordinate with other Controllers at other exercise venues, the SimCell, or a Control Cell to deliver and track exercise information. The control structure for this exercise is shown in Figure 1.

Figure 1 Sample Exercise Control Structure

[edit as needed]

## Controller Instructions

Before the Exercise

Before the exercise the Controllers should:

* Review appropriate exercise package materials, including the objectives, scenario, injects, safety and security plans, and Controller instructions.
* Review emergency plans, procedures, and protocols as appropriate to the exercise scenario and objectives.
* Attend required briefings.
* Report to the exercise check-in location at the time designated in the exercise schedule, meet with other exercise staff, and present the Player Briefing as assigned.
* Be at your assigned exercise location as directed before the exercise starts and assist with venue setup and perform final walkthrough.
* Obtain, locate, and test necessary communications equipment.

During the Exercise

During the exercise the Controllers should:

* Wear Controller identification items (e.g., badge).
* Begin and end all exercise communications with the statement, **“This is an exercise.”**
* Avoid personal conversations with exercise Players.
* If you have been given injects, deliver them to appropriate Player(s) at the time indicated in the MSEL (or as directed by the Exercise Director). **Note:** If the information depends on some action to be taken by the Player, do not deliver the inject until the Player has earned the information by successfully accomplishing the required action.
* When you deliver an inject, notify the Senior Controller and note the time you delivered the inject and subsequent Player actions.
* Receive and record exercise information from Players that would be directed to nonparticipating organizations.
* Observe and record exercise artificialities that interfere with exercise realism. If exercise artificialities interfere with exercise play, report this to the Exercise Director.
* Not prompt Players regarding what a specific response should be, unless an inject directs you to do so. Clarify information but do not provide coaching.
* Ensure that all Observers and media personnel stay out of the exercise activity area. If you need assistance, notify the Exercise Director.
* Not give information to Players about scenario event progress or other participants’ methods of problem resolution. Players are expected to obtain information through their own resources.

After the Exercise

After the exercise the Controllers should:

* Distribute copies of Participant Feedback Forms and pertinent documentation.
* Conduct a Hot Wash at their venue and, in coordination with the venue Evaluator, take notes on findings identified by exercise Players. Before the Hot Wash, do not discuss specific issues or problems with exercise Players.
* Assist with demobilization of site as assigned.
* At exercise termination, summarize notes taken during the exercise and Hot Wash, and prepare for and attend the Controller and Evaluator Debriefing. Have your summary ready for the Exercise Director.

### Controller Responsibilities

The following details Controller responsibilities. For Controller assignment details, see [Appendix #X].

**Exercise Director**

* Oversees all exercise functions
* Oversees and remains in contact with Controllers and Evaluators
* Oversees setup and cleanup of exercise venue, and positioning of Controllers and Evaluators

**Senior Controller**

* Monitors exercise progress
* Coordinates decisions regarding deviations or significant changes to the scenario
* Monitors Controller actions and ensures implementation of designed or modified actions at the appropriate time
* Debriefs Controllers and Evaluators after the exercise
* Oversees setup and takedown of the exercise

**Safety Controller**

* Monitors exercise safety during exercise setup, conduct, and cleanup
* Receives any reports of safety concerns from other Controllers or participants

**Public Information Officer (PIO)**

* Provides escort for Observers
* Provides narration and explanation during exercise events, as needed
* Performs pre-exercise and post-exercise public affairs duties
* May act as media briefer and escort at exercise site
* Serves as safety officer for his or her location

**Venue Controller**

* Issues exercise materials to Players
* Monitors exercise timeline
* Provides input to Players (i.e., injects) as described in the MSEL
* Serves as safety officer for his or her location

**Simulation Cell (SimCell) Controller**

* Role plays as nonparticipating organizations or individuals
* Monitors exercise timeline
* Provides input to Players (i.e., injects) as described in the MSEL

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Evaluator Information and Guidance

## Exercise Evaluation Overview

Exercise evaluation assesses an organization’s capabilities to accomplish a mission, function, or objective. Evaluation provides an opportunity to assess performance of critical tasks to capability target levels. Evaluation is accomplished by the following means:

* Observing the event and collecting supporting data;
* Analyzing collected data to identify strengths and areas for improvement; and
* Reporting exercise outcomes in the AAR.

## Evaluation Documentation

Evaluator Package

The Evaluator package contains this C/E Handbook, EEGs, and other items as necessary. Evaluators should bring the package to the exercise. They may reorganize the material so information that is critical to their specific assignment is readily accessible. Evaluators may bring additional professional materials specific to their assigned activities.

Exercise Evaluation Guides

EEGs provide a consistent tool to guide exercise observation and data collection. EEGs are aligned to exercise objectives and core capabilities, and list the relevant capability targets and critical tasks. Data collected in EEGs by each Evaluator will be used to develop the analysis of capabilities in the AAR.

Each Evaluator is provided with an EEG for each capability that he/she is assigned to evaluate. Evaluators should complete all assigned EEGs and submit to the Lead Evaluator at the conclusion of the exercise. The Lead Evaluator and Senior Controller compile all Evaluator submissions into the first working draft of the AAR.

After Action Report/Improvement Plan

The main focus of the AAR is the analysis of core capabilities. For each core capability exercised, the AAR includes a rating of how well the capability was demonstrated, as well as strengths and areas for improvement.

Following completion of the draft AAR, the Planning Team and/or select exercise staff confirms observations identified in the AAR, and determines which areas for improvement require further action. As part of the improvement planning process, these subject matter experts (SMEs) identify corrective actions to bring areas for improvement to resolution and determine the appropriate organization with responsibility for those actions. Corrective actions are consolidated in the IP, which is included as an appendix to the AAR.

## Evaluator Instructions

General

In general the Evaluator should:

* Avoid personal conversations with Players.
* Do not give information to Players about event progress or other participants’ methods of problem resolution. Players are expected to obtain information through their own resources.

Before the Exercise

Before the exercise the Evaluator should:

* Review appropriate plans, procedures, and protocols.
* Attend required Evaluator training and other briefings.
* Review appropriate exercise materials, including the exercise schedule and Evaluator instructions.
* Review the EEGs and other supporting materials for your area of responsibility to ensure that you have a thorough understanding of the core capabilities, capability targets, and critical tasks you are assigned to evaluate.
* Report to the exercise check-in location at the time designated in the exercise schedule, and meet with the exercise staff.
* Obtain or locate necessary communications equipment, and test it to ensure that you can communicate with other Evaluators and the Exercise Director.

During the Exercise

During the exercise the Evaluator should:

* Wear Evaluator identification items (e.g., badge).
* Stay in proximity to Players.
* Use EEGs to document performance relative to exercise objectives, core capabilities, capability targets, and critical tasks.
* Focus on critical tasks, as specified in the EEGs.
* Document performance of core capabilities. After the exercise, that information will be used to determine whether the exercise capability targets were effectively met and to identify strengths and areas for improvement.

After the Exercise

After the exercise the Evaluator should:

* Participate in the Hot Wash. Before the Hot Wash, do not discuss specific issues or problems with participants. During the hot wash take notes on findings identified by Players. After the Hot Wash, summarize your notes and prepare for the Controller and Evaluator Debriefing. Have your summary ready for the Lead Evaluator.
* Complete and submit all EEGs and other documentation to the Lead Evaluator.

### Using Exercise Evaluation Guides

#### Terminology

The EEGs are structured to capture information specifically related to the evaluation requirements developed by the Exercise Planning Team. The following evaluation requirements are documented in each EEG:

* **Core capabilities:** The distinct critical elements necessary to achieve a specific mission area (e.g., prevention). To assess both capacity and gaps, each core capability includes capability targets.
* **Capability target(s):** The performance thresholds for each core capability; they state the exact *amount* of capability that Players aim to achieve. Capability targets are typically written as quantitative or qualitative statements.
* **Critical tasks:** The distinct elements required to perform a core capability; they describe *how* the capability target will be met. Critical tasks generally include the activities, resources, and responsibilities required to fulfill capability targets. Capability targets and critical tasks are based on operational plans, policies, and procedures to be exercised and tested during the exercise.
* **Performance ratings:** The summary description of performance against target levels. Performance ratings include both Target Ratings, describing how exercise participants performed relative to each capability target, and Core Capability Ratings, describing overall performance relative to entire the core capability.

#### Documenting Observations

For each EEG, Evaluators provide a target rating, observation notes, and an explanation of the Target Rating and a final core capability rating. In order to efficiently complete these sections of the EEG, Evaluators should focus their observations on the capability targets and critical tasks listed in the EEG.

Observation notes should include *if* and *how* quantitative or qualitative targets were met. For example, a capability target might state, “*Within 4 hours of the incident….”* Notes on that target should include the actual time required for exercise Players to complete the critical tasks. Additionally, observations should include:

* How the target was or was not met;
* Pertinent decisions made and information gathered to make decisions;
* Requests made and how requests were handled;
* Resources utilized;
* Plans, policies, procedures, or legislative authorities used or implemented; and
* Any other factors contributing to the results.

Evaluators should also note if an obvious cause or underlying reason resulted in Players not meeting a capability target or critical task. However, the Evaluators should not include recommendations in the EEGs. As part of the after-action and improvement planning processes, observations documented in the AAR will be confirmed and areas for improvement requiring further action will be identified.

*Note:* Observation notes for discussion based exercises will focus on *discussion* of the how critical tasks would be completed, rather than actual actions taken.

#### Assigning Ratings

Based on their observations, Evaluators assign a target rating for each capability target listed on the EEG*.* Evaluators then consider all target ratings for the core capability and assign an overall core capability rating. The rating scale includes four ratings:

**Discussion Based EEG**

* No Challenges Identified (N)
* Some Challenges Identified (S)
* Major Challenges Identified (M)
* Would not be Able to be Performed (WN)

**Operation Based EEG**

* Performed without Challenges (P)
* Performed with Some Challenges (S)
* Performed with Major Challenges (M)
* Unable to be Performed (U)

Definitions for each of these ratings are included in the EEG.

### Placement and Monitoring

Evaluators should be located so they can observe Player actions and hear conversations without interfering with those activities. In certain conditions, more than one Evaluator may be needed in a particular setting or area. For specific Evaluator assignments, see [Appendix #X]. For exercise site maps highlighting key locations, see [Appendix #X].

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