## Field Descriptions

* **Inject Day/Time:** Enter the day and time that the event is planned to occur (DD, HH:MM)
* **Simulated Originator:** Insert who is sending the inject.
* **Recipient:** Insert who will be receiving the inject.
* **Controller:** Insert the Controller who will be responsible for delivery of the inject.
* **Delivery Method:** Enter the delivery method by which the event will be sent to the recipient. Some examples of inject modes include, email, fax, radio and phone. Please ensure that the correct contact information is included in this column to make sure the players receive the information during the exercise.
* **Inject:** Enter a detailed MSEL script. For example: “This is an exercise. This is POD X, We are running low on supplies and are requesting the following...”
* **Expected Player Action:** Enter the actions you expect the recipient(s) to take in response to the inject.
* **Inject Type:** Insert the type of inject to identify the inject as an event, contextual, or contingency.

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## Master Scenario Event List

| **#** | **Inject**  **Day/Time** | **Simulated Originator** | **Recipient** | **Controller** | **Delivery**  **Method** | **Inject** | **Expected Player Action** | **Inject**  **Type** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| # | DD, HH:MM | Insert who is sending the inject | Insert who will be receiving the inject | Insert the controller who is responsible for delivery | Insert method (e.g. email, fax, radio, phone) | Insert detailed script | Insert actions recipient is expected to take | Insert event, contextual, or contingency |
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