Active Shooter Response Checklist

The first officer arriving on the scene of an ‘Active Shooter’ threat will be required to perform certain duties, and those duties may require concurrent actions. The below checklist is not all inclusive; however, it provides the officer with a starting point until sufficient support personnel arrive on-scene.

- Determine if the suspect(s) are actively shooting, killing and/or causing serious life-threatening injury to multiple victims; and then broadcast this information and any other available details.
- If you are the first person on scene, you will be the Incident Commander.
  - Notify Communications that you are the Incident Commander.
  - Broadcast the location of the Command Post.
  - Request appropriate assistance, including medical aid.
  - Request Communications to initiate ‘Active Shooter’ notifications
  - Establish a tactical frequency for the ‘Active Shooter’ response operations.
- Set-up inner perimeter and attempt to evacuate location.
- If the suspect continues to display deadly behavior, moving within a large area where there are gravely injured or innocent persons believed to be trapped, form extraordinary deployment teams, including ‘Contact’, ‘Rescue’, and ‘Clearing’. (The Incident Commander should not be part of the teams.)
- Prior to deployment, the teams should momentarily rehearse to ensure all members know their role within the mission.
- The ‘Contact Team’ team should enter the area where the suspect is believed to be, and then quickly locate and neutralize the threat; including arrest, containment or use of deadly force.
- The ‘Rescue Team’ team should follow the route of the ‘Contact Team’ and systematically stop at every door and search every room.
- The ‘Final Clearing Team’ should methodically search the entire area to ensure the scene is safe and all hiding and injured persons have been rescued.
- At the conclusion of the clearing operation, the Incident Commander should account for all personnel and ensure that the area or structure is protected as a crime scene.

Extraordinary Deployment Teams

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