**MASTER EVENTS LIST**

**Exercise 1.0 - Knife Attack 2.0**

20/01/2021 05:28:39

# Day 1

| Serial | Timing | Event | Description | Discussion | Responsible | Tasks & Data |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 09:00 - 09:10 | Establish Business As Usual | Open channels:  - Websites / News  - Introductory Emails  - Social Media  -> Twitter  -> Facebook  -> Instagram  - Directory  PoL Worldbuilding and Happy shoppers | Allow players to become familiar with environment and how business as usual looks. |  | * Draft Emergency Evacuation Plan |
| 2 | 09:10 - 09:30 | Attack is carried out | General Manager at store emails player to inform them of the incident. Limited facts in initial message due to confusion over incident.  Tweet to employees that there is an ongoing incident and the advice is to "Run, Hide, and Tell" | Shop manager has the option of being a role-player to make the excerise even more dynamic. |  |  |
| 3 | 09:30 - 10:00 | Crisis and Decision Point | Player faces questions from staff on the ground needing answers. Player still have only limited information and must use business continuity plans to make decisions.  Player/team must also make decisions about key continuity questions  - when will the shop reopen  - how to get staff home/away if transport is down?  - how to account for missing staff members?  - therapy/rehabilitation for victims? |  |  |  |