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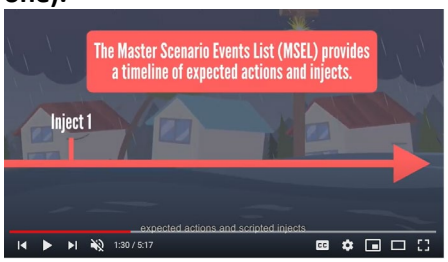
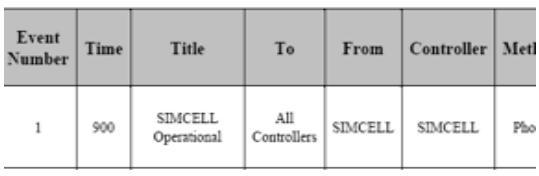
Video style:	Animated VYOND	
Scenario Year:	Current	
Threat Type:	HAZMAT	
Major Actors:	**Note to Shawn:** HSEEP community—SEE **VIDEO 5** "Managing Exercise Play" for reference to characters and scenes. It will be a deep dive on this particular video—around the **1:28 min** mark there is a discussion of the MSEL, feel free to recycle images.	
Narration Text	Video Notes/ Sample Images	On screen text
	Title slide: Show an 18-wheeler truck (one of the HAZMAT trucks, which we will see later in the video) with " Master Scenario Events List (MSEL) 101" written on its side	**Master Scenario Events List (MSEL) 101**
Exercises offer communities the opportunity to prepare for potential threats and hazards they may face. Exercise documentation provides the necessary framework for exercise conduct and evaluation.	Exercise planners are in an office at a conference table surrounding a whiteboard with a map on it. The map has a firetruck icon on it, as well as a bunch of Xs and Os marking different spots. The planners are sitting at the table and talking with papers scattered on the table.	
The **Master Scenario Events List, or MSEL,** is a document or system that provides a timeline of expected actions and scripted events for an Operations-Based exercise.	Zoom into a firetruck icon that's on the map and have it turn into a real firetruck. **Use the graphic overlay that is <u>exactly</u> the same as video 5 (around the 1:30 mark and copied below) (only difference is show a firetruck at a hazardous material spill scene in the**	The MSEL provides a timeline of expected actions and injects.

These events are then delivered by exercise controllers to generate or prompt player activity.	**background, instead of the natural disaster one).** 	
Crafting the MSEL accurately requires a lot of hard work, time, research, and collaboration. This video will discuss: - What a MSEL is used for - Types of MSEL events - Inject components - Key events; and, - Considerations for developing a MSEL	 Have six puzzle pieces come together to form this document shown above **(image 1:23, video 5)** On the lines of the document, list out as the narration goes: - What a MSEL is used for - Types of MSEL events - Inject components - Key events - Considerations for developing a MSEL	
Let's start by discussing what a MSEL is used for. A MSEL: • Helps meet exercise objectives • Drives exercise play • Identifies key player actions that should occur • Allows controllers to adjust injects if expected actions do not happen	Switch to a scene of a HAZMAT truck on its side with a puddle of green toxic chemical (we will use this image later, it has also been referenced throughout many of our other previous videos). The truck driver is standing outside of the truck. Pan out of this scene so that it looks like a movie set with exercise planners around it, directing it like a movie—camera person, someone holding a clipboard, lots of hustle and bustle (if possible, show some of these things below, whatever can fit doesn't need to be all of them)	. Helps meet exercise objectives . Drives exercise play . Identifies key player actions . Allows controllers to adjust injects . Lets evaluators to anticipate critical evaluation events . Tracks progress against exercise timeline

• Lets evaluators anticipate important evaluation events; and, • Tracks progress against the exercise timeline	• For "Helps meet exercise objectives" show person with clipboard making a checkmark • For "Drives exercise play": show someone holding up that film reel thing to indicate "action" • For "Identifies key player actions that should occur" show actors on the side of the set getting on HAZMAT gear • For "Allows controllers to adjust injects if expected actions do not happen" show camera reel again for "that says TAKE 2" • For "Lets evaluators anticipate important evaluation events" back to person writing on a clipboard • For "Tracks progress against the exercise timeline" the cameraman gives a thumbs up	
Three types of events work together to create a single MSEL for an exercise: **Injects, Expected Player Actions, and Contingency Injects, also sometimes known as "Ad Hoc" Injects**	We are now in the scene of the HAZMAT truck driving down the road and passing signs that say **Injects, Expected Player Actions, and Contingency Injects.**	
Let's explore these further!	The truck driver gives a thumbs up	
Injects	**Title Slide:** Fumes of smoke disappear to reveal the words "Injects"	**Injects**
Injects provide players with simulated information to drive exercise play. Injects are written by the Exercise Planning Team, who gather necessary information from the exercise objectives, core capabilities, scenario narrative, and the ground truth document.	Go back to the original scene of the Planners standing around the map/whiteboard with the X's and O's. Show the planners adjusting icons (X's and O's) on the map. One of the planners is holding a clipboard with a paper that says "MSEL" and he is capturing what is happening on the map. There is a timeline under the map labeled "0800, 0815,0830,0845, 0900" One of the planners gets a lightbulb over his head. He then has a thought bubble over his head of a truck spilling hazardous material. He draws the symbol for "toxic" on a sticky note	Injects provide players with simulated information to drive exercise play

Injects are fundamental in creating context and prompting decisions by all players.	and puts it on the timeline under the map at 0830.	
In an exercise that is evaluating the response to a HAZMAT incident, the inject could be a truck spilling a toxic chemical.	The thought bubble from above comes to life: Show 18-wheeler crash into a STOP sign in front of a construction site (the construction site should be the backdrop, as we will be going to that scene in the next video and using this as an easter egg!!). The STOP sign is completely fine, but the truck is on its side leaking green, bubbling, and smelly puddle of liquid	**INJECT:** **HAZMAT incident**
Expected Player Actions	**Title Slide:** Show green slime and someone wiping it away to reveal the words "Expected Player Actions"	**Expected Player Actions**
Expected Player Actions are events that represent an anticipated action to be taken by a player during the exercise. These are derived from existing plans, policies, and procedures of a community.	Go back to the scene of the Planners standing around the map/whiteboard of the HAZMAT scene. Show the planners adjusting icons (X's and O's) on the map. There is a timeline under the map labeled "0800, 0815,0830,0845, 0900"	Expected Player Actions are events that represent an anticipated action to be taken by a player during the exercise
Using the HAZMAT spill scenario from earlier, the expected player action would be for the 911 center to notify the HAZMAT team.	Another planner has a lightbulb over his head. He has a thought bubble of an emergency dispatcher in a call center making a call to the HAZMAT team, who get in a fire engine. He draws an ambulance/siren on a sticky note and puts it on a timeline under the map at 0830.	**EXPECTED PLAYER ACTION:** **911 Notifies HAZMAT Team**
Contingency injects	**Title Slide:** An exercise planner kicks/pushes a barrel of hazardous material so that it rolls…it has the words "Contingency Injects" on it	**Contingency Injects**
The final type of MSEL event we will discuss are **Contingency Injects.** These prompt player action if a critical exercise activity does not occur.	Go back to the scene of the Planners standing around the map/whiteboard of the HAZMAT scene. Show the planners adjusting icons (X's and O's) on the map. There is a timeline under the map labeled "0800, 0815,0830,0845, 0900"	Contingency Injects prompt player action if a critical exercise activity does not occur

Controllers may use Contingency Injects to keep the exercise on track to help player actions meet the objectives. Contingency Injects should be made ahead of time with the Exercise Planning Team, or developed on the spot during exercise conduct, if necessary.	One of the planners has a lightbulb over his head. He has a thought bubble of someone wearing a controller vest making a call to the fire department. He draws a phone on a sticky note and puts it on a timeline under the map at 0845.	
For example, in the same HAZMAT spill scenario, if the HAZMAT team doesn't respond, a Contingency Inject would prompt the 911 center to notify the team of the spill again.	Clock in the corner shows that time has lapsed and the 911 dispatcher calls the HAZMAT team again, who shows up to the scene.	**CONTINGENCY INJECT: Notify HAZMAT team again**
Now that we've discussed the type of injects, let's talk a little more about **inject components** for a MSEL entry.	Back into the conference room with the planners who are sitting down at a conference table. One of the planners has a spreadsheet in front of them that says "MSEL" at the top. We zoom in on this for the next scene….	**Inject Components**
Each MSEL event should include the following: • An event number: a unique number given to each event • Designated scenario time: the time the event should take place • Event type: Inject, Expected Player Action, or Contingency Inject • Event mode: how the message is being delivered, such as email	 **Event Number:** 1 **Time:** 0830	

Event Number	Time	Title	To	From	Controller	Meth
1	900	SIMCELL Operational	All Controllers	SIMCELL	SIMCELL	Pho

or phone call • From: Contact that is sending the event • To: Contact that is receiving the event • Message: The description of the event • Expected response: how the planning teams thinks the players will react to the event • Exercise objective- The objective that this event meets; and, • A Notes section- for Controllers and Evaluators to track actual events against those listed in the MSEL	**Event Type:** Inject **Event Mode:** Phone call **From:** Citizen **To**: 911 center **Message:** Hello this is Mark, I would like to report an accident. It appears that a truck with some numbers on it is spilling on the highway. **Expected Response:** 911 center notifies HAZMAT unit **Exercise Objective:** Demonstrate the ability of Central City staff to receive, develop, and disseminate a public alert utilizing Central City's notification system regarding a HAZMAT spill within 15 minutes of initial notification, in accordance with the Communications Annex in the Emergency Operations Plan. **Notes:** 911 Center has new personnel	
Now that we've talked about the components that make up an event, let's discuss **Key Events.**	TITLE SLIDE: Go back to the planners in the conference room, they erase the map on the whiteboard and write "Key Events" on it	**Key Events**
Key events are events that must occur; either for an objective to be met or for exercise play to progress.	On the same whiteboard, write "Objective 1, Objective 2, Objective 3" as 3 columns. Underneath each one, write "Event" underneath it with blank checkboxes next to them.	Key events are events that must occur; either for an objective to be met or for exercise play to progress
Going back to the previous example, the HAZMAT team response would be considered a key event because they *must* respond in order to meet the objective of evaluating the efficacy of their response.	Split screen: One side shows the previous scene of fire truck responding to HAZMAT spill, the other side shows the planner at the whiteboard making a checkmark next to "Event" underneath Objective 1 and Objective 1 turns green to show its complete	

Now let's discuss the steps to develop a MSEL!	Planner is holding a clipboard that says MSEL (over the shoulder shot). Transition to MSEL being on the table and broken up into 6 puzzle pieces…	
When developing a MSEL, the Exercise Planning Team should: . Review the objectives and scenario . Identify a chronology of key events that must occur within that scenario in order to evaluate the objectives . Create a timeline of expected player actions . Develop event components that drive the expected player actions . Compile all events into a single MSEL; and, . Refine the events based on feedback from Subject Matter Experts	Show 6 puzzle pieces, all pieces will represent below text with a vignette. As each "piece" is called out, put it in the center of the screen and at the end they will all form that spreadsheet that is the MSEL. Review the objectives and scenario: someone flipping through a book that is supposed to be exercise documentation Identify a chronology of key events that must occur: a timeline that says 0800, 0830, 0900, 0930, 1000 Create a timeline of player actions: someone looking at their watch then making a phone call and a firetruck showing up Develop event components: show image of the HAZMAT truck on its side with the spill Compile all events into a single MSEL: split the screen to show all of the events happening at once Refine the events based on feedback: show someone writing on a clipboard All of these "pieces" make up the MSEL!	[As each puzzle piece is in the center of the screen, list out a caption] Review the objectives and scenario Identify a chronology of key events Create a timeline of expected player actions Develop event components Compile all events into a single MSEL Refine the events based on feedback
Now that we've discussed what a MSEL is and the events that make it up, you are ready to create one of your own! For additional information on how to develop a MSEL, check out FEMA's video on MSEL development. Good luck!	Flash through each player that was in the video giving a thumbs up…or something cool, you know what to do See new closing slide attached in email which adds link to PrepToolKit: **Preparedness Toolkit (PrepToolkit)** **https://preptoolkit.fema.gov**	