



## EXERCISE AGENDA

30 minutes	Welcome and Introductions
1 to 1.5 hours	Module 1: Interactive Gameplay
15 minutes	Break
1 to 1.5 hours	Module 2: Guided Discussion
15 minutes	Closing Comments

## EXERCISE SCENARIO

You live and work in rural Calamity County, home to an award-winning carrot festival. Calamity County suffers from frequent disasters. Helping animals in your community can be a hard row to hoe and your team has some competition.

## ASSUMPTIONS AND ARTIFICIALITIES

Exercise participants should accept that assumptions and artificialities are inherent in any exercise and should not allow these considerations to negatively impact their participation. During this exercise, the following apply:

- The exercise is designed to evaluate resource identification and coordination capabilities, plans, systems, and processes rather than individual actions or abilities.
- The exercise scenario is plausible, and events occur as they are presented.
- Players can assume unspecified resource characteristics. For example, if a resource card does not specify size, assume the size is appropriate.
- Participating agencies may need to balance exercise play with real-world emergencies. Real-world emergencies take priority.

## EXERCISE OBJECTIVES

1. Teams compete to acquire and apply resources to resolve five animal needs assignments following game rules.
2. Players review their local plans, policies, and procedures using three game assignments.

## EXERCISE GUIDELINES

This exercise will be held in an open, low-stress, no-fault environment. Varying viewpoints, even disagreements, are expected.

Respond to the scenario using your knowledge of current plans and capabilities (i.e., you may use only existing assets) and insights derived from your training.

Decisions are not precedent setting and may not reflect your organization's final position on a given issue. This exercise is an opportunity to discuss and present multiple options and possible solutions.

Issue identification is not as valuable as suggestions and recommended actions that could improve protection and response efforts. Problem-solving efforts should be the focus of this event.



## GAME PLAY

Teams compete to complete their LADDER first by building their Team Resource Inventory and disaster funds to resolve 5 assignments while trying to avoid chaos. A coin toss determines which team goes first.

When one team has completed their LADDER by resolving 5 assignments, the opposing team gets one final turn to complete their LADDER. If the opposing team is not successful, the team completing their LADDER first wins. If both teams successfully complete their LADDER, the team with the highest combined total of remaining disaster funds and resource inventory values wins.

### TURNS

A turn consists of the following steps:

**1.** Flip a coin:

**Heads**

**Draw 1 resource card**

- Read aloud
  - Add to Team Resource Inventory
- Draw 1 chaos card**
- Read aloud
  - Follow instructions

**Tails**

**Draw 2 resource cards**

- Read aloud
- Add to Team Resource Inventory

**2.** Draw 1 Assignment card and read aloud. Place face up on LADDER Template. (Skip this step when LADDER is full).

**3.** Brainstorm as a team to creatively meet assignment needs with your resources...see **RESOURCE MANAGEMENT**. Focus on identified needs since multiple assignments have the same scenario.

**4.** Propose your team's brilliant solution to the opposing team and convince them that the identified resources meet the assignment needs. Negotiations and proposal modifications are encouraged. The assignment is resolved when the opposing team accepts your proposal. If you can't agree, leave the assignment open for a future turn or proceed to **CHALLENGE**.

Multiple assignments can be resolved in a single turn. Once proposals and solutions are completed, the turn ends. If your team is unable to propose solutions, your turn ends and the assignment remains open. When assignments are resolved, place resources on assignment card and flip stack over on the LADDER template.

### RESOURCE MANAGEMENT

1. See resources you want from the opposing team? Negotiate using any combination of your Calamity Currency and/or resources.
2. Resources do not have to be used in the same turn they are acquired.
3. Resources cannot be divided.
4. Once resources are used to resolve an assignment, they are unavailable for future use.
5. Players can assume unspecified resource characteristics. For example, if a resource card does not specify size, assume the size is appropriate.
6. Not enough currency to pay Chaos card penalties or Challenge losses? Pay with the face value of resources to make up the difference.

### CHALLENGE

Your team is confident in the proposal, but the other team thinks you're a few carrots short of a bushel. Proceed to coin flip to determine the fate of your proposal:

**Heads**

**Proposal denied**

- Discard disputed assignment card
- Return resources to your inventory

**Tails**

**Proposal accepted**

- Turn assignment/resource stack face down
- Opposing team pays 50 Carrots to Community Bank