

This is a T.E.S.T. CRC
A Tabletop Exercise Simulation Tool
Contact simpler@cdc.gov for more information.

Background

The Centers for Disease Control and Prevention (CDC) designed This is a T.E.S.T (Tabletop Exercise Simulation Tool) to teach emergency preparedness and response partners who may be involved in population monitoring about Community Reception Centers (CRCs) and expand their understanding of how to respond to a radiation incident. The goal is to facilitate cooperation between different partner agencies that would respond to a radiation emergency, train staff on their roles and responsibilities, and provide a Homeland Security Exercise and Evaluation Program (HSEEP) aligned exercise design that mimics real world issues that may arise, such as staff fatigue, public anxiety, and hazards.

Overview

This is a T.E.S.T is a collaborative game that bridges the gap between discussion and operational exercises for CRCs using narrative-based problems to foster teamwork, discuss resource management, and aid in understanding specific roles and responsibilities during a radiation emergency. The purpose of this game is to provide players with pressures and situations that likely will arise in a real emergency, highlighting the need to work together to process the population effectively. Player roles include public health, emergency management, radiation control, fire and police, communications, hospitals, and volunteer coordinators.

Audience

Public health, emergency management, radiation control, hospitals, volunteer organizations, and others who would be involved in response to a radiation emergency.

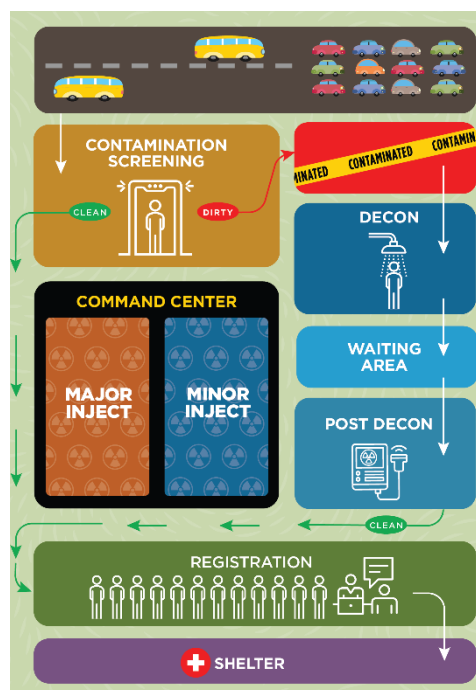
Objectives

Players will

- explore cause and effects of incident decisions during a radiation emergency requiring use of a community reception center (CRC) including those with access and functional needs or with limited English proficiency.
- evaluate current radiation plans to identify potential gaps and where additional resources and collaboration are required.
- assess hospital capacity to receive radiation affected patients after an incident.
- assess population monitoring capacity of state and local agencies.

Requirements

- Physical Game
- 3-7 Players/Partner Agencies
- Minimal radiation experience
- Zero experience with cooperative board games



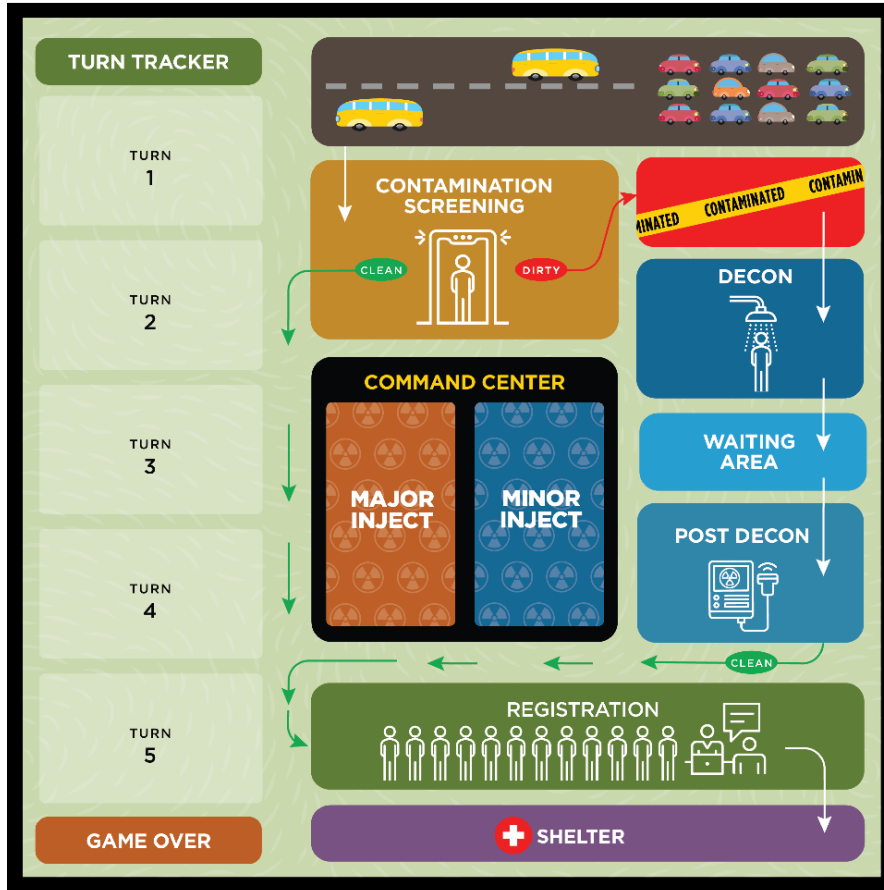
Number of Participants: 3-7 per game
Duration: 1-1.5 hours

This is a T.E.S.T. in Action

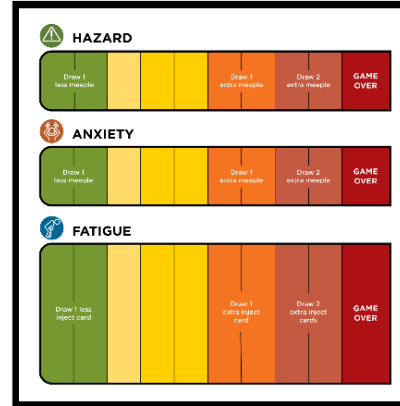
<https://www.naccho.org/blog/articles/planning-for-radiation-emergencies-how-austin-prepares>

Example Components

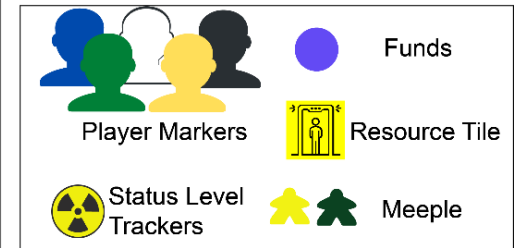
Main Board



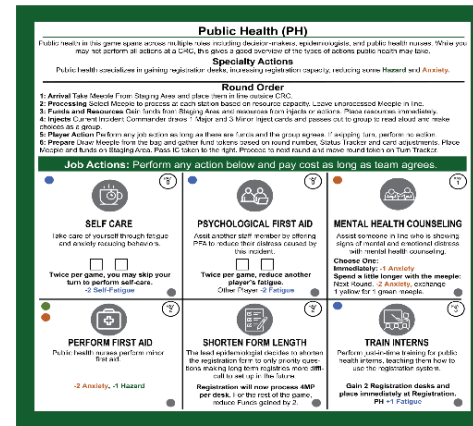
Status Tracker



Small Components



Player Mat



Card Decks





STOMACH BUG OR ACUTE RADIATION SYNDROME?

Several meeples are showing up to the CRC complaining of nausea and vomiting. Develop a method to screen meeples.

Choose One:
Develop Method: If PH, Rad, & PIO all take +2 **Fatigue**, then ignore this card.
Penalty: +3 **Anxiety**, +3 **Hazard**

2



EXCEED CONTAMINATION THRESHOLD

Many contaminated meeples have been showing up to your CRC. Consider raising your screening criteria to prioritize meeples with the highest levels of contamination.

Choose One:
Establish New Criteria: Rad skips turn, +1 **Fatigue**, +1 **Anxiety***
Keep Same: Next Turn, all meeples are contaminated (red), +1 **Hazard**
*If PIO **Fatigue** in green, do not raise **Anxiety**.

7



INCLEMENT WEATHER

Severe weather has created a situation where it is unsafe to have meeples or pets waiting outside.

Choose One:
Relocate Meeples and Pets Indoors: Pay 3 Funds, -1 **Anxiety**, all staff +1 **Fatigue**
Penalty: +4 **Anxiety**, +3 **Hazard**

15



IMPATIENT MEEPLE

Lines are getting long, and many meeples are getting rowdy and impatient.

Ignore if no lines at any station

Choose One:
Walk the Lines: 3 Staff +2 **Fatigue**
Penalty: +1 **Anxiety**, trade 2 green meeples for 2 yellow meeples

22



REALLOCATION OF RESOURCES

Neighboring CRC has less meeples to process and send staff to assist with Registration.

Gain 2 Registration Desks

10



MEDICAL RADIATION OR CONTAMINATION?

Meeples have alarmed the portal, but they may have had a nuclear medicine procedure.

Choose One:
Interview Meeple: Rad +3 **Fatigue**
Penalty: Change 2 green for 2 red meeples in Contamination Screening line

15