

Scenarios Handbook



Document Management

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Using this Handbook

This handbook has been developed to assist club members, trainers & assessors and Patrol Captains in maintaining the skill sets and further development of their members. The handbook is designed to challenge your members, the scenarios outlined within are for use throughout the season in times where members may have down time.

The Scenario Tool

Each page describes a simple scenario that progresses as the task is being undertaken. Each scenario, although structured in presentation is flexible to allow facilitators to adjust the task to be easier for newer members or more difficult for the more seasoned members if required. The scenarios held within this handbook are designed to contain familiar yet different tasks, they will require you to think about new or different solutions. Not all the scenarios are ones that you will see regularly or at all on the beach, but they touch on different aspects of leadership and situational awareness.

The Briefing

The Briefing is structured using the SMEACS format.

- **Situation** - What is happening? What is likely to happen? Emerging Issues
- **Mission** - What are we trying to achieve?
- **Execution** - How will we achieve the mission and objectives? What are the priorities and timeframes? What is the task and what standard of work is required? Who else is operating in the area?
- **Administration** - Resources to hand and being sourced or acquired. Personnel deployment, supply and support available
- **Command & Communication** - Who is in charge? Who do we speak to? How do we communicate with them? Radio Channels or phone numbers, reporting requirements and key timings?
- **Safety** - What are the known hazards and risks? How are they to be managed? How will we know if serious problems develop?

At the end of the briefing, always allow time for the participants to ask questions, this is the often-forgotten part of a briefing and some choose to use the acronym SMEACS-Q, so they don't forget to include them.

Using Prompts

A Prompt is used to introduce variables into a scenario. They are timed to slowly build the scenario and give a level of challenge to the participant/s. Participants are not made aware of the detail of the Prompt and they are choreographed by the facilitator using predetermined signals to prompt the role-players within a scenario. The Prompt provides the scenario with different options or challenges to the participants. Not all the prompts in the scenario should be used by the participants, in fact some should be ignored or managed away from the rest of the scenario.

It is of the utmost importance that those who are roleplaying are fully briefed on their part and the prompts the facilitator will use prior to the team briefing.

Finalising the Scenario

At the end of each scenario there needs to be a debrief, this is an opportunity to reflect on the performance of the patrol and on how you could improve if faced with that scenario again in the future.

The debrief is essential to the scenario process as it will allow members to undertake reflection and process the scenario. It is also an opportunity for the facilitator to check the wellbeing of the participants.

Category: Aquatic Rescue
Scenario: Shallow Water Drowning

Overview:	Search for missing child
Suggested Duration:	20 Minutes
Location:	Shallow Water
Participants:	Team of 4 or more

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
1	Patient	1	CPR Manikin – Child
1	By Stander	1	Defibrillator
2	Family Members – Mum/Dad & Sibling	1	Oxygen Kit
1	Radio Operator	1	Rescue Tube
		1	Portable Radio

Situation:

Two members of the team are undertaking a roving patrol outside of the flagged area, you are approached by a parent who is looking worried, *their* 5 & 7-year-old children were playing near the sand dunes and now is unable to find see one of them.

Mission:

To search and rescue missing child and reunite with the parent.

Execution:

Using the resources available to you, co-ordinate a search to locate the missing child and render any assistance necessary.

Administration:

Throughout the scenario, others you may encounter various people playing parts to assist in making experience more realistic. You are to deal with them as you would on any other patrol.

The current weather is {current weather profile}

Command & Communication:

I {Facilitators Name} am the Patrol Captain for the purposes of this exercise and all communications should be back to me

Radio channel is to be local channel TBA – all comms back to {give callsign}

Safety:

The safety of yourselves and everyone on the beach is paramount. If a safety issue is identified, call “STOP” and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Prompt	Timing	Action
1	Early in Patrol	Parent approaches the team and give them details of a missing child
2	Whilst search is underway	Bystander starts asking questions of the team
3	On finding child	Bystander starts filming situation
4	Child in water	Child is not breathing normally
5	2 minutes after the request for Ambulance	Ambulance is on the way, ETA 10 minutes
Close	After three full cycles of CPR or 10 minutes (whichever comes first)	Full handover to Ambulance Crew

Category: Aquatic Rescue
Scenario: Multi casualty Rescue

Overview:	Multiple patients requiring offshore rescue and treatment
Suggested Duration:	40 Minutes
Location:	100 + metres offshore with strong offshore winds
Participants:	Patrol of 4 or more

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
3	Patients	1	Oxygen Kit
2	Bystanders	1	Rescue Tube
1	Radio Operator	1	IRB
1	Media Representative	1	CPR Manikin

Situation:

While patrolling the flagged area the radio operator spots someone waving offshore, there seems to be multiple people in trouble and moving further out to sea.

Mission:

To rescue all patients and provide first aid treatment as required.

Execution:

Using the available resources, co-ordinate the situation and environment to achieve the best outcome for patient and bystanders

Administration:

Throughout the scenario, you may encounter various people playing parts to assist in making the experience more realistic. You are to deal with them as you would on any other patrol

Strong offshore winds are persisting. The IRB can only take one patient.

Command & Communication:

I {Facilitators Name} am the Patrol Captain for the purposes of this exercise and all communications should be back to me

Radio channel is to be local channel TBA – all comms back to {give callsign}

Safety:

The safety of yourselves and everyone on the beach is paramount. If a safety issue is identified, call “STOP” and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Prompt	Timing	Action
1	During Patrol	Radio operator contacts patrol to inform them of incident that is unfolding approx. 50m offshore
2	2 minutes after initial call	Person waving for help is holding up their friend in the water, who is losing consciousness
3	6 minutes after initial call	Casualty becomes unresponsive and stops breathing
4	8 minutes after initial call	Both conscious patients are going into shock
5	10 minutes after initial call	Media representative starts asking questions and filming the incident.
6	11 minutes after initial call	Off duty nurse and paramedic offering to help. (Optional, if additional members available)
Close	Once all patients have been treated & 5 full rounds of CPR have been completed	Full handover to Ambulance Crew

Category: Aquatic Rescue
Scenario: Intoxicated Swimmer

Overview:	An intoxicated person is struggling in the water yet refusing rescue
Suggested Duration:	20 Minutes
Location:	Outside the flags
Participants:	Team of 4 or more

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
1	Swimmer	1	Rescue Tube or Board

Situation:

A swimmer is spotted struggling in an area just outside of the flagged area. The swimmer is behaving erratically.

Mission:

To rescue all patients and provide first aid treatment as required.

Execution:

Using the resources available to you, co-ordinate the situation and environment to achieve the best outcome for patient and bystanders

Administration:

Throughout the scenario, you may encounter various people playing parts to assist in making the experience more realistic. You are to deal with them as you would on any other patrol.

Command & Communication:

I {Facilitators Name} am the Patrol Captain for the purposes of this exercise and all communications are verbal back through me

Safety:

The safety of yourselves and everyone on the beach is paramount. If a safety issue is identified, call "STOP" and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Prompt	Timing	Action
1	During Patrol	Swimmer is spotted in trouble just outside of flagged area
2	On arrival at swimmer	Swimmer starts refusing help
3	1 minute after arrival	Swimmer starts to get aggressive towards lifesavers
4	2 minutes after arrival	Agrees to be rescued before changing mind after being rescued and becomes agitated and uncooperative
5	Upon reaching shallows	Starts yelling at patrol members
Close	Once rescuers detach from the situation	De-brief with Patrol Captain

Category: Aquatic Rescue
Scenario: Radio Comms - Battleships

Overview:	Participants use two-way radios to locate and engage the enemy ships
Suggested Duration:	30 minutes
Location:	Clubhouse
Participants:	2 teams of 1 or more

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
2	Teams of 1 or more	2	Portable Radios
		2	Sheets of Grid Paper (Appendix 1)
		4	Pens

Situation:

Each team hides their arrangement of battleships on their grid.

Each person has the following:

- 1 x Battleship - line of 4 squares
- 1 x Frigate – line of 3 squares
- 1 x Aircraft Carrier – line of 5 squares
- 1 x Patrol Boat – line of 2 squares
- 1 x RHIB 1 square

Mission:

To sink the other teams fleet using correct radio communication and grid references.

Execution:

Teams are to take turns calling the opposing team on the radio giving grid references for missile strikes. Only one square may be targeted per turn.

Administration:

Teams are to be in separate rooms so radio communication can effectively be used. You should use the phonetic alphabet to call your missile strikes. (on the bottom of your sheet)

Command & Communication:

Radio channel is to be local channel TBA – Call signs [to be established at briefing]

If Grid reference called misses all your vessels, you call back “miss” to the opposing team. If the missile strikes one of your vessels you call back “Hit {Vessel type} to the opposing team. Once all squares of a vessel have been struck you call back “Hit, Sunk {Vessel Type}. Once all your vessels have been sunk the game is over

Safety:

The safety of yourselves and everyone is paramount. If a safety issue is identified, call “STOP” and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Category: First Aid
Scenario: Choking Response

Overview:	Patient choking on Beach
Suggested Duration:	10 Minutes
Location:	Beach
Participants:	Team of 4 or more

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
1	Patient	1	CPR Manikin – Adult/Child to suit
		1	Defibrillator
		1	Oxygen Kit

Situation:

You are currently on patrol when you notice a patron, who sitting eating on the beach begin to gasp and clutch at their throat.

Mission:

To treat patient in accordance with LSV and ARC Guidelines

Execution:

Using the resources available to you, co-ordinate the situation and environment to achieve the best outcome for patient and bystanders

Administration:

Throughout the scenario, others you may encounter various people playing parts to assist in making the experience more realistic. You are to deal with them as you would on any other patrol.

Command & Communication:

I {Facilitators Name} am the Patrol Captain for the purposes of this exercise and all communications should be back to me

Radio channel is to be local channel TBA – all comms back to Patrol Captain {give callsign}

Safety:

The safety of yourself, your team and everyone on the beach is paramount. If a safety issue is identified, call “STOP” and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Prompt	Timing	Action
1	Start of patrol	Person on beach begins choking
2	As patroller approaches patient	Patient is in need of help as they try to dislodge obstruction.
3		Patient becomes unresponsive
4	Scenario end	Item removed from patient’s airway
5	Optional – Obstruction cannot be removed	Patient no longer breathing
Close	The scenario will end after two rounds of CPR	Full Handover to Ambulance Crew

Category: First Aid
Scenario: Stinging – Anaphylaxis Response

Overview:	Swimmers have been stung by a marine creature
Suggested Duration:	10 Minutes
Location:	Flagged area on beach
Participants:	Team of 4

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
2	Ocean Swimmers	1	First Aid Kit
1	Bystander	1	Container – Warm Water
		1	Oxygen Kit

Situation:

While on patrol two swimmers approach the patrol, both covered in Jellyfish tentacles.

Mission:

Treat and manage both patients.:

Execution:

Using your knowledge and the resources available to you, co-ordinate the situation and environment to achieve the best outcome for patient and bystanders

Administration:

Throughout the scenario, others you may encounter various people playing parts to assist in making the experience more realistic. You are to deal with them as you would on any other patrol.

Command & Communication:

I {Facilitators Name} am the Patrol Captain for the purposes of this exercise and all communications should be back to me

Radio channel is to be local channel TBA – all comms back to Patrol Captain {give callsign}

Safety:

The safety of yourselves and everyone on the beach is paramount. If a safety issue is identified, call “STOP” and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Prompt	Timing	Action
1	Whilst on Patrol	Two swimmers exit the water and approach the patrol exhibiting signs of a reaction
2	After 1 minute	One of the swimmers complains that they feel funny and seem to be having breathing issues, become distressed.
3	Further 2 minutes - If no call made for EpiPen to be dispatched	Bystander offers their EpiPen
Close	Once the patient has been safely removed from the water and treated with a full primary and secondary assessments, EpiPen and O2 administered.	Full Handover to Ambulance Crew

Category: First Aid
Scenario: Dislocated Shoulder

Overview:	Runner falls and trips and dislocates shoulder
Suggested Duration:	10-15 minutes
Location:	Foreshore
Participants:	1 or more

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
1	Runner / Patient	1	First Aid Kit
3	Enthusiastic teens giving advice	1	Portable Radio

Situation:

You are walking to the clubhouse when you see a runner trip over and grab at her shoulder in pain.

Mission:

Provide the patient with suitable first aid treatment and manage the situation

Execution:

Using the resources available to you, co-ordinate the situation and environment to achieve the best outcome for patient and bystanders

Administration:

Throughout the scenario, others you may encounter various people playing parts to assist in making the experience more realistic. You are to deal with them as you would on any other patrol.

Weather is Hot and Humid

Communication:

I {Facilitators Name} am the Patrol Captain for the purposes of this exercise and all communications should be back to me

Radio channel is to be local channel TBA – all comms back to {give callsign}

Safety:

The safety of yourselves and everyone on the beach is paramount. If a safety issue is identified, call “STOP” and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Prompt	Timing	Action
1	When Exiting the clubhouse	Runner trips, falls, and starts grabbing at her shoulder in pain
2	Within 30 seconds of arrival	Patient claims she has dislocated her shoulder before, and this feels the same.
3	As First Aid being administered	Group of teens stop and actively encourage “popping” shoulder back in
Close	primary and secondary survey has been completed and sling fitted to patient	Full hand over to Ambulance

Category: First Aid
Scenario: Suspected Stroke

Overview:	Patient is found unresponsive in the change room
Suggested Duration:	20 – 30 minutes
Location:	Club Change Room
Participants:	Team of 2 or more

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
1	Patient	1	Manikin
		1	Defibrillator
		1	Oxygen Kit

Situation:

Lifesaver is going to get changed in disabled change room when they find a member slow to respond on the ground.

Mission:

Assess the patient and provide assistance as required

Execution

Using the resources available to you, co-ordinate the situation and environment to achieve the best outcome for patient and bystanders. You may ask for further equipment, but it may not be available

Administration:

The room has standing water covering half the floor

Communication:

I [Facilitators Name] am the Patrol Captain for the purposes of this exercise and all communications are verbal back to facilitator

Safety:

The safety of yourselves and everyone is paramount. If a safety issue is identified, call “STOP” and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Prompt	Timing	Action
1	Start	Casualty is on the ground and non-responsive, breathing laboured
2	1 Minute	Patient regains consciousness and is slurring their words. The left side of their mouth is not moving. If asked to raise both arms, they can only raise their right hand.
3	4 minutes	Patient losses consciousness.
4	5 minutes	Patient regains consciousness.
5	7 minutes	Patient losses consciousness.
Close	Casualty is recovery position, supported and monitored	Full handover to Ambulance

Category: Powercraft Scenario: Pier Jumper

Overview:	Patient jumped off pier and has suspected broken leg
Suggested Duration:	20 minutes
Location:	Deep water end of pier or rocks
Participants:	5 or more team members

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
1	Patient	1	IRB on patrol
2	Other swimmers	1	Rescue Board
1	Radio Operator	1	Oxygen Kit

Situation:

Patrolling member on beach receives a phone call from a distressed friend that is pier jumping, another mate has landed funny and thinks he has broken his leg; they are trying to paddle the patient around to the beach.

Mission:

Rescue patient from water and render first aid as required

Execution:

Using the resources available to you, co-ordinate the situation and environment to achieve the best outcome for patient and bystanders

Administration:

Throughout the scenario, others you may encounter various people playing parts to assist in making the experience more realistic. You are to deal with them as you would on any other patrol.

Weather {is current situation at time of scenario}

Command & Communication:

I {Facilitators Name} am the Patrol Captain for the purposes of this exercise and all communications should be back to me

Radio channel is to be local channel TBA – all comms back to Patrol Captain {give callsign}

Safety:

The safety of yourselves and everyone on the beach is paramount. If a safety issue is identified, call “STOP” and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Prompt	Timing	Action
1	Start of scenario	Swimmer 1 calls friend on patrol
2		Patient is screaming in agony and starting to go into shock.
3	Patient loaded into IRB	Friend goes into shock on seeing her friend's leg
4	Patients returned to beach	primary and secondary surveys have been conducted and first aid rendered
Close	Both Patients treated and monitored	Full handover to Ambulance

Category: Powercraft
Scenario: Patient Overboard

Overview:	Patient falls out of IRB during rescue
Suggested Duration:	30 minutes
Location:	Behind the break or 50 m offshore
Participants:	Team of 5 or more

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
1	Patient	1	IRB on patrol
2	Other swimmers	1	Rescue Board

Situation:

The water is very choppy and difficult to navigate when returning with a patient the IRB overturns.

Mission:

Rescue the patient and return them to shore

Execution:

Using the resources available to you, co-ordinate the situation and environment to achieve the best outcome for patient and bystanders

Administration:

Throughout the scenario, others you may encounter various people playing parts to assist in making the experience more realistic. You are to deal with them as you would on any other patrol.

Command & Communication:

I {Facilitators Name} am the Patrol Captain for the purposes of this exercise and all communications should be back to me

Radio channel is to be local channel TBA – all comms back to the Patrol Captain {give callsign}

Safety:

The safety of yourselves and everyone on the beach is paramount. If a safety issue is identified, call “STOP” and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Prompt	Timing	Action
1	Whilst returning from rescue	IRB Overturns
2	30 seconds	Patient struggles in the water
3	1 minute	2 swimmers come over to help making it difficult to get the IRB back into position
4	2 Minutes	Swimmers persist in “Helping”
5	Whilst “Helping”	1 swimmer becomes exhausted and requires rescue
Close	Both casualties returned to beach and assessed	

Category: Powercraft
Scenario: Rip Rescue

Overview:	Patient is caught in rip and signals for assistance
Suggested Duration:	10 minutes
Location:	Offshore patrol
Participants:	Team of 4 or more

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
1	Patient	1	IRB on patrol
		1	Rescue Board
		1	CPR Manikin – Adult
		1	Defibrillator
		1	Rescue Tube
		1	Oxygen kit

Situation:

While patrolling the beach you are notified that a swimmer has been seen caught in a rip.

Mission:

Locate and rescue swimmer and return safely to shore

Execution:

Using the resources available to you, co-ordinate the situation and environment to achieve the best outcome for patient and bystanders

Administration:

Throughout the scenario, others you may encounter various people playing parts to assist in making the experience more realistic. You are to deal with them as you would on any other patrol.

Command & Communication:

I {Facilitators Name} am the Patrol Captain for the purposes of this exercise and all communications should be back to me

Radio channel is to be local channel TBA – all comms back to {give callsign}

Safety:

The safety of yourselves and everyone on the beach is paramount. If a safety issue is identified, call “STOP” and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Prompt	Timing	Action
1	During patrol	Patrol is notified of swimmer
2	30 seconds in	Swimmer disappears from view
3	1 minute later	Swimmer is spotted floating face down
4	Once swimmer retrieved	Ambulance on way ETA 15 minutes
5	Commence CPR	Members to rotate each cycle
Close	Once 8 rounds of full CPR have been completed or 15 mins elapses	Full handover to Ambulance

Category: Powercraft
Scenario: Equipment Malfunction

Overview:	While undertaking a rescue, equipment fails throughout the rescue
Suggested Duration:	20 minutes
Location:	Outside of flagged patrol area
Participants:	Team of 4 or more

Resources needed to run the scenario

Qty.	Personnel	Qty.	Equipment
4	Swimmers	1	IRB on patrol
		1	Rescue Board
		2	Radios
		1	Rescue Tube

Situation:

While undertaking a rescue the radio on the IRB fails. Multiple rescues are required.

Mission:

To rescue those who require it and return safely to shore

Execution:

Using the resources available to you, co-ordinate the situation and environment to achieve the best outcome for patient and bystanders

Administration:

Throughout the scenario, the situation may escalate or de-escalate. Be aware of changing situations and modify your actions to achieve your goal.

Command & Communication:

I {Facilitators Name} am the Patrol Captain for the purposes of this exercise and all communications should be back to me

Radio channel is to be local channel TBA – all comms back to {give callsign}

Safety:

The safety of yourselves and everyone on the beach is paramount. If a safety issue is identified, call “STOP” and wait for the issue to be dealt with before proceeding. Remember to report any Hazards, Near misses or incidents.

Prompt	Timing	Action
1	During IRB Patrol	Person in trouble at far end of beach
2	2 minutes later	Radio comms Fail
3	1 minute later	3 swimmers in trouble oversite end of beach
4	Failed comms remains for duration of scenario	
Close	All swimmers returned to beach safely	

Appendix 1 – Battleships Grid

Outgoing Missiles

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
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Your Ships – Incoming Missiles

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
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Phenetic Alphabet

- | | | |
|------------------|-------------------|------------------|
| A Alpha | J Juliet | S Sierra |
| B Bravo | K Kilo | T Tango |
| C Charlie | L Lima | U Uniform |
| D Delta | M Mike | V Victor |
| E Echo | N November | W Whisky |
| F Foxtrot | O Oscar | X X-Ray |
| G Golf | P Papa | Y Yankee |
| H Hotel | Q Quebec | Z Zulu |
| I India | R Romeo | |

Appendix 2 – New Scenario Request Form

Name			Club	
Email				
Scenario Category	<input type="checkbox"/> Aquatic Rescue	<input type="checkbox"/> First Aid & EM Care	<input type="checkbox"/> Powercraft	
Scenario Title				
Overview:				
Suggested Duration:				
Location:				
Participants:				
Required Resources				
Qty	Personnel	Qty	Equipment	
Situation:				
Mission:				
Execution:				
Administration:				
Command & Communication:				
Safety:				
Prompt	Timing		Action	
1				
2				
3				
4				
Close				

- Please attach further pages if required.
- Send Completed forms to volunteertraining@lsv.com.au

