

Training and Exercising System

Automated exercise delivery stimulating all means of **communication** to provide **effective, repeatable** and **affordable** delivery and evaluation of **realistic** and **robust** exercises and **crisis** simulations.



- Uniformed first responder exercising or civilian crisis leadership training
- Single or multi-site capability
- Minimal staff required for delivery
- User-generated or off-the-shelf scenarios
- Automatic delivery of injects against coherent timeline
- Automatic branching of inject sets based on player decisions
- Actions and decisions recorded for structured debrief

Exercise as you Operate

Operate as you Exercise

Training and Exercising System

The Training and Exercising System (TES) is an advanced but easy to use exercise authoring and delivery system; supporting tabletop and command post exercising of individuals, teams or entire response structures in a single agency, multi-agency or multi-national environment. The system provides realistic command and leadership training and exercising for common crisis and emergency scenarios in a highly cost-effective manner.

Reduced Staffing Levels

Training and Exercising System enabled training teams can deliver substantially more material, so staffing levels need only be one quarter of those required for a similar scale, manually-delivered tabletop exercise or crisis simulation. Any combination of materials can be automatically fired into the exercise with additional injects created during the exercise to respond to the developing scenario – including news video broadcasts and newspapers; SMS, email and fax messages; web pages and scripts for telephone or radio calls.

TES Delivered Exercises

- Common Operational Picture ensures delivery of accurate responses to player interactions
- Full visibility of all key player decisions against common timeline
- Key decision dependencies can be fully simulated, resulting in cascaded consequences
- High quality simulated media delivered realistically ensures immersive situational awareness
- Supports differential material to disparate players – email, SMS and faxes sent and webpages updated
- Recording of player actions for structured debrief
- Consistently repeatable at little or no extra cost – supports benchmarking



Training and Exercising System Quad Screen

Split screen showing chosen combination of up to four TES functions. (Clockwise from top left) map of impact area, news broadcast, media gallery showing inject content and timeline.

exercise Watermark

The Training & Exercising System was used to run the largest ever civil protection exercise in the UK, distributed across more than 100 command posts. Almost 20,000 participants from over 300 organisations took part in this four day national flooding exercise. TES was used throughout by EXCON staff to fire tens of thousands of media injects into the exercise, many hundreds of which were written live in response to players' decisions.



The Training & Exercising System is used to deliver strategic exercises at state level and by the Australian fire and rescue services and the New Zealand Fire & Rescue Service to train Level 2 and Level 3 operational incident commanders. The Tactical Command Trainer virtual reality system is also used by these services to train Level 1 commanders in the field.



The Police National CBRN Centre leads the UK's multi-agency preparations for responding to Chemical, Biological, Radiological and Nuclear attacks. The Training & Exercising System has been used by the Police National CBRN Centre in a fixed training establishment to train and validate multi-agency emergency services personnel in CBRN skills.

ScoRDS

(Scottish Resilience Development Service)

The Scottish Resilience Development Service (ScoRDS) has used the Training and Exercising System to run training exercises with multi-agency partners. TES scenarios developed include severe weather and flooding, as well as terrorist bombs on trains addressing the planning, response and recovery stages of an incident.



Single Operator

TES enables an Exercise Control staffed by a single facilitator to manage the delivery of single and multi-site exercises.



Command Post Exercise

TES is ideal for delivering single and multi-site command post exercises at Operational and Strategic levels.



Large Scale Exercise Control

TES can be distributed on a local network to enable EXCON to manage the delivery of very large national and international exercises.



Coordination with Live Action

TES enables command post exercises to be combined with live action at a simulated scene.

Frequently Asked Questions

What are the main benefits of using the Training and Exercising System compared to manual, tabletop exercises?

Exercising is made much more affordable, consistent and repeatable with the Training and Exercising System, as you can run the same exercise with fewer EXCON staff or a larger exercise with the same number of staff.

What sort of injects can I fire into the exercise using TES?

Injects which can be used include email, SMS and fax messages, web pages, pre-recorded news broadcasts, newspaper pages, scripts for telephone or radio messages.

How is the Training and Exercising System more economical than traditional tabletop exercising?

As well as being able to run the same size exercise with far fewer EXCON staff, you can repeat the same exercise many times, knowing that the scope of the exercise and the media injects will be the same each time.

Is the Training and Exercising System suitable for both small scale and large scale exercises?

Absolutely, you can run a small scale exercise with just one EXCON operator; large scale, national exercises can be created with over 30 EXCON staff. TES is a simple to use system, which can be expanded or contracted to match the imagination of the Exercise Director.

How much training is required to operate the Training and Exercising System?

TES is simple to operate and just a half day training session will make your EXCON staff fully competent to run an exercise using the Training and Exercising System.

Is it possible to change an inject or add in a new one as the exercise develops?

Yes, the majority of injects can be created before the start of the exercise, but they can be amended at any time right up until they are fired. New injects can be created during the exercise to react to player's decisions or actions, as appropriate.

What is the maximum number of injects that can be fired on a daily basis?

There are no technical limits. In practice, however, EXCON and umpires' management of the exercise will determine the actual number of injects.

Can I build my own exercise and create my own injects?

Yes, the Training and Exercising System allows you to design your own exercise and create your own injects. Alternatively, VectorCommand is able to build an exercise for you from scratch.

Modules

Module 1 - Master Delivery System

Enables scenario authoring and editing, and during delivery maintains central timeline and controls automated delivery of visual media to local players; schedules automated delivery of injects - news broadcasts, SMS, emails, faxes etc; queues up scripts for telephone and radio injects to exercise facilitators; remotely controls one or more client systems.

Module 2 - Client System

Enables delivery of visual material to players remote from Master System; allows local umpires to record key decisions and actions into control timeline; enables exercise control to deliver prompts for exercise management.

Module 3 - Remote Monitoring

Enables central EXCON to maintain visual or audio-visual contact with remote player locations (national or international); enables real-time capture of key decisions and actions for hot debrief and training and development purposes by the staff in the central exercise control.

Module 4 - Multiple Delivery System Integration

Enables the synchronising of multiple master systems in order to deliver very large scale or high capacity exercises.

For further information, please contact

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