Side 1

ACTIVE SHOOTER Pocket Reference Card RUN HIDE **FIGHT** • Block entry to hiding ▶ Commit to decisive and Identify the location(s) of the threat place and lock doors aggressive action Quickly escape from the Hide in area out of the Your goal is to incapacitate threat (via windows, stairs, shooter's view the shooter doors, etc.) Fight until the threat is · Silence mobile Leave belongings behind communication devices Consider all of your options: Run C Hide C Fight

Side 2

