



Active Shooter-It's Not a Game of Hide and Seek



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Purpose

Active shooter events have been on the increase in public areas including hospitals, schools and churches

Many hospitals have developed plans to address active shooter incidents but training presents unique challenges



This project looked at developing an ED specific plan designed to meet the emergency department staff's knowledge and preparedness needs

Design

Staff Development Project

Setting

Teaching, urban emergency department with 70,000 visits

Participants



All ED RNs, Unit Support Staff, ED Leadership

Relevance/Significance

Limiting access points, zero tolerance policies and posters, and early identification of escalating behavior are steps in reducing violence but active shooter preparedness and training drills are needed



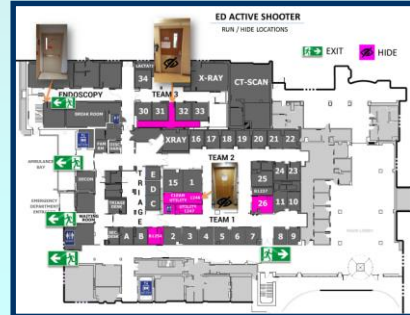
Methods

RUN-Staff were taught to be aware of the closest exits and immediately run



HIDE-If they couldn't evacuate, staff were taught where they could hide

Areas where doors could be locked or blocked were labeled with an easily identifiable plaque symbol and located on the upper left-hand corner of the door



FIGHT-Actively and aggressively throwing objects. Identifying and using improvised objects

Results/Outcomes

For competency verification, staff were brought to each of the care areas in the ED and asked to identify the exits, safe areas to hide and items that could be used to fight



Having 100% of the staff identify the nearest exit and the rooms that are the safe places to hide was the result that was reached

Implications

The most unique part of this unit based active shooter plan is the identification of safe areas within the emergency department

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