

**CAMPUS
SAFETY**
ALICE



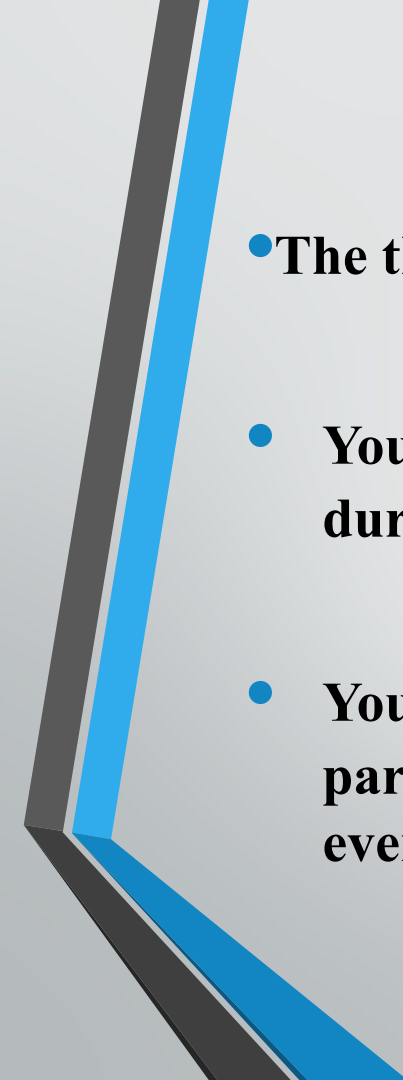
Senior School Assembly



ALICE REFRESHER

Alert – Lockdown – Inform – Counter - Evacuate

- **SSA is committed to a safe, respectful, and caring environment**
- **This is most effectively done through sharing of information**
- **Many of the sad tragedies we see on the news that have occurred in schools were preceded by the sharing of some act or statement by the person who committed an act**
- **For SSA to have a safe, respectful and caring environment we need our students to communicate with trusted adults**
- **If you see something, say something!**

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- **The thought of a “hostile intruder” is not a pleasant thought**
 - **You may have already thought about what you would do during a horrific event in our school**
 - **You may have even spoken with your friends, a parent/guardian, teacher, spouse, or co-worker about such events**

ALICE is an options-based response which can *increase survivability* when faced with an active intruder situation.

ALICE

Awareness & Communication

- Situational Awareness
- Alert
- Inform

Response Options

- Evacuate
- Lockdown
- Counter

Situational Awareness

- **Hotel**
 - Count doors from your room to the exits?**
- **Work**
- **Home**
- **Restaurant**
- **Gym or Sporting Event**
- **Concerts**
 - 1. Secondary or emergency exits?**
 - 2. Fire extinguisher locations?**
 - 3. AED locations?**

ALICE

“Alert – Lockdown – Inform - Counter - Evacuate”

ALICE - “Alert – Lockdown – Inform - Counter - Evacuate”

A = ALERT – Be aware of your surroundings - What alerts you to the situation (Hear, see, smell)

L = LOCKDOWN – Doors are locked to provide a time barrier and allow time to recognize the threat and decide how to react

I = INFORM – If possible, keep teachers, students, and police updated on an armed intruder’s location inside the school - No codes

C = COUNTER – Apply skills to **DISTRACT, CONFUSE** and **GAIN CONTROL**

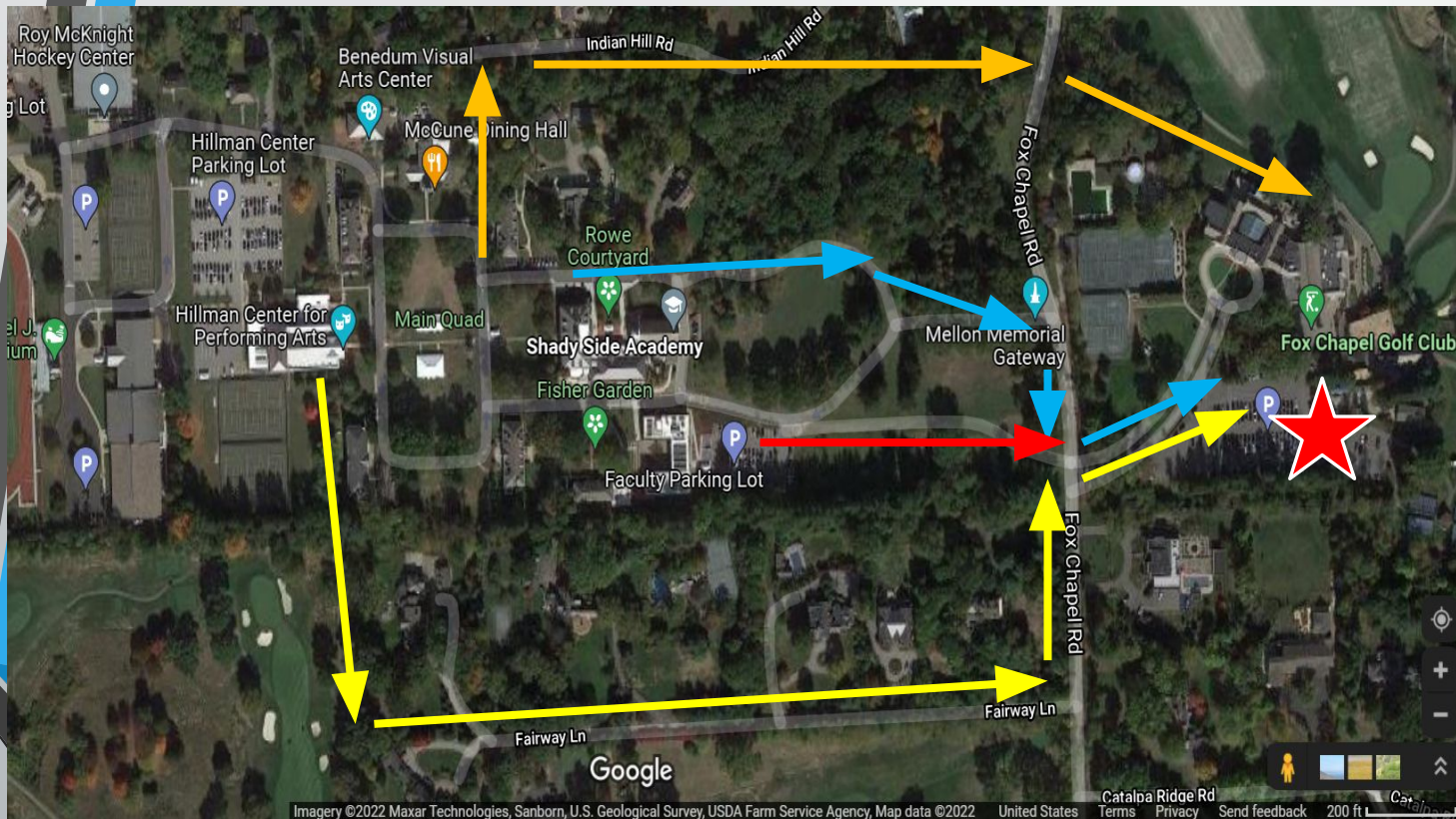
E = EVACUATE – Leave the premises and get away from the danger as soon as possible

- **During an ALICE drill/situation you may need to leave the building like we do for fire drills**
- **During an ALICE drill/situation we may have to leave the building a different way**
- **During an ALICE drill/situation we may even have to stay in a room and be as quiet as possible**
- **When we decide it is safer to stay in our room, we will take actions to protect ourselves**

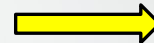
Lockdown → Barricade → Prepare to Counter

- **If you can → Evacuate!**
 - **Senior School rally point is Fox Chapel Golf Club**
- **If you can't get out → Lockdown**
- **If you Lockdown → Barricade**
- **If you Barricade → Prepare to Counter**

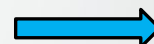
Senior School Rally Point



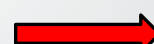
Route 1



Route 2



Route 3



Route 4



*** Not primary
and secondary
routes, just
options**

Counter

- **If needed, we will need to distract an intruder**
- **Distract the intruder by moving their attention away from you and disrupt their thought process (OODA Loop)**
- **A good ways to distract an intruder are to move large items into their path**
- **We can also distract the intruder by throwing things at the intruder such as:**

Books

Tennis balls

Small chairs

Computer / laptop

Keeping the Senior School Safe

- **Keep exterior doors closed**
- **Do not let people you do not know in the building**
- **Know location of AED, fire extinguisher as well as primary and secondary exits**
- **Know the different evacuation rally points (fire vs. intruder)**
- **Do not be afraid to ask questions**
- **Safety is a group effort – it takes all of us working together**

Critical Thinking Points

- **What are the quickest ways to get out of school from the room where you are? What about other rooms in the school?**
- **What are items you could put in front of the door to create a barrier?**
- **What are items you could use to throw at and distract an intruder?**
- **What would you do if you were caught in the bathroom?**
- **Where should you go if you need to leave the building/campus?**

And now this...





**You are
Dismissed!**

Be Well.

Do Good.

