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.

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.

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.

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

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.

Design
Staff Development Project

Setting
Teaching, urban emergency department with 70,000 visits

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