

	Type of Exercise	Goals	Conduct Characteristics
Discussion-Based Exercises	<p>Seminar</p> <p>An informal discussion-based exercise led by a Presenter or Facilitator, used to teach or orient Participants</p>	<ul style="list-style-type: none"> • Orient Participants to new or existing plans, policies, or procedures • Research or assess interagency capabilities or inter-jurisdictional operations • Construct a common framework of understanding 	<ul style="list-style-type: none"> • Casual atmosphere • Minimal time constraints • Lecture based
	<p>Workshops</p> <p>A formal discussion-based exercise led by a Facilitator or Presenter, used to build or achieve a product (e.g., emergency operations plans, mutual aid agreements, and standard operating procedures)</p>	<ul style="list-style-type: none"> • Develop new ideas, processes, or procedures • Develop a written product as a group in coordinated activities • Obtain consensus • Collect or share information 	<ul style="list-style-type: none"> • Involves more Participant discussion than a lecture-based seminar • Often uses break-out sessions to explore parts of issue with smaller groups
	<p>Tabletop Exercises</p> <p>Involves Senior Staff, elected or appointed officials, or other key personnel in an informal group discussion centered on a hypothetical scenario</p>	<ul style="list-style-type: none"> • Identify strengths and shortfalls • Enhance understanding of new concepts • Seek to change existing attitudes and perspectives • Test existing plans, policies, or procedures without incurring the costs associated with deploying resources 	<ul style="list-style-type: none"> • Requires an experienced Facilitator • In-depth discussion • Slow-paced problem solving
	<p>Games</p> <p>A simulation of operations using rules, data, and procedures designed to depict an actual or assumed real-life situation</p>	<ul style="list-style-type: none"> • Explore the processes and consequences of decision-making • Conduct “what-if” analyses of existing plans • Test existing and potential strategies 	<ul style="list-style-type: none"> • Does not involve the use of actual resources • Often involves two or more teams • Includes models and simulations of increasing complexity as the game progresses •

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Operations-Based Exercises	Drills A supervised activity that tests a specific operation or function of a single agency	<ul style="list-style-type: none"> • Gain training on new equipment • Test new procedures • Practice and maintain skills • Prepare for more complex exercises 	<ul style="list-style-type: none"> • Immediate feedback • Realistic but isolated environment
	Functional Exercises A single or multi-agency activity designed to evaluate capabilities and multiple functions using simulated response	<ul style="list-style-type: none"> • Evaluate management of Emergency Operations Centers, Command Posts, and Headquarters • Assess the adequacy of response plans and resources 	<ul style="list-style-type: none"> • Simulated deployment of resources and personnel • Rapid problem solving • Highly stressful environment
	Full-Scale Exercises A high-stress multi-agency, multi-jurisdictional activity involving actual deployment of resources in a coordinated response, as if a real incident had occurred	<ul style="list-style-type: none"> • Assess plans and procedures under crisis conditions • Evaluate coordinated responses under crisis conditions 	<ul style="list-style-type: none"> • Mobilization of units, personnel, and equipment • Stressful, realistic environment • Scripted exercise scenario