



Standard Protocol of Sector 3 Checkpoint

Site-Virtus

Administrative Department

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1. General Provisions

1.1 Objectives

To ensure only authorized personnel enter the Sector 3 area. Prevent unauthorized access, SCP breach, or hostile situations, and guarantee absolute security in the Sector 3 zone.

1.2 Scope

Applies to all personnel requiring entry into the Sector 3 Containment area.



2. General Checkpoint Running Procedures

2.1 Pre-Inspection

2.1.1

All personnel Should Submit an Entry Application to the radio communication system, including their codename, current position, purpose of entry, and estimated duration.

2.1.2

Personnel awaiting inspection must not move without authorization, use weapons, engage in misconduct, or exhibit other inappropriate behaviors while in the waiting queue. Compliance with instructions from on-checkpoint guards or administrative department personnel is mandatory at all times.



2.2 Checkpoint Inspection

2.2.1

All personnel entering the checkpoint must present valid keycards to show their clearance (At least 3) and declare their purpose for entry. Access without proper justification is prohibited.

2.2.2

special rules for scientific department:

scientific departments requesting access to the Sector 3 for research purposes must fulfill the following requirements:

1. At least one available D-class personnel (Max 2);
2. Accompaniment by at least one security guard (1-3);
3. Prior approval of the research plan by the administrative department.
4. Any researcher with the clearance level 2 or lower may enter the S3 with another Higher clearance level researcher and with a proper justification.

2.2.3

No Inspection is required when exiting the Sector 3 checkpoint.



3. Special Situation Protocols

3.1 Containment Breach

3.1.1

During a containment breach, the checkpoint must be fully locked down, and non-combat personnel are strictly prohibited from entering.

Combat personnel entering the area for re-containment purposes are exempt from standard inspection procedures. All actions must prioritize the restoration of normal facility operations and the security of foundation personnel above all other objectives.

3.1.2

Following the resolution of a containment breach, the checkpoint must remain under full lockdown status for a minimum of ten minutes. Security personnel shall be reinforced by 1-2 additional guards, with operational priority given to monitoring Chaos Insurgency (CI) movements and activities.



3.2 Hostile Force Assault

During a hostile force assault, the checkpoint must be immediately locked down. Non-combat personnel are strictly prohibited from entry, while combat personnel must respond without delay to secure the checkpoint and its surrounding areas, including ventilation ducts and interconnected zone junctions like S2-3. Priority defense efforts shall focus on countering Chaos Insurgency (CI) hacking intrusions targeting SCPs 008, 002, and 079.

3.3 D-Class Personnel Escape

If a D-class personnel is confirmed to be present near a checkpoint without any researchers or guards in the surrounding area, the individual shall be classified as having escaped and must be immediately executed.

3.4 Nuke/Daybreak Event

During the Event, the checkpoint must be shut down immediately, and all non-combat personnel within the checkpoint must evacuate promptly to designated safe zones (Helipad/Blast shelters). Combat personnel are required to conduct a full sweep of Sector 3 and, upon completion, withdraw to the designated evacuation point.

3.5 Blackout Event

In the event of a power outage, the checkpoint must be temporarily closed. Guards must activate temporary lighting equipment, such as flashlights, and maintain heightened vigilance. Once power is restored, the checkpoint may resume normal operations.



4. Other Regulations

4.1 Combat Personnel Patrol Guidelines

Combat personnel must be aware of the following:

1. Sector 3 does not require large-scale, multi-team, or frequent patrols. Redundant patrol requests will be denied.

2. Under normal circumstances, only 1-2 personnel are required to patrol Sector 3 and ensure the security of the containment area.

3. If patrols are already active in Sector 3, any additional patrol requests will be rejected.

Note: This page requires Further updates.

Written by Iwak



5. Appendix

List of SCPs Ever Contained In Sector 3:

SCP-738: Keter,Artifact,Sensory.

SCP-457: Euclid/Potential Keter,Fire,Humanoid.

SCP-002: Euclid,Structure,Alive.

SCP-008: Euclid,Alive,Biohazard.

SCP-079: Euclid,AI,Electronic.

SCP-966: Euclid,Humanoid,Sensory.

SCP-049: Euclid,Biological,Humanoid.

SCP-096: Euclid,Humanoid,Cognitohazard.

SCP-953: Keter,Humanoid,Mind-affecting.

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