Full Simulation

Activity Log Operator Evaluation

Date: _	 _	
Name:	 	

Time	Expected Action		Response	
00:07:00 Comm	Should be updating the incident board. nents:	Poor	Avg	Good
00:12:00 Comm	Should fax and page sig alert information nents:	Poor	Avg	Good
00:12:30 Comm	Should insert info for enroute coroner nents:	Poor	Avg	Good
00:14:00 Comm	Should fax and page information nents:	Poor	Avg	Good
00:25:00 Comm	Should fax and page information nents:	Poor	Avg	Good
00:27:00 Comm	Should enter info for 10-97 coroner nents:	Poor	Avg	Good
00:35:00 Comm	Should enter info for 10-97 MAIT nents:	Poor	Avg	Good
00:43:00 Comm	Should note that the fire has been put out nents:	Poor	Avg	Good
00:43:00 Comm	Should fax and page information nents:	Poor	Avg	Good
00:48:00 Comm	•	Poor	Avg	Good
00:48:00 Comm	Should fax and page information nents:	Poor	Avg	Good

00:50:00 Should enter info for 10-39 CORONER Comments:	Poor	Avg	Good
01:02:00 Should fax and page information Comments:	Poor	Avg	Good
01:07:00 Should enter info for 10-97 coroner Comments:	Poor	Avg	Good
01:12:00 Should enter info for confirmed 1144 Comments:	Poor	Avg	Good
01:30:00 Should fax and page information Comments:	Poor	Avg	Good
01:31:00 Should cancel Sig Alert <u>Comments:</u>	Poor	Avg	Good
01:31:00 Should fax and page information Comments:	Poor	Avg	Good
01:35:00 Should fax and page information Comments:	Poor	Avg	Good
01:43:00 Should have posted a Sig Alert by this time Comments:	Poor	Avg	Good
01:44:00 Should fax and page information <u>Comments:</u>	Poor	Avg	Good
01:46:00 Should fax and page information Comments:	Poor	Avg	Good
01:50:00 Should enter info for 10-97 Bomb Squad Comments:	Poor	Avg	Good
02:01:00 Should fax and page information Comments:	Poor	Avg	Good
02:23:00 Should fax and page information Comments:	Poor	Avg	Good

	Should issue a Sig Alert nents:	Poor	Avg	Good
02:26:00 Comr	Should issue traffic advisory nents:	Poor	Avg	Good
02:46:00 Comr	Should fax and page information nents:	Poor	Avg	Good
03:01:00 Comr	Should fax and page information nents:	Poor	Avg	Good