
Master Scenario Events List (MSEL) Job Aid

The MSEL (sounds like “measle”) is a complex part of exercise design and execution. This job aid highlights key information about MSEL development, but does not cover every detail. Please contact HSEM [Training](#) and [Exercise](#) staff for further assistance.

What is a MSEL?

A MSEL is a chronological list of the scripted events in an exercise that generate activity in specific functional areas in support of the exercise objectives. It is similar to a movie script — it lays out the order of fictional events (and some responses) to drive the exercise and prompt actions or activities by the participants and players. The MSEL puts together all the parts of the exercise design process in a chart-like document for use by the controller and simulators to keep the exercise on track.

The MSEL may be short or long or both, depending on the scope of the exercise.

- Short MSEL — lists the inject, delivery time, short description, responsible controller and receiving player
- Long MSEL — has a detailed description, exact quotes and formats for inject, and description of expected action

What are injects?

Injects are the events in the scenario that prompt the players to implement the plans that the exercise is designed to test. Injects may contain the following elements:

- Designated scenario time
- Event synopsis
- Controller responsible for delivering the inject
- Expected action
- Intended player
- Objective to be demonstrated
- Notes section

MSEL inject types:

- *Contextual injects* are given by a controller to a player to build the operating environment; somewhat like a narrator setting the scene in a movie.

Example: To provide context in an exercise designed to test emergency operations plans for a flooding event, the controller would deliver to players a National Weather Service report of storms and heavy rains in the area, complete with the history of the storm, timelines and projections for severe flooding. A mock news report of flooded roads and stranded vehicles in an area near a large nursing home follows.

#	Time	Date	From: Dept./ Agency	Delivery Method	Delivered by:	To: Recipient	Event Detail	Expected Actions	Expected Outcome
#	Time	Date	Controller	Simulated Television Broadcast	SimCell	All players	NWS report of heavy rain and projections of severe flooding; News sources report flooded roads and stranded vehicles in an area near a 200 bed nursing home	County EM initiates partial activation of County EOC per County Emergency Operations Plan	County EOC components for partial activation are operational

- *Expected Action Events* reserve a place in the MSEL timeline and notify controllers of when a response action would typically take place.

Example: During a full-scale exercise (FSE) involving human exposures to an unknown chemical agent at a soccer field, establishing an exclusionary zone (including traffic control and security by law enforcement officers) is an expected action.

#	Time	Date	From: Dept./ Agency	Delivery Method	Delivered by:	To: Recipient	Event Detail	Expected Actions	Expected Outcome
#	Time	Date	Dispatch	Radio Communication	SimCell	Police and Fire initial assignment	Off duty police officer on site has relayed that at least 60 people at the soccer field are displaying symptoms of chemical exposure	Incident command is established on arrival, protective gear donned by fire, exclusionary zone established by police.	Incident Commander identified, responders protected from exposure, no other victims exposed

- *Contingency injects* are events that should be verbally indicated by a controller to a player if they do not take place.

Example: During a terrorism response exercise, players do not discover a secondary device (IED). The controller may prompt action by telling an actor to notify the players that suspicious activity was witnessed in the area. The actor’s message should prompt players to discover the secondary device and execute the desired response.

#	Time	Date	From: Dept./ Agency	Delivery Method	Delivered by:	To: Recipient	Event Detail	Expected Actions	Expected Outcome
#	Time	Date	Controller	Verbal Communication	SimCell	“Uninjured Bystander” actor	Due to secondary device not being discovered, actor will state to responder, “This is an exercise. I saw a guy with a bag over by that dumpster! This is an exercise.”	Responder will find secondary device and notify dispatch/ fellow responders, remove members of public, create exclusionary zone, exclude entry, and request IED team. Uninjured Bystander detained as witness.	Area is secured, personnel and public accounted for, IED team is activated and arrives within 5 minutes. Uninjured Bystander retained for questioning.

Summary of MSEL development:

- Review scenario and exercise objectives.
- Identify major and detailed events (in chronological order); also known as major and minor muscle movements.
- Develop a timeline of anticipated player actions for each major and detailed event. (Every participating agency/organization will not necessarily have a role in every major and detailed event.)
- Identify the order or sequence of key actions that must occur, either scripted or actual.
- Use a spreadsheet or electronic development tool to manage information.
- Compile all MSEL events into a single list and assess with exercise planning team. (Ensure there are no injects going to non-participating agencies/organizations.)
- Refine selected MSEL events and complete a long version with additional information, if necessary. Typically, there is sufficient room to consider the tasks, conditions, and standards set forth by each exercise objective.