TABLETOPS AND OTHER LEARNING -
ADELMAN'S NEW TABLETOP GAME

Generally speaking, I like tabletop exercises. Most adults learn more by doing than by listening passively, and group learning is particularly good for challenging people's assumptions and first impressions.

Recently, I led a corporate training tabletop exercise, and I'm now part of an interesting group providing input for a DHS-led exercise that took place in October. So I'm thinking a lot about the power of tabletops to either focus us on the most reasonably foreseeable risks, or distract us to the shiny object *du jour* (which, as of this writing, is back to vehicle ramming incidents like the one that just happened in London, and the shooting in New Brunswick, Canada).

At the corporate training, an insurance broker speaking before me presented a particularly valuable PowerPoint slide. It was a chart showing the number and type of incidents that had occurred in the company's venues by year. The beauty was that the slide objectively showed that the most common insurable claims were ordinary trip and falls, followed by routine workplace injuries. In fact, for a company that operates mid-size arenas and convention centers in many states, not one shooting, bombing, or ramming incident had occurred. (I hope I'm not jinxing them.)

The chart provided valuable perspective that I wish everyone would acquire about their own event spaces. During our subsequent discussions, it was a lot easier to acknowledge the threat of terrorism and then deal with simpler risks once they could objectively see what they were really up against every day.

So, I had an idea for a new tabletop game that would help event and venue professionals put threats in perspective, to help them focus more on low-hanging fruit and less on shiny objects. I don't have a name for it yet, so for now let's call it *Adelman's "What Could Go Wrong?"* Think of a board game loosely modeled after *Monopoly* or *The Game of Life*. (Game manufacturers vigilantly police their intellectual property rights to the name and look of these classic games, so I'm not previewing future infringement, just offering a general idea of my thinking.)

Around the board will be different types of events and venues that actually exist, including stadiums, arena shows, championship games, outdoor festivals, theaters, and corporate activations. When a player lands on a space, they will draw a card from one of several decks corresponding to the type of event or venue. These cards will reveal the risk scenarios which are the purpose of playing the game. Here are a couple of examples:

1. A severe storm is approaching. Your private weather consultant alerts your incident commander, who activates your emergency action plan. Everyone is evacuated to safety

until the storm passes, and then the show proceeds. Each player gratefully pays you $50.

2. The headline artist is physically unable to perform. You get the crowd safely home after promising ticket refunds. Meanwhile, your attorney emails you the contract showing that the show is protected from this loss. Hug your attorney and collect $200.

Yes, there will be a card describing an active shooter who looks like Vin Diesel, just like in Ready Houston's *Run, Hide, Fight* video, along with incentives for players who paid for emergency evacuation training and draconian penalties for players who did not. And I have a card about a mysterious box truck too. But many more risks in the deck will be about routine threats, from intoxicated patrons to security issues, computer failures and violations of the prohibited items and conduct policies, PPE and errant forklifts. And each card will not only describe a reasonably foreseeable risk, but also prompt players to think about public safety, medical care, consultants, vendors, codes and standards, equipment, training, and how all of these resources might help a person trying to manage their risk.

The issues in the game will be real issues I have seen or heard about during my years dealing with risk and safety at live events. The number of each type of risk will roughly correspond to the frequency with which it occurs in real life. (Elaborating on the fantastically useful Slide 12 from the recent insurance presentation.) The incentives and penalties will carry the same

The Online Event Management Course

For those of you who prefer a more traditional learning experience of teacher to students, here is a video Arizona State University asked me to create for my distance learning class, *Sports Facilities Management: Safety, Security, and Risk Assessment*. I am providing this to you for several reasons:

1. Many people seemed to enjoy a recent video I created, and this one is much shorter;
2. The course is a greatest hits of issues I believe we should all be thinking about; and
3. Thanks to inquiries from *Adelman on Venues* readers, ASU is considering making the course accessible to non-enrolled students, meaning YOU. The course will go live in mid-October, so I've been told to expect a final answer on enrollment not later than October 1, 2018. Stay tuned!

Happy viewing.

relative weight that they do when event and venue professionals calculate *Risk = Vulnerability x Consequences* under their own circumstances. In other words, like all of my teaching, the game will rely on *schadenfreude*, in that players will first enjoy other people's misfortune, then be left to wonder if they would have made the same mistakes themselves.

The value of playing a game about safety and security risks is that players learn without the lessons beating them over the head. During my presentations, I often rant that bad guys are at least as likely to look like 64-year-old accountants as badass action figures -- but the message may sink in better if a tabletop player simply has to deal with a lot more routine threats than catastrophic incidents. Quoting the wisdom of Mary Poppins, "A spoonful of sugar helps the medicine go down."

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