

# CJPS After Action Report (AAR)

SARS-nCoV-2 - Travis Mission (3/5/2020 - 3/27/2020)

What follows is the aggregate of all the team feedback. A lot of feedback was similar and therefore grouped or eliminated. Suggestions for the future were listed with a student name to give credit for the suggestion.

<u>Ups</u>	<u>Downs</u>
<ul style="list-style-type: none"><li>● Organization / A good system</li><li>● Teamwork / Communication</li><li>● Preparedness</li><li>● Everything was done before each due date</li><li>● The work was detailed and clear</li><li>● The way we handled our work despite not being in class</li><li>● Using the google chat to be able to discuss work and what we should be focusing on for the next operational period. Even if we weren't there at the right time we were able to later read it.</li><li>● Assigning chiefs for specific categories, instead of constantly relying on our IC we can talk to our chiefs instead who would be able to help more</li><li>● IAP came out good / Good product</li><li>● Focused for most of the time</li><li>● Some positions had a lot of downtime</li><li>● Everyone wanted to help in any way they could.</li><li>● We did a really good job for our first time activating even though it was not a disaster you would ever think of happening</li><li>● Work ethic of those that continued to work</li><li>● We were really on top of getting information when it was critical.</li><li>● Overall everyone was able to keep a positive mood throughout the disaster. That helps a bit.</li><li>● How far the briefing went was awesome</li><li>● Easier to work at home</li><li>● Working in the same IAP</li><li>● Daily meetings were definitely needed</li><li>● Planning was on point</li><li>● How we transitioned from normal school into EOC activation.</li></ul>	<ul style="list-style-type: none"><li>● Too many teachers came to check</li><li>● People keep messing up the format of the doc</li><li>● I don't feel I had enough work to do / Extra Time / Not enough to do</li><li>● Communicate better</li><li>● A few times my slide had been filled out by someone (I don't even know who by), this created a little bit of frustration and tension for me because I have some specifications for my slide so I was worried that someone was going to put out data that isn't accurate</li><li>● I feel like we might be getting a little bit too comfortable with what we are putting out. I think that if we were to have a few more guidelines and add a newer look to the slides we could be putting out a better product.</li><li>● Big spaces in the iap</li><li>● Having extra bodies gives people a twisted sense of the size of our work force which can affect their work.</li><li>● People deleted my stuff</li><li>● Handful of people didn't work at all</li><li>● Sometimes the chat was not used professionally</li><li>● People working in other's docs</li><li>● Some people didn't check their grammar</li><li>● Phones in shop</li><li>● People taking responsibilities that wasn't theirs and telling people how to do things even though its not their job</li><li>● ICS fell apart</li><li>● Hard work came in surges and wasn't consistent</li><li>● The initial start was kind of blurry and I don't think many people had a clear sense of what to do (including me).</li><li>● Some people didn't realize the seriousness of the situation and worked as hard as they could've.</li></ul>

<u>Suggestions</u>
<ul style="list-style-type: none"><li>● A chart that you can check off for when you you finish your IAP page (Liv)</li><li>● Try to find ways to make their information flow better to make it look more professional and coherent for the viewer, we shouldn't get too comfortable putting out a product to thousands of people (Adri)</li><li>● Someway to specify the edit access to specific slides and the only people that have edit access to all the slides are the Incident Commander. If someone wants to edit something on someone else's slide they need to ask permission first either from the IC or the person filling out the slide (Adri)</li><li>● Try 1 deputy commander, having 2 bodies there takes one away from a role that could use it. (Zac)</li><li>● Something to keep us busy for after we finished (Paola)</li><li>● Video Calls can give more info and make it easier than texting (Vin)</li><li>● Having a hangout for thought sharing among each section (Will)</li><li>● Pizza (Jaylah)</li></ul>

**“Hard to think of anything that didn't go well with our first activation, we made the best with the worst possible situation and prevailed.” - Sheraud**