A MSEL (pronounced mee-zul) is typically used in operations-based exercises and contains a chronological listing of the events that drive exercise play. The MSEL links simulation to action and reflects each inject or event that will prompt players to implement the policy or procedure being validated. MSEL entries that controllers must simulate are called injects.

Entries that represent expected player actions are called expected action events. Oftentimes, injects and expected action events are referred to simply as events. Each MSEL entry contains the following:

- Designated scenario time
- Event synopsis
- Controller responsible for delivering the inject, with controller/evaluator special instructions (if applicable)
- Expected action (i.e., player response expected after a MSEL inject is delivered)
- Intended player (i.e., agency or individual player for whom the MSEL event is intended)
- Capability, task, or objective to be demonstrated (if applicable)
- Notes section (for controllers and evaluators to track actual events against those listed in the MSEL, with special instructions for individual controllers and evaluators)

Times listed in a MSEL should reflect the time an event should occur. These times should be as realistic as possible and should be based on input from SMEs. If the activity occurs sooner than the MSEL writers anticipated, then controllers and evaluators should note the time it occurred, but play should not be interrupted.

Controllers delivering MSEL injects will either be co-located with players in the venue of play, or they will reside in a Simulation Cell (SimCell). A SimCell is a location from which controllers deliver telephone calls, radio messages, facsimiles, and other types of messages—these messages represent actions, activities, and conversations of an individual, agency, or organization that is not participating in the exercise but would likely be actively involved during a real incident. Prior to StartEx, the mechanisms for introducing injects into exercise play should be tested, especially when injects are input through various communications systems. This ensures that controllers are aware of the procedures for delivering MSEL injects, and that any systems that will be used to deliver them are functioning properly as planned.

The three types of events that comprise a MSEL are as follows:

1. **Contextual injects** are introduced to a player by a controller to help build the exercise operating environment. For example, if the exercise is designed to test information-sharing capabilities, a MSEL inject can be developed to direct a controller to select an actor to portray a suspect. The inject could then instruct the controller to prompt another actor to approach a law enforcement officer and inform him/her that this person was behaving suspiciously.

2. **Expected action events** reserve a place in the MSEL timeline and notify controllers of when a response action would typically take place. For example, during an full-scale exercise (FSE) involving a chemical agent, establishing decontamination is an expected action.
3. **Contingency injects** are events that a controller verbally indicates to a player if they do not physically take place. This ensures that play moves forward, as needed, to adequately evaluate performance of activities. For example, if a simulated secondary device is placed at an incident scene during a terrorism response exercise, but is not discovered, a controller may want to prompt an actor to approach a player to say that he/she witnessed suspicious activity close to the device location. This should prompt the responder to discover the device, and result in subsequent execution of the desired notification procedures.

MSELs are typically produced in long formats, short formats, or both. Short MSELs list contextual injects and a delivery time for each; they provide a short description, the responsible controller, and a player to receive the inject. These can be used as a quick-reference guide during exercise play.

Long MSELs are used when greater detail is necessary; they include more detailed descriptions, exact quotes and formats for SimCell injects, and descriptions of expected actions.

**Master Scenario Events List Conference** *(Source HSEEP Volume II, Chapter 1, pages 9-10)*

For more complex, operations-based exercises, one or two additional planning conferences—or MSEL conferences—may be held specifically to review the scenario timeline. If not held separately, MSEL conferences are incorporated into the MPC and FPC.

**Note:** The MSEL Conference will be incorporated into the MPC which will be the second City Workshop planned in June.

**Primary Focus**
The MSEL Conference focuses on developing the MSEL. The MSEL is a chronological list that supplements the exercise scenario with event synopses; expected participant responses; capabilities, tasks, and objectives to be addressed; and responsible personnel. It includes specific scenario events (or injects) that prompt players to implement the plans, policies, and procedures that require testing during the exercise, as identified in the capabilities-based planning process. It also records the methods that will be used to provide the injects (e.g., phone call, facsimile, radio call, e-mail).

**Length**
The length of a MSEL Conference varies according to the scope of the exercise and variability of the injects. The exercise planning team allows 4 to 8 hours to conduct a MSEL Conference and assigns a person to be responsible for incorporating suggestions and constructing the MSEL after the conference.

**Location**
A MSEL Conference takes place in a convenient location accessible to all participants that facilitates a working environment.

**Discussion Points**
In developing a MSEL, the exercise planning team must first consider the tasks, conditions, and standards set forth by each exercise objective. As described in Chapter 4 of HSEEP Volume I, completing a task is one step toward demonstrating a capability. A **condition** is the
The environment in which a task is performed—it can be provided by the scenario or through the MSEL.

If scenario conditions do not stimulate performance of the appropriate task, the exercise planning team must develop a MSEL entry to simulate the desired situation. A well-written entry considers the following questions:

- Is the event key (i.e., is it directly related to meeting an exercise objective)?
- What is the desired task? Who will demonstrate the task?
- What will stimulate the behavior (e.g., course of play, phone call, actor, video)?
- Who originates the stimulant? Who receives it and how?
- What action is the player expected to complete?
- Should a contingency entry be developed for injection into the exercise in case the players fail to demonstrate the task?

**Tools**
MSEL Conference tools include, but are not limited to, previous planning conference minutes, draft exercise documentation, and an agreed-upon MSEL template. See HSEEP Volume IV for MSEL templates and examples.

**Outcomes**
Following a MSEL Conference, the status of the MSEL’s completion may vary. At a minimum, key events and the time of their delivery are identified, and responsibility for constructing the remaining events is assigned.

**Follow-up**
Once the MSEL is drafted, the exercise planning team coordinates and sequences entries and resolves any conflicts between events, thus forming a credible and challenging MSEL that will enhance the exercise experience for players.