

# OFF DUTY ON GUARD

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## INTRODUCTION

*Off-Duty: On Guard* is a Virtual Experience Interactive Learning Simulation (VEILS®). This interactive simulation was created to establish and reinforce the appropriate attitudes and behaviors necessary for promoting off-duty safety among Soldiers. The program will also help enhance the consciousness level of young Soldiers about the decisions they make, give them practice in successfully intervening in the unsafe decisions of others, and model the traits necessary for functioning effectively in a variety of social environments where safety may be a concern.

The *Off-Duty: On Guard* VEILS has two modules: *Beyond the Waterfront* and *Full Throttle*.

- *Beyond the Waterfront* has three playable characters and deals with water safety, alcohol, and peer issues.
- *Full Throttle* has three playable characters and deals with safety, speed, and alcohol when operating privately owned vehicles.

In each of the two modules, participants make decisions for the playable characters and then see how those decisions play out. Those decisions often have consequences that affect not only them but others as well.

## LEARNING CONTENT

In *Beyond the Waterfront*, the following topics are covered:

- Water and boating safety
- Off-duty safety and commonsense decision making
- Composite Risk Management
- Effects of alcohol on making safe decisions
- Effects of alcohol on motor skills
- Bystander's role in preventing others from coming to harm
- Small distractions may result in big consequences
- Peer pressure and making the right choices in social situations
- Understanding the impact of accidents

In *Full Throttle*, the following topics are covered:

- Safe operation of POVs, POMs, and ATVs
- Off-duty safety and commonsense decision making
- Composite Risk Management
- Effects of alcohol on making safe decisions
- Effects of alcohol on motor skills
- Buckle up
- Slow Down
- Small distractions may result in big consequences
- Understanding the impact of accidents
- Texting and driving
- Being a safe pedestrian

## LEARNING METHODS

*Off-Duty: On Guard* can be used in groups with a facilitator or as a self-instructed, self-paced activity. Choosing either instructional method depends on available time, resources, and personal preferences.

- Facilitated instruction allows for structured discussions and instructor-led teaching points
- Self-instruction can also be effective

If participants are doing the simulation as a group, then choose a module, whichever is more applicable to the audience. In *Beyond the Waterfront*, there is an opening that should be played first. The next step is to choose a character to play in the module. When the program comes to the first decision point, discuss each option with the group. Poll the participants to see what they want to do, make the choice, and then continue playing until the next decision point. If you are pressed for time and do not want to poll the group for each decision, then you can also assign a volunteer to play for the group.

When the group has completed the segment, go back to some of the key decisions, using the questions in this guide to stimulate discussion. Emphasize the key learning points for the character.

## FACILITATION

To facilitate means to make easy or easier. Effective facilitators allow the group to teach itself, providing the necessary structure and encouragement. The role of the facilitator is to make the learning process easier for participants by promoting open communication, helping guide conversations, encouraging effective listening, and managing conflicts or misunderstandings. Skilled facilitators create an environment where participants feel engaged, safe, and enthusiastic about the simulation.

The goal of the facilitator is to:

- Assisting the group to explore story choices, both positive and negative
- Create a forum for group discussion
- Encourage participation
- Help educate
- Reflect the questions and concerns of the participants
- Clarify and address issues
- Reinforce the key points of each segment

Remember that facilitators do not have to have all the answers. Everyone should contribute to the discussion, so be open to learning from others. Each participant will bring his or her strengths, experiences, and perspectives to the discussion. By listening carefully, you will be able to reflect and translate both what is being said and not said. On the other hand, don't be afraid of silence. Give people time to think.

Set ground rules for the discussion with the group and make sure that everyone follows them. Don't let an inaccurate or unhealthy remark go by unchallenged. If that happens, a facilitator could ask the group: "How do you feel about that statement?"

Good facilitators acknowledge their own humanity. Be willing to be introspective and self-critical. If you don't know the answer to a question or make a mistake, don't be afraid to acknowledge this when working with the group.

Finally, be flexible. Schedules don't always work out as planned. Try to balance the interests and needs of the group with the purpose and teaching goals of the simulation. Although the facilitator should keep the group on track, do not immediately refocus the group when someone goes off on a tangent. Sometimes a tangent has learning value.

## PREPARATION

To lead your participants through the simulation and discussion, prepare by:

- Testing the DVD or the online connection and the computer equipment to make sure the program starts up.
- Complete all modules in the simulation. Go through them several times, exploring all the different choices available.
- Read through this guide. Think about which discussion questions to use and how to stress the takeaways.
- Think through your own experiences. Looking back, have you faced similar decisions and challenges? What did you choose to do?

## NAVIGATING THE PROGRAM

Here's how the game controls work:

CONTROL	WHAT IT DOES
	Goes to the next screen.
	Goes to the previous screen.
	Plays the clip or pauses the action.
	Stops the action.
	Movie clips automatically play to conclusion, but clicking and dragging this bar allows you to move back and forth within the clip.

*The controls above appear briefly with each movie clip and then reappear if you roll the cursor over the bottom of the screen.*



Controls how loudly the clip plays.

## TIME NEEDED

For facilitated instruction, the times needed for each segment are shown below. While each segment in the modules can be done in about 35 to 45 minutes, it may be desirable to schedule more time in order to allow for extended discussion. For self-instruction, use the times given below for just the simulation.

### *BEYOND THE WATERFRONT*

**Opening** – approximately 2.5 minutes

**Frickman** – approximately 35 minutes (14 minutes for the simulation itself and 21 for discussion)

**Diaz** – approximately 40 minutes (18 minutes for the simulation itself and 22 for discussion)

**Grimes** – approximately 40 minutes (18 for the simulation itself and 22 for discussion)

### *FULL THROTTLE*

**Mags** – approximately 35 minutes (14 minutes for the simulation itself and 21 for discussion)

**Vans** – approximately 40 minutes (18 minutes for the simulation itself and 22 for discussion)

**Twitchy** – approximately 40 minutes (18 for the simulation itself and 22 for discussion)

## GOING THROUGH THE MODULES

For your reference on the following pages are synopses of each character's decision points, discussion questions, and takeaways.

## BEYOND THE WATERFRONT

### OPENING

*Beyond the Waterfront* begins with a Sergeant approaching the site of a car accident where a Soldier died. He explains that six Soldiers went to the lake to have a nice day, but only five came back, and no one's life was ever the same. The Sergeant tells the audience that they have the power to change this outcome by playing the characters involved and making better decisions.

### FRICKMAN



Specialist Daniel Frickman wants to blow off steam, drive a wave runner as fast as possible, and maybe hook up with one of the girls. He's quiet, tough inside, and feels things deeply, such as the stress of his last deployment that he can't shake.

The decisions he faces are listed below, along with discussion questions and takeaways. Approximately 35 minutes are needed to play and discuss this segment.

#### 1. Do you drink the beer?

- Beer me
- In a little while

#### DISCUSSION QUESTION

Is alcohol consumption a necessary part of off duty life? Socializing?

What are some ways to have a good time with friends without alcohol?

#### TAKEAWAY

Drinking alcohol in the heat, out on the water, is dangerous.

#### 2. Do you jump right in?

- Think reward first
- Think safety first

*If he does jump straight in, he hits his head.*

DISCUSSION QUESTION

What are some possible consequences of diving into shallow water?

TAKEAWAY

Think safety first.

Apply Composite Risk Management in everything you do.

**3. Do you accept the sunscreen?**

- Use sunscreen
- Don't be a wuss

DISCUSSION QUESTION

How is the idea of masculinity connected to whether or not sunscreen is used?

The Army requires physical toughness and courage. Does that fact influence whether or not a soldier chooses the safe course of action?

TAKEAWAY

Do what you have to do to protect yourself.

**4. Do you drink?**

- Keep up with the party
- Keep the alcohol consumption down

DISCUSSION QUESTION

How does drinking alcohol affect decision-making?

Is this peer pressure? Or is he pressuring himself?

TAKEAWAY

In hot weather, keep your consumption of alcohol down.

Socially successful people allow themselves to have a personality -- they don't try to drink one.

Alcohol may lower social inhibitions, but also lowers risk inhibitions that can result in physical injury, assault, and a host of other negative consequences.

## 5. Do you let him drive the jet-ski?

- Man up
- Have Erica drive

*If Caldwell drives, then Frickman hits his head on a pier and ends up in a coma. Participants are forced to go back to the decision and make a better choice.*

### DISCUSSION QUESTIONS

- How is alcohol affecting Caldwell's reflexes and judgment?
- What are the possible negative consequences of letting Caldwell drive?

### TAKEAWAY

Prioritize and make safety come first.

Macho contests are for the weak. Those who lack true courage always aspire to prove theirs.

## 6. Do you drink with Tammy?

- Have two beers with her
- Have a non-alcoholic drink with her

### DISCUSSION QUESTIONS

Is it easier or harder to connect with someone in conversation when you're drunk? Why?

Does combat stress influence alcohol consumption?

What are the possible consequences of using alcohol as a coping mechanism for your problems?

### TAKEAWAY

Your decisions are likely to affect those of others. If you start drinking, it's likely that others will follow your lead. You're always a leader in some way.

Alcohol is a major factor in sexual assault. Friends don't let drunk friends have sex.

## 7. What do you say about driving?

- I'm great to drive

- I shouldn't drive

*If Frickman drives, then participants face a question about whether to keep going when he's sleepy or to stop and call for help. If the decision is made to push on, then he has one more chance to stop. However, if Frickman has been drinking heavily, then that decision is taken away from him. If Frickman continues to drive, they have an accident, and Tammy dies. He is injured as well, discharged from the Army, and awaiting charges. The audience discovers that his life from that point on is a mess.*

#### **DISCUSSION QUESTION**

How do you recognize your own abilities if you are impaired?

If you have a problem, such as a drinking problem or combat stress, what are some ways to solve the problem? How do you mitigate the risks that come with it?

Name some of the contributing factors, mistakes, or errors in judgment that led to the negative outcome.

Name some of the opportunities that the Soldiers had to prevent the negative outcome.

#### **TAKEAWAY**

Don't drive if you've been drinking. You are responsible for the lives of the passengers in your car and the lives of others on the road.

Life long negative consequences can result from simple mistakes or errors in judgment.

## DIAZ



Private Erika Diaz just wants a relaxing day to lie in the sun and enjoy the funny guys. Usually responsible, she's the new one in the platoon and feels the social pressure to go along with the group and fit in.

The decisions she faces are listed below, along with discussion questions and takeaways. Approximately 40 minutes are needed to play and discuss this segment.

### 1. Do you start drinking?

- Have a beer
- Not just yet

#### DISCUSSION QUESTION

Even though she would never drink early in the day at home, what reasons might she have to do it in this scenario? Do those reasons make her strong or weak?

#### TAKEAWAY

Don't let others make decisions for you.

Social leadership starts with the ability to make decisions for yourself.

### 2. How about now?

- Have a beer
- Maybe later

*This question only appears if she first refused to drink the first time.*

#### DISCUSSION QUESTION

If Diaz accepts a beer now, after Caldwell has pressured her, how will that influence Caldwell's behavior? How will Diaz be looked upon by other soldiers?

How might her leadership abilities could be compromised in the eyes of her peers if she accepts?

#### TAKEAWAY

Show strength and make your own decisions.

The desire to fit in is natural and healthy but can lead to unhealthy decisions depending on the social leaders.

### **3. What do you do about Grimes and the speed of the boat?**

- Ask him to slow down
- Don't be a wimp

#### **DISCUSSION QUESTIONS**

If Diaz shows fear, what will the others think of her as a Soldier? Should she factor that into her decision-making? Why or why not?

Does the Army have unique risks for off duty safety problems due to the nature of its mission? Why or why not?

#### **TAKEAWAY**

If you have a concern about safety, speak up.

### **4. What do you do about Grimes' request?**

- Put on the life preserver
- See what the others do

#### **DISCUSSION QUESTIONS**

Why are some people so afraid of appearing foolish?

Do you think people who refuse to wear life preservers would also refuse to wear a seatbelt?

#### **TAKEAWAY**

Your example may persuade others to follow the guidance of the person in charge.

### **5. What do you do about the sun?**

- Tough it out
- Use sunscreen

#### **DISCUSSION QUESTIONS**

- What are some of Caldwell and Frickman's objections to wearing sunscreen? Are these valid objections?

- What are some negative consequences of not wearing sunscreen?

#### TAKEAWAY

Sunscreen not only protects your skin but also lessens the fatigue felt from being out in the sun.

A bad sunburn can decrease your immune system, increase your cancer risk, be painful, and pose other physical challenges.

## 6. Do you drink?

- Have a beer
- No

#### DISCUSSION QUESTION

What are some of the consequences of trying to keep up with the drinkers in the group?

Is Tammy being manipulative or just wanting to share a good time with a friend? Might she be looking to validate her own choices with regards to alcohol?

#### TAKEAWAY

You don't need alcohol to have fun.

You don't need to drink together to be friends.

## 7. What do you do about Caldwell?

- Earn his respect
- Be yourself

#### DISCUSSION QUESTION

Do you think Caldwell will respect Diaz if she does what he wants?

Does this type of social pressure happen in the real world?

#### TAKEAWAY

Do what you think is right, not what someone else tells you to do.

So long as a person doesn't put themselves or others at risk, just about anyone over 21 can legally drink alcohol until they're incapacitated. Alcohol consumption is not some show of strength. Alcohol consumption does not help you bond with fellow Soldiers in the ways that matter.

## 8. What do you do about Tammy?

- Let her relax
- Protect her

### DISCUSSION QUESTIONS

Does Diaz have an obligation to protect Tammy off duty? Does that obligation include protecting Tammy from her own poor decisions?

Does Soldiers struggle to balance their obligations to protect their battle yet trust their battle's judgment?

### TAKEAWAY

Alcohol dehydrates, can bring on fatigue, and decrease both motor skills and judgment.

You are responsible for your battle.

## 9. What do you do about Caldwell?

- Suggest that he's had too much to drink
- Relax, let him do his thing

### DISCUSSION QUESTIONS

How does Caldwell's personality possibly affect Diaz's decision making? Do you think her decisions would be any different if she liked him more? If he was less socially assertive?

### TAKEAWAY

If you speak up, others will follow your lead.

## 10. What do you want to do?

- Wimp out
- Show them you can take it

### DISCUSSION QUESTION

What possible consequences are there in going too fast out on the water?

Does the Army attract people who may take more risks than the general population?

TAKEAWAY

Do what you have to do to feel safe.

Social leadership begins with being able to lead yourself no matter what your peers say.

**11. What do you want to do?**

- Do what everyone else does
- Speak up

DISCUSSION QUESTIONS

Would Diaz's decision be different if the designated captain of the boat wasn't tired? Should it?

TAKEAWAY

Social leadership is best when a person can practice positive influence on others.

**12. What do you do about Tammy and Frickman?**

- Say what you have to say
- Take over the decision making

DISCUSSION QUESTION

Can you trust someone who's been drinking to report accurately on his or her condition?

What's a stake in this situation for or against speaking up?

Does the Army Value of Courage apply to social leadership challenges?

TAKEAWAY

Look out for fellow Soldiers during off-duty hours as if you were on a mission.

## GRIMES



Specialist Mark Grimes grew up with boats, and the others lean on him to be the responsible Captain for the day. He received his nickname “86” because that was his score on an IQ test. He has a reputation of being wise and competent in his own way, just not very book smart.

The decisions he faces are listed below, along with discussion questions and takeaways. Approximately 40 minutes are needed to play and discuss this segment.

### 1. Do you start drinking?

- Sure
- Not just yet

#### DISCUSSION QUESTION

How will alcohol affect Grimes’ ability to pilot a boat?

#### TAKEAWAY

Everyone is a leader in some way. Do the right thing, and others may follow your lead.

Composite Risk Management (CRM) is not just for on duty decisions, it’s a way of thinking through choices in all aspects of life.

### 2. What do you want to do?

- Wear the life preserver
- Ditch it

*If he decides to ditch it, then he gets stopped by the water police and receives a ticket.*

#### DISCUSSION QUESTIONS

Is a life preserver really necessary on the water? Why or why not?

#### TAKEAWAY

Comply with all the water safety rules.

CRM begins with identifying the hazards. Name potential hazards of not wearing your life preserver.

### 3. What do you do about life preservers?

- Chill out
- Have everyone wear them

*If he chose earlier to ditch his preserver, then participants don't see this decision point.*

#### DISCUSSION QUESTION

What are some negative consequences of passengers not wearing life preservers?

Step #2 in CRM is assessing the hazards. Assess the hazards of passengers not wearing life preservers while underway.

#### TAKEAWAY

Speak up to take care of your fellow Soldiers. You may not be able to persuade all of them, but others will follow your lead.

### 4. What do you want to do?

- Take time to rest
- Have fun

#### DISCUSSION QUESTIONS

What if Grimes wasn't the designated Captain? Should this still be something the passengers should consider as well?

Step #3 of CRM is developing controls and making decisions. What are the controls that Grimes has identified to mitigate his risks?

#### TAKEAWAY

Risk mitigation involves controlling the risks that you can. By resting, you can control one risk, that of fatigue.

### 5. What do you want to do?

- Say something to slow them down
- Don't be a wuss

## DISCUSSION QUESTIONS

Does Grimes have a responsibility to protect Tammy and Caldwell? If so, how far does that responsibility go?

Step #4 of CRM is implement controls. If Grimes makes the positive decision here, what controls does he attempt to implement?

## TAKEAWAY

The behavior of others can affect your safety as well.

### 6. What do you want to do about Tammy?

- Save her now
- Assess the situation

*If he jumps right in, then he hurts his head, because the boat has rotated around the anchor point to shallow water.*

## DISCUSSION QUESTION

What are the possible consequences of diving into shallow water?

Step #5 of CRM is supervise and evaluate. If Grimes makes the wrong decision here, at what step does his CRM breakdown? If Grimes makes the correct decision here, outline his thinking process through each of the five steps.

## TAKEAWAY

Acting immediately without assessing the risk can be counterproductive and dangerous.

Unsafe water rescue is a major cause of drowning. Assess the conditions and the risk before attempting rescue.

*Grimes has to cross the wake of another boat. Although there is no decision point here, this moment is important, because Tammy falls out of the boat. If he failed to get the others to wear life preservers, then she nearly drowns and is taken to the hospital. The simulation ends.*

### 7. What do you want to do?

- Check the text message
- Just drive

*If he checks the message, then the boat hits driftwood.*

**DISCUSSION QUESTIONS**

Would you text while driving? What are the possible consequences of trying to operate a vehicle on the road or on the water and text at the same time?

**TAKEAWAY**

Texting while operating any vehicle is dangerous and can cause an accident.

**8. What do you want to do?**

- Let them go
- Get help

**DISCUSSION QUESTIONS**

Does the sexual possibilities between Frickman and Tammy affect Grimes' decision making? Do you think his decision-making would be the same if that factor was absent?

**TAKEAWAY**

The stakes are too high with drinking and driving to allow a friend's objections to change your mind.

**9. What do you want to do about Frickman and Tammy?**

- Trust your Battle, let him go
- Protect your Battle, stop him from driving

*If participants have made bad choices up to this point, then they never see this last chance to stop Frickman from driving. He has an accident, and Tammy dies.*

**DISCUSSION QUESTIONS**

What's the best way to help Frickman in this situation? Were there other ways to handle the situation?

Could the fact that Grimes and Frickman deployed together influence his decision to intervene? In what ways?

How does his relationship with Frickman challenge Grimes' ability to use a simple CRM process?

**TAKEAWAY**

Take care of a fellow Soldier, even if he or she doesn't like it.

## FULL-THROTTLE

### MAGS



The origin of Specialist Peter “Mags” Magallanez nickname is obvious when you know him and see his car, but what isn’t so apparent is his penchant for bubble gum. He’s a gearhead type that spent his adolescence under the hood of a car.

The decisions he faces are listed below, along with discussion questions and takeaways. Approximately 35 minutes are needed to play and discuss this segment.

#### 1. Do you dry-fire the weapon after cleaning?

- Yes
- No

#### DISCUSSION QUESTIONS

What are the possible consequences of dry-firing a weapon after you clean it?

What safety measures do you follow in cleaning and storing a weapon?

#### TAKEAWAY

Focus on safety in this situation. With a gun, the stakes are too high if you’re wrong.

Weapons are to be cleaned, stored, and used in the safest manner possible. Checking and re-checking a weapon should be second nature. Never dry fire your weapon in the first place.

#### 2. Do you race?

- Yes
- No

*If he does race, he’s stopped by the police and gets a ticket.*

#### DISCUSSION QUESTIONS

What are the possible consequences of street racing?

Are there any negative consequences from backing down?

#### TAKEAWAY

Don't take out aggression while driving. You don't need to prove anything.

Racing and excessive speed is dangerous and dumb.

### **3. What do you want to do?**

- Text
- Go hands free

*If he texts, then he nearly hits someone.*

#### **DISCUSSION QUESTIONS**

Do you know others who have had accidents while texting or talking on a cell phone?

Why do you think people try to do other tasks while driving?

#### **TAKEAWAY**

Texting in a car is almost as dangerous as drinking and driving. Pull over or wait until you stop to text.

Limit distractions while operating any vehicle.

### **4. Do you pass the car?**

- Yes
- No

*If he passes, then he nearly hits another car.*

#### **DISCUSSION QUESTION**

Why do you think Mags felt so frustrated?

#### **TAKEAWAY**

Recognize when your stress is and is not related to the current situation. What else is going on?

Understand the dangers of aggressive driving, for yourself and others on the road.

### **5. What do you want to do?**

- Do a shot
- Nurse a beer

**DISCUSSION QUESTION**

Would Santos drink if Mags did not?

**TAKEAWAY**

You're always a leader in some way. Peers will follow your lead, so be sure to set a good example.

Know your own limitations and practice good judgment.

**6. Do you give into peer pressure?**

- Do a shot
- Have a beer

**DISCUSSION QUESTION**

Do you want to be a leader or a follower?

**7. Do you have shots or beer?**

- Shots
- Take it easy

**8. How much do you plan to drink?**

- 2 more
- 3 more
- No more

**9. How many shots on top of the beer?**

- One more
- Two more
- None

**DISCUSSION QUESTIONS**

Have you seen situations where too much alcohol caused bad things to happen?

Does Mags have a responsibility to Santos to set a good example?

#### TAKEAWAY

Alcohol doesn't help with aggression or stress; it makes them worse.

Understand that alcohol not only decreases motor skills, but also affects multiple dimensions of your decision-making abilities.

### 10. Do you stop Cliff or follow?

- Stop him and go to crosswalk
- Let him go

*If the choice is made to let Cliff go, then Cliff is hit by a car, and the simulation ends.*

#### DISCUSSION QUESTIONS

Are there any negative consequences to walking down to a crosswalk?

Why do you think people fail to use crosswalks?

#### TAKEAWAY

Even the most trivial decision can have dire consequences when made while consuming alcohol.

Particularly when people have been drinking, think safety first.

*If Mags has been drinking heavily, then he faces a decision about whether to go joyriding. If he does go, then there is an accident, and his friends die. The simulation ends.*

### 11. Do you make him take a cab?

- Don't let him drive
- Let him go

*If he drives, then there is an accident, and Cliff is unconscious, maybe dead.*

#### DISCUSSION QUESTIONS

What would you do if a friend resisted taking a cab? How else could you handle the situation?

#### TAKEAWAY

Taking care of friends means that sometimes you may have to stop them from making bad decisions.

Observe the alcohol consumption of those around you and recognize when they are not using sound judgment.

The time to determine your sober driver or other transportation plans is BEFORE you go out.

## 12. What do you want to do?

- Get a cab
- Drive home

*If Mags drives, then he has an accident, and Santos is severely injured.*

### DISCUSSION QUESTIONS

If you feel okay to drive, does that mean that you are?

Should you trust your own judgment about whether you can drive?

### TAKEAWAY

When you drive, you are responsible for the lives of others in the car and out on the road.

Sometimes being a leader means taking the back seat, literally.

## VANS



Specialist Valerie “Vans” Vandurersen is a true hero, she earned herself the Bronze star for saving a soldier and fending off insurgents in a five-hour fire fight when her convoy was hit an IED then besieged by enemy fire.

The decisions she faces are listed below, along with discussion questions and takeaways. Approximately 40 minutes are needed to play and discuss this segment.

### 1. What do you do?

- Fix the wiring
- Get on the road

*If she doesn't fix the wiring, then she is rear-ended on the road when her brake lights don't work.*

#### DISCUSSION QUESTIONS

What are some of the consequences of an accident in which you're at fault?

How does the pressure of time affect decision-making?

#### TAKEAWAY

Do not let time or peer pressure affect your safety decisions. There is always time for proper safety checks and fixes.

Always do a safety check before hitting the road.

### 2. Do you want to drink some beer?

- Yes (*If yes is chosen, then participants face another question about how much they're going to drink.*)
- No

#### DISCUSSION QUESTIONS

How does alcohol affect decision-making? What about reflexes?

Does Vans have a responsibility to Ramsey to set a good example?

**TAKEAWAY**

Just because there is no law against drinking alcohol and driving ATVs, that doesn't make it safe.

Courage may mean not letting peer pressures affect your decision-making.

**3. Do you want to drink the beer?**

- Yes
- No

**DISCUSSION QUESTION**

How does pressure from others affect decision-making?

**TAKEAWAY**

Live by your own high standards, not the standards that others may set for you.

If you make positive decisions, others may follow your lead.

**4. What do you do?**

- Go on the road to ride new trail
- Go back

*If they do drive ATVs on the road, they are stopped by the police and given tickets.*

**TAKEAWAY**

ATVs on the road are dangerous and illegal. They are not made for the road and do not have the safety features that cars do.

**5. Do you race?**

- Yes
- No

*If they race, Ramsey flips and has a serious back injury. Players are forced to go back to that decision again and make a better choice.*

**DISCUSSION QUESTIONS**

Does Vans have the responsibility to look out for everyone's well being and not agree to a race?

**TAKEAWAY**

Racing is dangerous. 99% of ATV riders will not have the ability and/or experience to race safely.

Speed kills. Have the slowest person in the group set the pace for everyone.

**6. What do you want to do?**

- Check out the new trails
- Stick with what you know

**DISCUSSION QUESTIONS**

What are some possible consequences of going to areas that you're not familiar with?

How do you balance the fun of exploring against safety?

**TAKEAWAY**

Be cautious when you are exploring new areas. Speed directly influences your ability to adapt to unknown conditions and mitigate hazards.

**7. Do you ride without a helmet?**

- Yes
- No

*If she does not wear her helmet, then she falls off, hits her head, and drowns in a small stream. Players are forced to go back to that decision and make a better choice.*

**DISCUSSION QUESTION**

What are some excuses people have for not wearing helmets or other safety equipment?

**TAKEAWAY**

Always wear a helmet, eye protection, and other protective equipment required by state law and DoD regulations.

Safety equipment is required for sound reasons.

**8. Do you put two people on an ATV?**

- Yes

- No

*If she does, then there's a crash, and Ramsey breaks his leg. Players are forced to go back to that decision and make a better choice.*

**DISCUSSION QUESTION**

Why can't Vans control the ATV with another person on it?

**TAKEAWAY**

Passengers are not safe on an ATV made for a single rider.

ATVs require more balance and focus than is commonly perceived. Two people cannot properly balance on an ATV.

## TWITCHY



Private Lee “Twitchy” Salem is the youngest of three boys. He received his nickname because he’s quick to react and be startled. Lee’s oldest brother joined the Army about six years ahead of him and is now a Staff Sergeant on deployment in Afghanistan.

The decisions he faces are listed below, along with discussion questions and takeaways. Approximately 40 minutes are needed to play and discuss this segment.

### 1. Do you want beer?

- Yes
- No, get water

#### DISCUSSION QUESTION

How does alcohol affect your ability to control a motorcycle?

#### TAKEAWAY

Drinking in the heat is dangerous.

Alcohol affects your motor skills, balance, and decision-making.

### 2. Do you give in?

- No
- Yes

#### DISCUSSION QUESTION

How does pressure from others affect decision-making?

#### TAKEAWAY

Peer pressure is hard to resist, but think safety first.

Don’t let others dictate your decisions.

### 3. What do you want to do?

- No tricks
- Wear your helmet

*If he has been drinking, then the choice of not doing tricks is taken away. He tries it and crashes his bike.*

#### DISCUSSION QUESTION

Should Twitchy trick ride with faulty safety equipment?

#### TAKEAWAY

Tricks are dangerous—don't try them. But, if you are going to try tricks make sure you are wearing all the proper safety equipment and the equipment is working properly.

### 4. Will you race?

- Yes
- No

*If he does, he's stopped by the police and gets a ticket.*

#### DISCUSSION QUESTION

Are there any negative consequences to refusing to race?

#### TAKEAWAY

Racing is illegal on public roads and is highly dangerous.

Excessive speed is a major cause of motorcycle fatalities.

### 5. Do you want to stop and prioritize your protective equipment?

- Yes
- No

#### DISCUSSION QUESTION

What makes people decide to not wear protective equipment?

#### TAKEAWAY

Understand your safety equipment, their operation, and their purpose.

Take good care of your protective equipment and replace it as necessary. A new helmet is cheaper than brain surgery.

### 6. Do you go full throttle?

- Yes
- No

*If he does, then there's an accident, and he receives a medical discharge. Players are forced to go back to that decision and make a better choice.*

#### DISCUSSION QUESTION

How do strong emotions affect decision-making?

Have you ever driven fast or put yourself at physical risk because of intense emotions?

#### TAKEAWAY

Don't resort to speed when you're upset. It's an ineffective coping mechanism and very dangerous.

"Driving while angry" is a poor choice. Find a safe outlet for high stress moments.

### **7. Do you want to go to a bar with your friend?**

- Yes
- No

*If no, then he is hit by a car on the way home. NOTE: If participants resist this outcome, tell them you can do everything right and still have something bad happen because of the actions of others. That's part of the risk of riding a motorcycle.*

*If players choose yes, then they face the question about whether to drive after leaving the bar. If they choose to drive drunk, then Twitchy gets into an accident and dies. Players are taken back to that decision to try again. If they choose not to drive, then they face a question about whether to use the crosswalk. If they do not, then Twitchy's friend is hit by a car. Players are taken back to that decision to try again.*

#### DISCUSSION QUESTIONS

Have you ever gone out driving when you were angry? What was that experience like?

#### TAKEAWAY

Be aware of others around you, because they may not be aware of you.

Safely operating a POV/POM also means staying focused on the actions of other drivers.

You may do everything right when operating a POV or POM but still suffer the consequences of another driver's poor skills or decision-making.

Driving a POM while intoxicated is extremely dangerous. No one can safely drive a POM under the influence of alcohol no matter his or her skill level, experience, or personal protective equipment.

## TECHNICAL SOLUTIONS AND SUGGESTIONS

*Off Duty: On Guard* is available in both disc and online formats. If you are using the disc version, the program should automatically launch in your default web browser when it is inserted in your computer's DVD drive. If your computer does not have the required version of Adobe Flash, you will automatically be prompted to install it. If the program does not self-start, please complete the following steps:

### FOR WINDOWS USERS

1. Insert *Off Duty: On Guard* into your DVD-ROM drive.
2. If the simulation does not self-start within 30 seconds, follow the next steps:
  - a. Open Windows Explorer (My Computer) and browse to your DVD drive.
  - b. Double-click on "Off\_Duty\_On\_Guard.exe."

### FOR MAC USERS

1. Insert *Off Duty: On Guard* into your DVD-ROM drive.
2. Double click on the *Off Duty: On Guard* disc icon on your desktop (or browse to its location in the Finder).
3. Double-click on "Off\_Duty\_On\_Guard.app."

## MINIMUM SYSTEM REQUIREMENTS

- Windows XP, Vista, or 7/Mac OS 10.4 ("Panther") or higher
- Adobe Flash Player 9+ (included)
- 1 GHz or faster processor (2 GHz is recommended for full-screen playback at high resolutions.)
- 256 MB of RAM (512 MB is recommended.)
- Video card and display (1024 \*768 minimum resolution)
- Sound card and speakers/headphones
- Keyboard and mouse

## PROJECTING FOR A LARGE AUDIENCE

This simulation can be projected onto a screen for large audiences, given the right equipment. If the classroom/auditorium is already set up to project multimedia, contact your computer support technicians to help plug your computer in to the projection system. If the classroom auditorium is only set up to use or project TV/VCR images and you want to project the simulation, you have two options:

1. Large Computer Monitor (21" or more)
2. Computer Projection System

A large computer monitor can be very heavy to move and quite expensive but is an easy and high quality-option. The advantages to getting a larger monitor are that technically the process is the same as hooking up a small monitor, and computer monitors are superior in picture quality to TVs or projection systems. Unfortunately, even a 36" monitor may be too small for audiences of more than 40.

A computer projection system is like a fancy slide projector. It uses its own light source to project a computer monitor signal onto a flat wall or projection screen. The LCD projector projects up to 20" – 300". A computer projection system allows you to project with nothing but a computer, the projector, and a screen.

## GRAPHICS AND COLOR ISSUES

Depending on the settings of your computer, the graphics, buttons, and backgrounds of the simulation can be attractive and functional or difficult to see and use. This simulation is designed to look best in a screen resolution of at least 1024 by 768, with at least High Color (16 bit) color palette/depth.

## TROUBLESHOOTING

If the video skips or hesitates ...	Part of your computer can't keep up. The problem could be lack of CPU processor speed, amount of memory (RAM), or both. If you have minimum system requirements, try closing any open applications and/or decreasing screen resolution to improve performance.
If there is no sound ...	<ul style="list-style-type: none"> <li>• Double check the connections.</li> <li>• Do the speakers have power?</li> </ul>

	<ul style="list-style-type: none"><li>• Are the speakers on?</li><li>• Is the volume turned up?</li><li>• After those checks, if you still don't have sound, contact your AV technicians and tell them there may be a problem in the sound card or speakers.</li></ul>
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