2016 NBA Championship Games

Planning, Activations, and Situational Awareness

Planning

► Meetings Modalities Roles and Responsibilities ► Finance ► Communications ► Documents Operational Improvements



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EOC Activations

After the warriors <u>win 3</u> games there will be Partial EOC activations for all games; full activation for parade day-times

Game 4, Fri, June 10 @ Away -WON Triggered the following activations:

► Game 5: Mon, June 13 @ Home—LOST

Game 6: Tue, June 16 @ Away–LOST

► Game 7: Sun, June 19 @ Home---LOST

Logistics - feeding and lodging

Final Game Night - June 19

- ~19,596 fans at Oracle on the final game night
- ~ 50+ gathered at sideshow locations on final game night
- Unknown # of Downtown patrons (hundreds gathered at several local bars and restaurants)
- 487 OPD personnel assigned
- ► 1 injury
- 14 arrests
- 92 Citations

The Warriors didn't win...so no Parade Ø.

Final Game Night: Situational Awareness

NCRIC Support - Cal COP

- Deployed NCRIC Field Reporter configuration of California Common Operating Picture (Cal COP) Mobile Indicator
- Provided just-in-time training to local, federal, and private-sector stakeholders
- Reported Crowd Size, Unattended Items, Disorderly Conduct and Illegal Merchandise Sales
- Tracked field reports, information feeds and incidents in Cal COP



