

Logistics (LG)

Logistics in this game includes multiple responsibilities including operations, and logistic coordinators. While you may not perform all actions at a POD, this gives a good overview of the types of actions Logistics may take.



Specialty Actions

Logistics specializes in gaining resources to increase capacity and reducing **Hazard**  and other players' **Fatigue** .

Round Order

- 1: **Arrival** Take Meeple from Staging Area and place them in line outside POD.
- 2: **Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: **Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: **Injects** Current Incident Commander draws 3 Inject cards and passes out to group to read aloud and make choices as a group.
- 5: **Player Action** Perform any job action if there are funds and the group agrees. If skipping turn, perform no action.
- 6: **Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker, and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay cost as long as team agrees.


PAY 0

SELF-CARE

Take care of yourself through fatigue and anxiety reducing behaviors.

□ □

Twice per game, you may perform self-care.

-2 Self-Fatigue 





PAY 0

ASSIST WAITING MEEPLE

Help someone in line get the resources they need such as a wheelchair.

Once per round, you may exchange one yellow meeples for one green meeples.








PAY 1



TRACK INVENTORY/SUPPLIES

Assist medical staff with tracking inventory and supplies, ensuring medication is stored properly.

MD -2 Fatigue 

LG +1 Fatigue 


-1 Hazard 





PAY 2

CHECK BATTERIES

Check and exchange batteries in radios and other communication devices.

-2 Hazard 







PAY 4

RESOURCE REQUEST

Put in a request with the state health department for additional resources.

Choose a resource type to gain:


1 Medical Evaluation
3 Dispensers/Vaccinators
4 Triage or Forms & Registration Desks
4 Observation








PAY 4

PRINT MATERIALS

Print helpful communication materials that provide instructions and information to waiting Meeple.

HC -2 Fatigue 

-1 Anxiety 

-1 Hazard 

Security/Law Enforcement (SLE)

Security/Law Enforcement in this game includes multiple responsibilities involving law enforcement, security and traffic control. While you may not perform all actions at a POD, this gives a good overview of the types of actions Security/Law Enforcement make take.

Specialty Actions

Security/Law Enforcement specialize in reducing **Hazard** , **Anxiety** , and **Fatigue** 

Round Order

- 1: Arrival** Take Meeple from Staging Area and place them in line outside POD.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 3 Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay funds as long as team agrees.



PAY 0

SELF-CARE

Take care of yourself through fatigue and anxiety reducing behaviors.



Twice per game, you may perform self-care.

-2 Self-Fatigue 



PAY 0

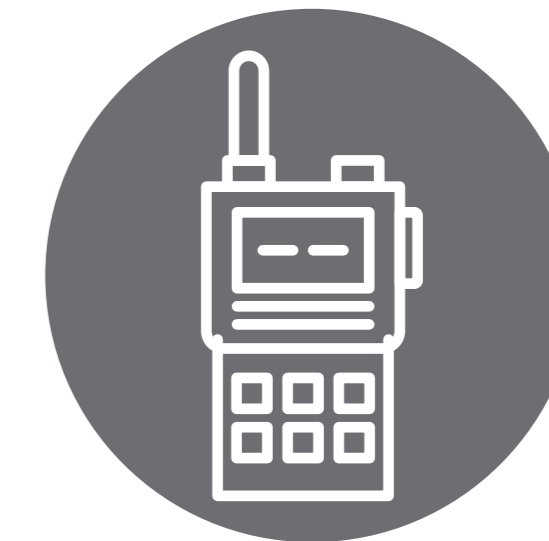
PSYCHOLOGICAL FIRST AID

Assist another staff member by offering PFA to reduce their distress caused by this incident.



Twice per game, reduce another player's fatigue.

Other Player -2 Fatigue 



PAY 1

TRAFFIC CONTROL

Establish traffic flow patterns and direct staff in parking lot.

-1 Hazard 

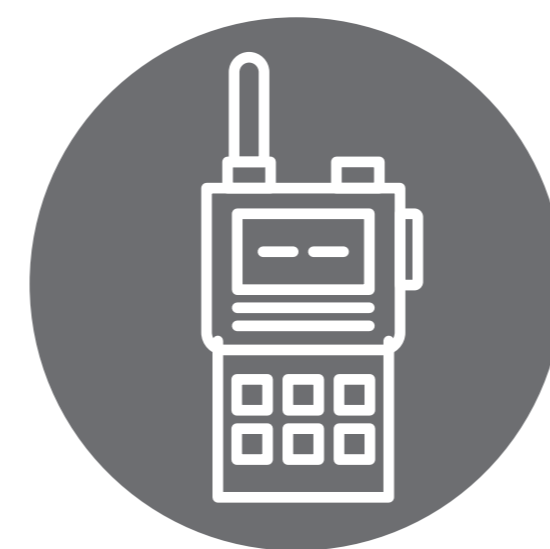


PAY 3

CALM PATIENT BEHAVIOR

De-escalate the situation with a concerned and fearful Meeple.

-3 Anxiety 



PAY 3

RE-ESTABLISH PERIMETER

Patrol POD for potential safety concerns.

-3 Hazard 



PAY 4

CALL FOR BACKUP

Put in a request for additional staff.

Choose One:

Next Round, all staff -2 Fatigue 

Next Round, **SLE** -3 Fatigue 

Medical and Dispensing (MD)

Medical and Dispensing in this game includes across multiple responsibilities involving medical evaluation, dispensing of medicine, and vaccine administration. While you may not perform all actions at a POD, this gives a good overview of the types of actions Medical or Dispensing staff may take while working in a POD.

Specialty Actions

Medical and Dispensing specialize in reducing **Hazard** , **Anxiety**  and triaging injects.

Round Order

- 1: Arrival** Take Meeple from Staging Area and place them in line outside POD.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 3 Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay funds as long as team agrees.



PAY 0

SELF-CARE

Take care of yourself through fatigue and anxiety reducing behaviors.



Twice per game, you may perform self-care.

-2 Self-Fatigue 



PAY 0

PSYCHOLOGICAL FIRST AID

Assist another staff member by offering PFA to reduce their distress caused by this incident.



Twice per game, reduce another player's fatigue.

Other Player **-2 Fatigue** 



PAY 0

ASSESS RESTOCK NEEDS

Work with Logistics to determine optimum quantities of medicine saving funds on over-ordering.



MD and **LG** **+1 Fatigue** 
Gain 2 Funds



PAY 1

MONITOR ADMINISTRATION/ DISPENSING

Watch over administration/dispensing activities to ensure proper procedures and handling.

MD **+1 Fatigue** ,
-2 Hazard 



PAY 3

DISCUSS ADVERSE EFFECTS

Consult Meeple on the potential adverse effects of the medication and their related concerns.

-3 Anxiety 

PAY 4



MEDICAL TRIAGE

Develop triage protocol for incoming Meeple for rapid identification of needs.

You may look at the top 3 injects and place any/all of them on the bottom of the deck.

Intake and Education (IE) Dispensing

Intake and Education in this game includes multiple responsibilities involving the intake, forms & registration and education stations. While you may not perform all actions at a POD, this gives a good overview of the types of actions IE staff may take.














Specialty Actions

Intake and Education specialize in increasing griage and form & registration capacity, reducing some **Hazard**  and **Anxiety** .

Round Order

- 1: **Arrival** Take Meeple from Staging Area and place them in line outside POD.
- 2: **Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: **Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: **Injects** Current Incident Commander draws 3 Inject cards and passes out to group to read aloud and make choices as a group.
- 5: **Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: **Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay cost as long as team agrees.

 <p>SELF-CARE</p> <p>Take care of yourself through fatigue and anxiety reducing behaviors.</p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p>Twice per game, you may perform self-care.</p> <p>-2 Self-Fatigue </p> <p>PAY 0</p>	 <p>PSYCHOLOGICAL FIRST AID</p> <p>Assist another staff member by offering PFA to reduce their distress caused by this incident.</p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p>Twice per game, reduce another player's fatigue.</p> <p>Other Player -2 Fatigue </p> <p>PAY 0</p>	 <p>MENTAL HEALTH COUNSELING</p> <p>Assist someone in line who is showing signs of mental and emotional distress.</p> <p>Choose One:</p> <p>Immediately: -1 Anxiety </p> <p>Spend a little longer with Meeple: Next Round, -2 Anxiety , exchange 1 yellow for 1 green meeple.</p> <p>PAY 1</p>
 <p>GRIAGE PROTOCOLS</p> <p>Reduce the number of questions Griage staff ask arriving meeple to improve throughput.</p> <p>Griage will now process 12MP per resource instead of 10MP.</p> <p><i>Flip over resource cards.</i></p> <p>PAY 2</p>	 <p>DETERMINE ASSISTANCE NEEDS</p> <p>Take time to discuss with an arriving meeple what their needs are and how they might be accomodated.</p> <p>-2 Hazard , -2 Anxiety </p> <p>IE +1 Fatigue </p> <p>PAY 3</p>	 <p>IMPLEMENT HOH FORMS</p> <p>Adjust form collection to be head of household (HOH) only thus reducing the number of forms collected.</p> <p>Forms & Registration will now process 4MP per desk.</p> <p><i>Flip over resource cards.</i></p> <p>PAY 3</p>

Health Communicator (HC)

Health Communicator in this game includes multiple responsibilities involving communications and messaging. While you may not perform all actions at a POD, this gives a good overview of the types of actions PIOs and other communicators may take.
























Specialty Actions

Health Communicator specializes in reducing **Anxiety** , increasing forms & registration capacity and decreasing the number of meeple arriving to your POD.

Round Order

- 1: **Arrival** Take Meeple from Staging Area and place them in line outside POD.
- 2: **Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: **Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: **Injects** Current Incident Commander draws 3 Inject cards and passes out to group to read aloud and make choices as a group.
- 5: **Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: **Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay funds as long as team agrees.

<div style="display: flex; justify-content: space-between;">    </div> <h3>SELF-CARE</h3> <p>Take care of yourself through fatigue and anxiety reducing behaviors.</p> <div style="display: flex; justify-content: center; gap: 20px;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p>Twice per game, you may skip your turn to perform self-care. -2 Self-Fatigue </p>	<div style="display: flex; justify-content: space-between;">    </div> <h3>PSYCHOLOGICAL FIRST AID</h3> <p>Assist another staff member by offering PFA to reduce their distress caused by this incident.</p> <div style="display: flex; justify-content: center; gap: 20px;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p>Twice per game, reduce another player's fatigue. Other Player -2 Fatigue </p>	<div style="display: flex; justify-content: space-between;">    </div> <h3>COORDINATE WITH STATE PIO</h3> <p>Work with the state PIO to coordinate and disseminated important messages for your POD.</p> <p>Next Round, -2 Anxiety  LG -1 Fatigue </p>
<div style="display: flex; justify-content: space-between;">    </div> <h3>SOCIAL MEDIA POST</h3> <p>Coordinate several messages and videos to reduce public anxiety.</p> <p>-2 Anxiety </p>	<div style="display: flex; justify-content: space-between;">    </div> <h3>PROMOTE PRE-REGISTRATION</h3> <p>Promote pre-registration to reduce the amount of time meeple spend filling out paperwork at your POD.</p> <p>Forms & Registration now process 2x MP. HC +1 and IE -1 Fatigue </p>	<div style="display: flex; justify-content: space-between;">   </div> <h3>EMERGENCY ALERT MESSAGE</h3> <p>Coordinate with the EOC to push out a targeted emergency message.</p> <p>Twice per game, decrease Meeple arriving by 3 the next round.</p> <div style="display: flex; justify-content: center; gap: 20px;"> <input type="checkbox"/> <input type="checkbox"/> </div>

Safety Officer (SO)

Safety Officer in this game includes multiple responsibilities involving POD safety, security, and staff and patient well-being. While you may not perform all actions at a POD, this gives a good overview of the types of actions Safety Officers may take.

Specialty Actions

Safety Officers specializes mainly in reducing **Hazard**  and some **Anxiety** .

Round Order

- 1: Arrival** Take Meeple from Staging Area and place them in line outside POD.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 3 Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

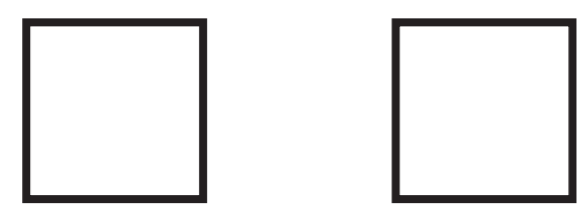
Job Actions: Perform any action below and pay funds as long as team agrees.



PAY 0

SELF-CARE

Take care of yourself through fatigue and anxiety reducing behaviors.



Twice per game, you may perform self-care.

-2 Self-Fatigue 



PAY 0

ASSIST WAITING MEEPLE

Help someone in line get the resources they need such as a wheelchair.

Once per round, you may exchange one yellow meeples for one green meeples.



PAY 0

CLEAR EMERGENCY EXITS

Adjust the floorplan to make sure all emergency exits are clear of desks and equipment.

Remove 1 resource card,

-3 Hazard 



PAY 1

PERFORM FIRST AID

Direct staff to perform minor first aid.



-1 Hazard 



PAY 3

SAFETY CHECK

Perform radio check with all staff.



All staff +1 Fatigue ,
-4 Hazard .



PAY 3

ADA COMPLIANCE

Review building plans with POD Manager and survey the perimeter to ensure Americans with Disabilities Act compliance.

-1 Hazard 
-2 Anxiety 

Personnel Coordinator (PC)

Personnel Coordinator in this game includes multiple responsibilities such as training staff, recruiting volunteers, establishing staff rotations and optimizing flow. While you may not perform all actions at a POD, this gives a good overview of the types of actions Personnel Coordinators may take.











Specialty Actions

Personnel Coordinator specializes in reducing **Fatigue** , and gaining additional resources.

Round Order

- 1: **Arrival** Take Meeple from Staging Area and place them in line outside POD.
- 2: **Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: **Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: **Injects** Current Incident Commander draws 3 Inject cards and passes out to group to read aloud and make choices as a group.
- 5: **Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: **Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay funds as long as team agrees.

 <p style="text-align: right;">PAY 0</p> <h3>SELF-CARE</h3> <p>Take care of yourself through fatigue and anxiety reducing behaviors.</p> <div style="display: flex; justify-content: center; gap: 20px;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p>Twice per game, you may perform self-care.</p> <p>-2 Self-Fatigue </p>	 <p style="text-align: right;">PAY 0</p> <h3>ASSIST WAITING MEEPLE</h3> <p>Help someone in line get the resources they need such as a wheelchair.</p> <p>Once per round, you may exchange one yellow meeple for one green meeple.</p>	 <p style="text-align: right;">PAY 0</p> <h3>PERFORM JUST-IN-TIME TRAINING</h3> <p>Train new staff to perform the most needed duties.</p> <div style="text-align: center;"> <input type="checkbox"/> </div> <p>Once per game, gain any resource and PC +2 Fatigue </p>		
 <p style="text-align: right;">PAY 0</p> <h3>RE-ASSIGN STAFF</h3> <p>Move staff from a less busy station to help reduce lines.</p> <p>Once per round, remove one resource card to gain another. <i>(not Medical Evaluation)</i></p>	 <p style="text-align: right;">PAY 3</p> <h3>VOLUNTEER COORDINATION</h3> <p>Recruit staff using Medical Reserve Corps or other volunteer agencies.</p> <p>PC +1 Fatigue </p> <p>Choose one resource type to gain:</p> <table border="1" style="width: 100%;"> <tr> <td>3 Triage or Forms & Registration</td> </tr> <tr> <td>1 Medical Evaluation</td> </tr> </table>	3 Triage or Forms & Registration	1 Medical Evaluation	 <p style="text-align: right;">PAY 4</p> <h3>ESTABLISH STAFF ROTATION</h3> <p>Rotate staff periodically to ensure safety and reduce overall staff fatigue.</p> <p>All Staff -2 Fatigue </p> <p>Choose one player to not use their player action this round.</p>
3 Triage or Forms & Registration				
1 Medical Evaluation				

Intake and Education (IE) Administration

Intake and Education in this game includes multiple responsibilities involving the intake, forms & registration and education stations. While you may not perform all actions at a POD, this gives an overview of the types of actions staff may take.




Specialty Actions

Intake and Education specialize in increasing griage and forms & registration capacity, reducing some **Hazard**  and **Anxiety** .

Round Order

- 1: **Arrival** Take Meeple from Staging Area and place them in line outside POD.
- 2: **Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: **Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: **Injects** Current Incident Commander draws 3 Inject cards and passes out to group to read aloud and make choices as a group.
- 5: **Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: **Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.


Job Actions: Perform any action below and pay cost as long as team agrees.




  

SELF-CARE

Take care of yourself through fatigue and anxiety reducing behaviors.

Twice per game, you may perform self-care.


-2 Self-Fatigue 




  

PSYCHOLOGICAL FIRST AID

Assist another staff member by offering PFA to reduce their distress caused by this incident.

Twice per game, reduce another player's fatigue.


Other Player **-2 Fatigue** 


  



MENTAL HEALTH COUNSELING

Assist someone in line who is showing signs of mental and emotional distress.

Choose One:

Immediately: -1 Anxiety 






Spend a little longer with Meeple:
Next Round, **-2 Anxiety** , exchange 1 yellow for 1 green meeple.

GRIAGE PROTOCOLS



Reduce the number of questions Griage staff ask arriving meeple to improve throughput.


Griage will now process 12MP per resource instead of 10MP.
Flip over resource cards.



    

DETERMINE ASSISTANCE NEEDS

Take time to discuss with an arriving meeple what their needs are and how they might be accommodated.

-2 Hazard , **-2 Anxiety** 

IE +1 Fatigue 

IMPLEMENT PRE-REGISTRATION

Allow meeple to enter their information online prior to entering the POD.

Forms & Registration will now process 4MP per desk.
Flip over resource cards.

Safety Officer/Security (SOS)

Safety Officers and Security in this game includes multiple responsibilities involving POD safety, security, and law enforcement. While you may not perform all actions at a POD, this gives a good overview of the types of actions Safety Officers or Security may take.

Specialty Actions

SOS specializes mainly in reducing statuses on the status tracker.

Safety Officers and Security allow for smaller player groups. When SLE or SO appear on cards, SOS represents both players.

Round Order

- 1: **Arrival** Take Meeple from Staging Area and place them in line outside POD.
- 2: **Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: **Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: **Injects** Current Incident Commander draws 3 Inject cards and passes out to group to read aloud and make choices as a group.
- 5: **Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: **Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay funds as long as team agrees.



PAY 0

SELF-CARE

Take care of yourself through fatigue and anxiety reducing behaviors.



Twice per game, you may perform self-care.

-2 Self-Fatigue



PAY 0

ASSIST WAITING MEEPLE

Help someone in line get the resources they need such as a wheelchair.

Once per round, you may exchange one yellow meeples for one green meeples.



PAY 0

CLEAR EMERGENCY EXITS

Adjust the floorplan to make sure all emergency exits are clear of desks and equipment.

Remove 1 resource card,

-3 Hazard



PAY 3

CALM PATIENT BEHAVIOR

De-escalate the situation with a concerned and fearful Meeple.

-3 Anxiety



PAY 3

ADA COMPLIANCE

Review building plans with POD Manager and survey the perimeter to ensure Americans with Disabilities Act compliance.

-1 Hazard

-2 Anxiety



PAY 4

CALL FOR BACKUP

Put in a request for additional staff.

Choose One:

Next Round, all staff -2 Fatigue

Next Round, SLE -3 Fatigue

Health Communicator/Intake (HCI)

Health Communicator and Intake in this game includes multiple responsibilities involving communications, intake, forms & registration and education . While you may not perform all actions at a POD, this gives a good overview.

Specialty Actions









HCI specializes in reducing **Anxiety**  , **Fatigue**  and increasing forms/registration capacity.

Health Communicator/Intake allow for smaller player groups. When IE or HC appear on cards, HCI represents both players.

Round Order

- 1: **Arrival** Take Meeple from Staging Area and place them in line outside POD.
- 2: **Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: **Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: **Injects** Current Incident Commander draws 3 Inject cards and passes out to group to read aloud and make choices as a group.
- 5: **Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: **Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay funds as long as team agrees.

<div data-bbox="113 1016 163 1071"></div> <div data-bbox="398 1041 584 1226"></div> <div data-bbox="743 1009 831 1096">PAY 0</div> <h3>SELF-CARE</h3> <p>Take care of yourself through fatigue and anxiety reducing behaviors.</p> <div data-bbox="398 1445 592 1515"><input type="checkbox"/> <input type="checkbox"/></div> <p>Twice per game, you may perform self-care.</p> <p>-2 Self-Fatigue </p>	<div data-bbox="919 1016 970 1071"></div> <div data-bbox="1179 1041 1365 1226"></div> <div data-bbox="1512 1009 1600 1096">PAY 0</div> <h3>PSYCHOLOGICAL FIRST AID</h3> <p>Assist another staff member by offering PFA to reduce their distress caused by this incident.</p> <div data-bbox="1179 1445 1373 1515"><input type="checkbox"/> <input type="checkbox"/></div> <p>Twice per game, reduce another player's fatigue.</p> <p>Other Player -2 Fatigue </p>	<div data-bbox="1663 1009 1713 1059"></div> <div data-bbox="1663 1071 1713 1121"></div> <div data-bbox="1935 1051 2121 1236"></div> <div data-bbox="2305 1009 2394 1096">PAY 1</div> <h3>COORDINATE WITH STATE PIO</h3> <p>Work with the state PIO to coordinate and disseminated important messages for your POD.</p> <p>Next Round, -2 Anxiety </p> <p>-1 Fatigue </p>
<div data-bbox="113 1764 163 1819"></div> <div data-bbox="378 1789 574 1973"></div> <div data-bbox="768 1756 856 1844">PAY 2</div> <h3>SOCIAL MEDIA POST</h3> <p>Coordinate several messages and videos to reduce public anxiety.</p> <p>-2 Anxiety </p>	<div data-bbox="894 1764 945 1814"></div> <div data-bbox="894 1826 945 1876"></div> <div data-bbox="894 1888 945 1938"></div> <div data-bbox="1164 1789 1350 1973"></div> <div data-bbox="1499 1756 1587 1844">PAY 3</div> <h3>DETERMINE ASSISTANCE NEEDS</h3> <p>Take time to discuss with an arriving meeples what their needs are and how they might be accommodated.</p> <p>-2 Hazard  , -2 Anxiety </p> <p>IE +1 Fatigue </p>	<div data-bbox="1945 1789 2131 1973"></div> <div data-bbox="2305 1756 2394 1844">PAY 3</div> <h3>IMPLEMENT HOH FORMS</h3> <p>Adjust form collection to be head of household (HOH) only thus reducing the number of forms collected.</p> <p>Forms & Registration will now process 4MP per desk. <i>Flip over resource cards.</i></p>