# FSX14 Inject Development Guidance

All injects are presented as external inputs or requests to the participants for action or information.

It is highly recommended that all injects are pre-written in advance to ensure that the correct information or role-play is delivered as planned.

1. How to develop injects:

* Review the inject matrix
* Ensure all injects have “**\*\*EXERCISE ONLY**” clearly visible on them.
* Draft the content for the injects, based on the planned injects and the master scenario. Provide only the information from the master scenario that is planned for release to participants at any given point. Remember: in a real emergency, information is dynamic and not immediately available.
* You may want to give more specific details of the emergency than is available in your master scenario. You can elaborate on the master scenario, but do not change the scenario details without first checking with the exercise director/exercise controller and ensuring that the rest of the exercise management team is updated.
* Check all the inject details, including spelling and formatting, to ensure that the injects are appropriate for the planned task.

Once all the injects are drafted, review the inject matrix to ensure that no injects have been omitted, and make final changes to reflect any adaptations or decisions during the drafting process.

Finally, compile and print out a copy of all the injects for the control room facilitation team.

***TIP:*** *See examples of injects from previous exercises (in a repository) and be prepared to deliver injects in a low-tech way if the communication system fails on the day of the exercise.*