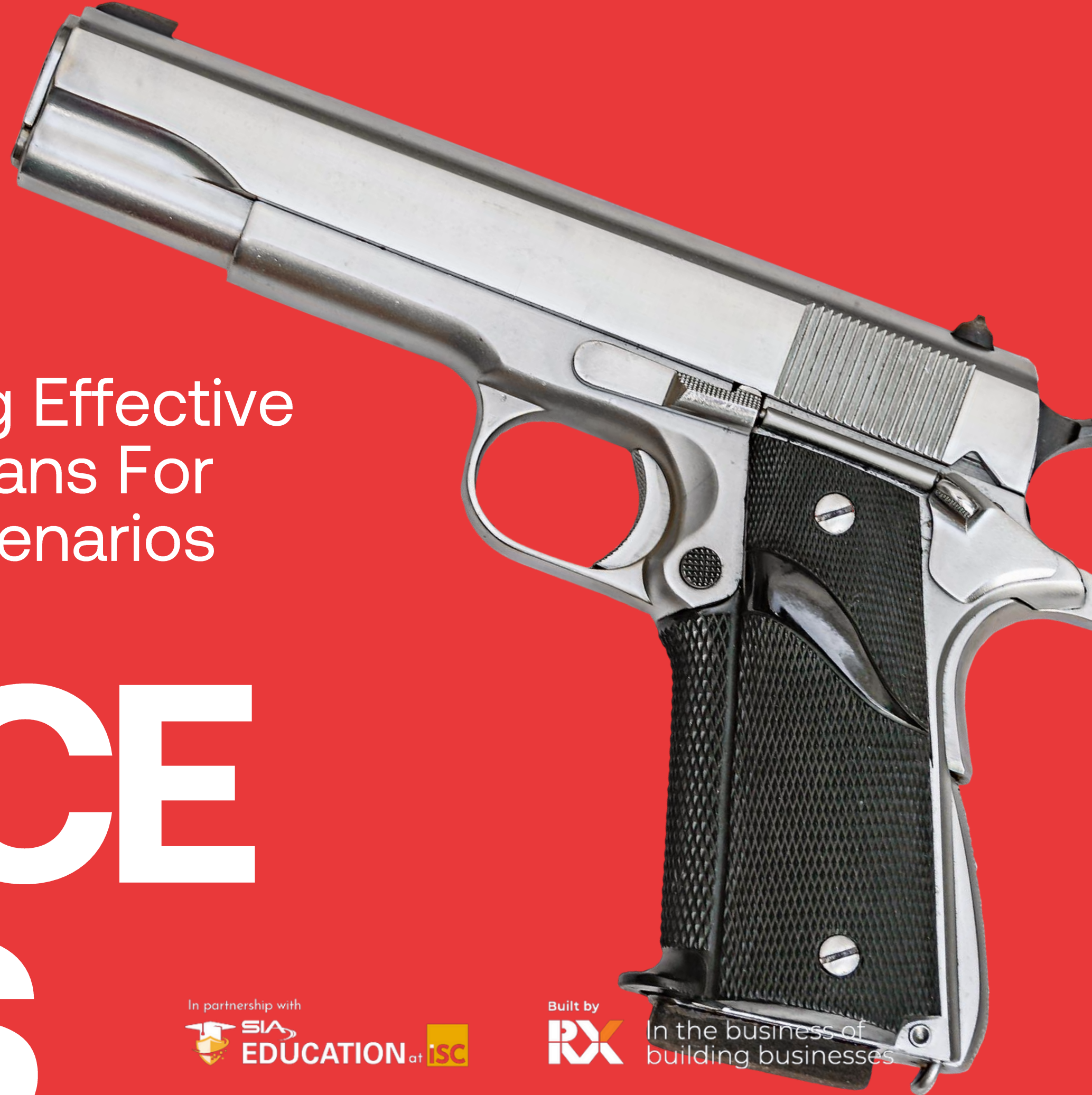




Developing Effective  
Security Plans For  
Diverse Scenarios

# GUN VIOLENCE TRENDS



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# AGENDA

- 1** Incident categories
- 2** 2024 gun incident stats
- 3** Case studies
- 4** Layered security efficacy



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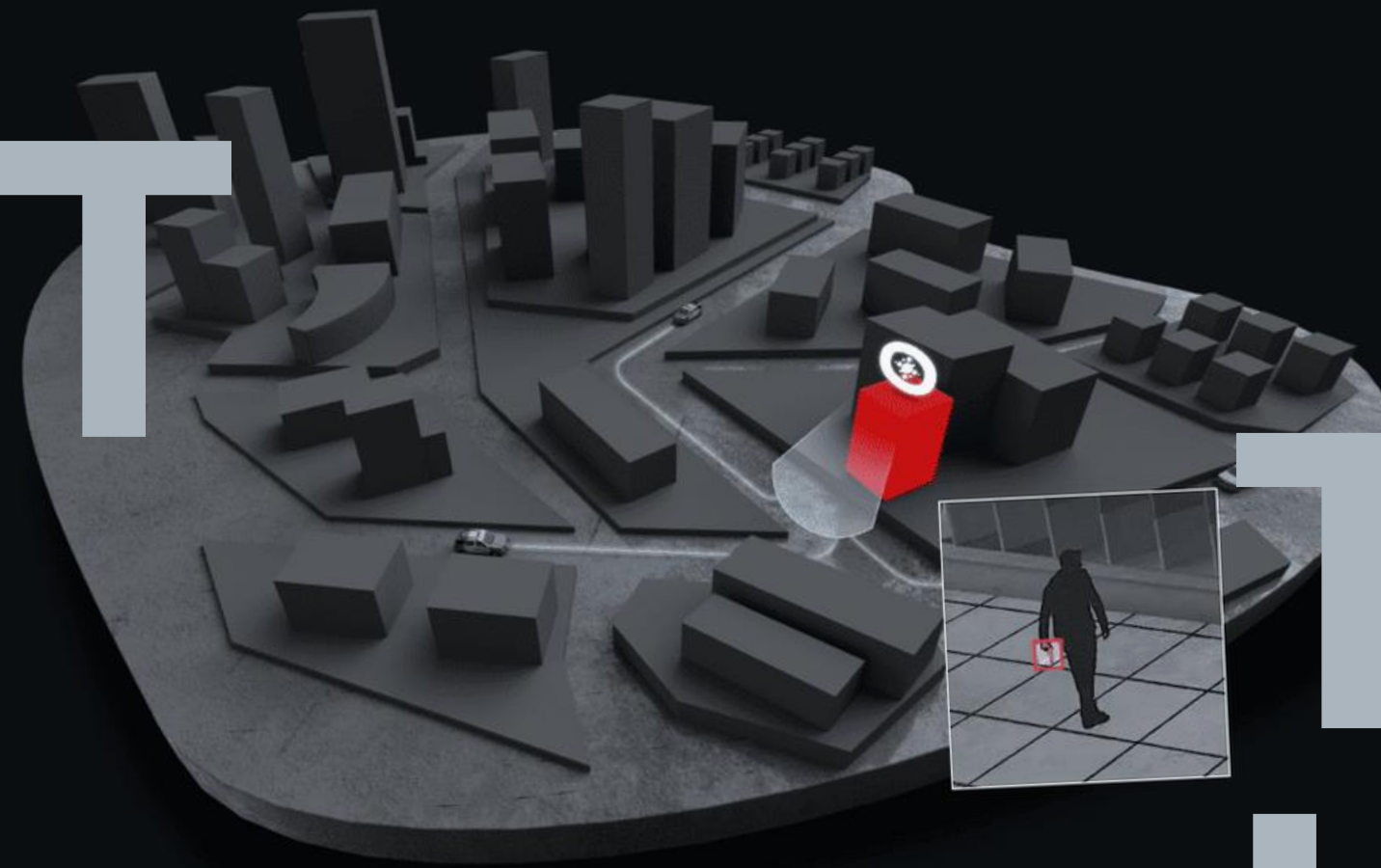
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# GUN INCIDENT

## ACTIVE VS. INACTIVE

Active events occur when a lethal firearm is confirmed present during an incident.

*This does not include legally concealed or open carrying situations where there is no threat.*



# TYPOLOGY

Inactive events are any incident where no lethal firearm is present.

*This includes threats, hoaxes, swatting, non-lethal firearms such as Airsoft rifles, imitation guns, etc.*



## ACTIVE SHOOTER

There are nine types of active shooter.

This is the least common form of active gun incident.

## CRIMINAL ACTIVITY

Includes robberies, drug incidents, murder for hire, and more.


## SPONTANEOUS

The most common form of gun incident.

Typically results from the escalation of a dispute.

# ACTIVE INCIDENTS

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# SPONTANEOUS

The most common incident type.

Unplanned.

Rarely results in multiple victims.

Many shooters flee and escape.

Often mistaken for an active shooter.



# 62%


Of spontaneous outdoor gun incidents occurred in a parking lot.

- 1** Insider Attack - Single Shooter
- 2** Insider Attack - Multiple Shooter
- 3** Frontal Assault
- 4** Sniper
- 5** Ambush
- 6** Hostage-taking
- 7** Siege
- 8** Criminal Acts
- 9** Complex Coordinated Attack

# ACTIVE SHOOTERS



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Single Shooter Insider



Frontal Assault



Hostage Taking



Criminal Activity



Siege



Assassination




0 5 10 15 20

# 2024 ACTIVE SHOOTERS



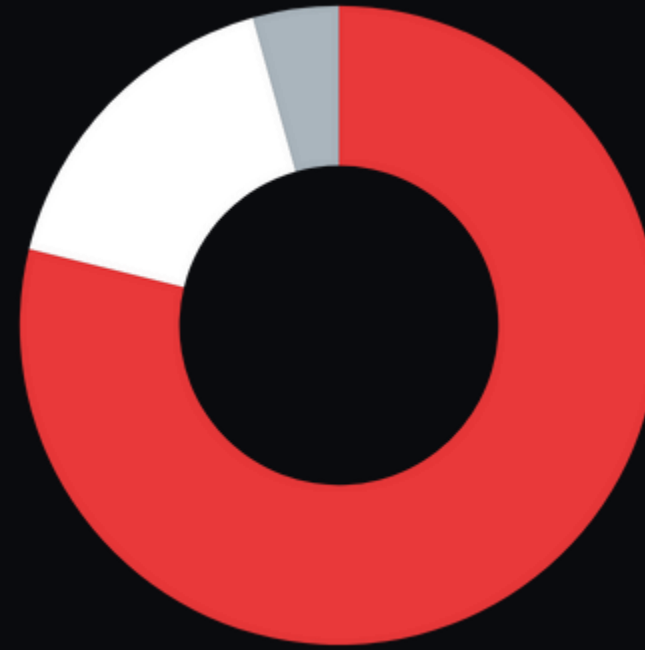
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# 2024 INCIDENTS

**5,462**  
Total  
Incidents



Active Incidents  
**4,306**  
Inactive Incidents  
**918**  
Threats, Hoaxes,  
and Swatting  
**237**

**4,937**  
Total Victims



Fatalities  
**1,642**  
Injuries  
**3,295**





Escalation of Dispute

Weapon Discovered, No Shots Fired

Shooting Threat

Criminal Activity

Illegal Activity

Hoax/Swatting

Drive-By Shootings

Accidental Shootings

Domestic w/ Targeted Victim

Indiscriminate Shooting

Officer-involved Shooting

Intentional Property Damage

Imitation/Non-Lethal Weapon

Unrelated Incident/Lockdown

Murder/Suicide

Active Shooter

False Active Shooter

Murder/Assassination

Unintentional Property Damage

Suicide/Attempted

Hostage/Standoff

Self-Defense

Misidentified Non-Gun Shot Sound

Psychosis

Anger of Disciplinary Action

Racial

Report of Weapon/Not Recovered

Attempted Suicide

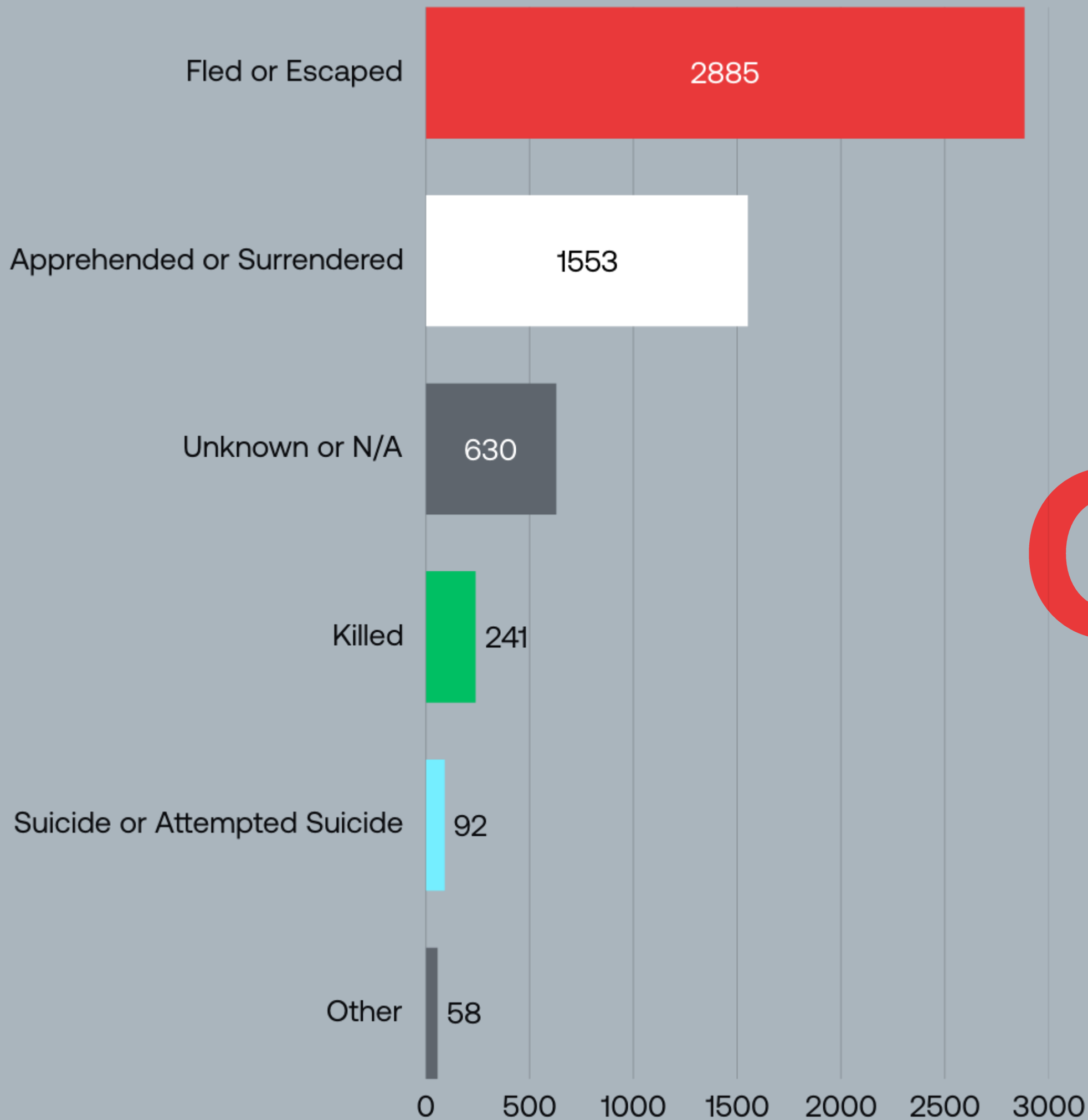
# 2024

# BY THE NUMBERS

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# SHOOTER OUTCOME





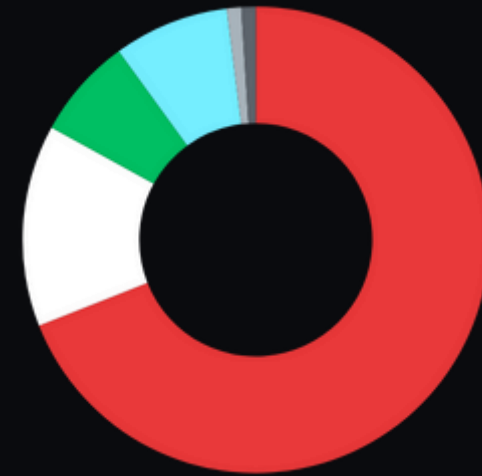
# OUTCOME BY INDUSTRY

## K-12



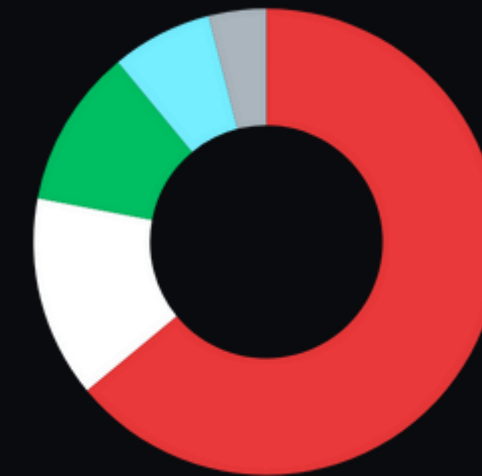
13%	Fled or Escaped
62%	Apprehended or Surrendered
22%	Unknown or N/A
01%	Killed
00%	Suicide or Attempted Suicide
02%	Other

## Retail



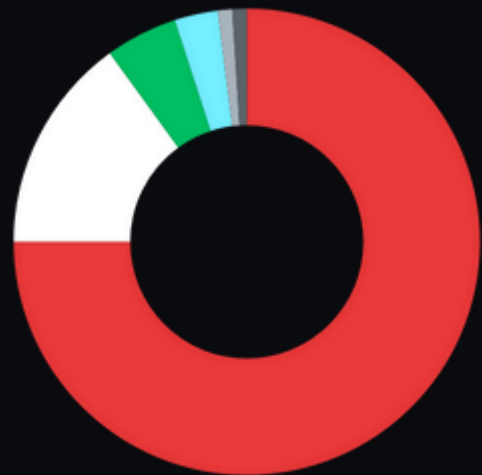
69%	Fled or Escaped
14%	Apprehended or Surrendered
07%	Unknown or N/A
08%	Killed
01%	Suicide or Attempted Suicide
01%	Other

## Real Estate



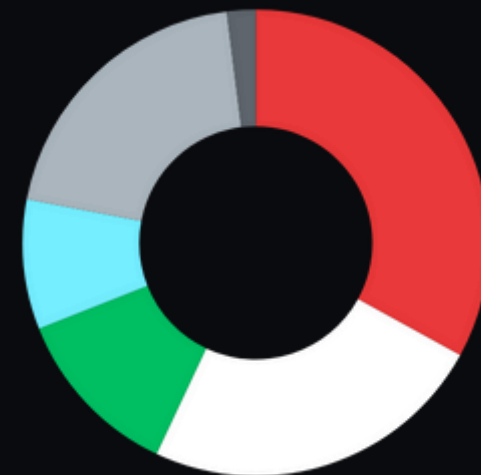
64%	Fled or Escaped
14%	Apprehended or Surrendered
11%	Unknown or N/A
07%	Killed
04%	Suicide or Attempted Suicide
00%	Other

## Restaurants



75%	Fled or Escaped
15%	Apprehended or Surrendered
05%	Unknown or N/A
03%	Killed
01%	Suicide or Attempted Suicide
01%	Other

## Healthcare



33%	Fled or Escaped
24%	Apprehended or Surrendered
12%	Unknown or N/A
09%	Killed
20%	Suicide or Attempted Suicide
02%	Other

# SECURITY LAYERS



Security Guards & SROS



Metal Detectors



Biometrics, Keypad Entry,  
Keycards



Bulletproof Glass



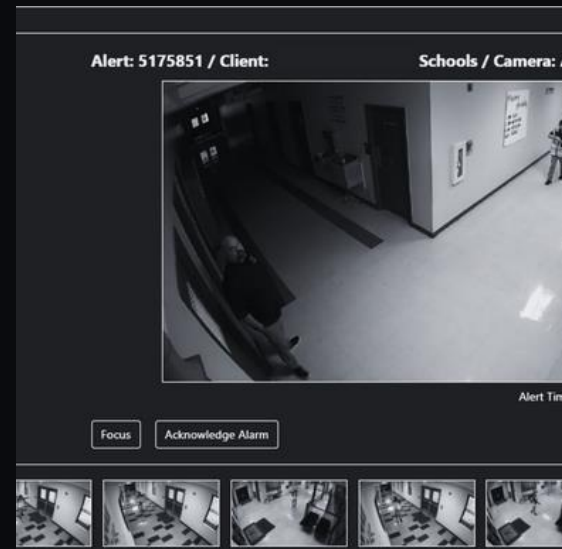
Panic Rooms, Hardened  
Areas



Alarm/Alert Systems



Social Media Monitoring



Visual Gun Detection



# INTEGRATION LAYERS



ACCESS CONTROL

SURVEILLANCE / MONITORING

PERIMETER IDENTIFICATION AND PROTECTION

MAPPING

ALERTS AND NOTIFICATIONS

PLANNING

TRAINING AND SCENARIO MODELING

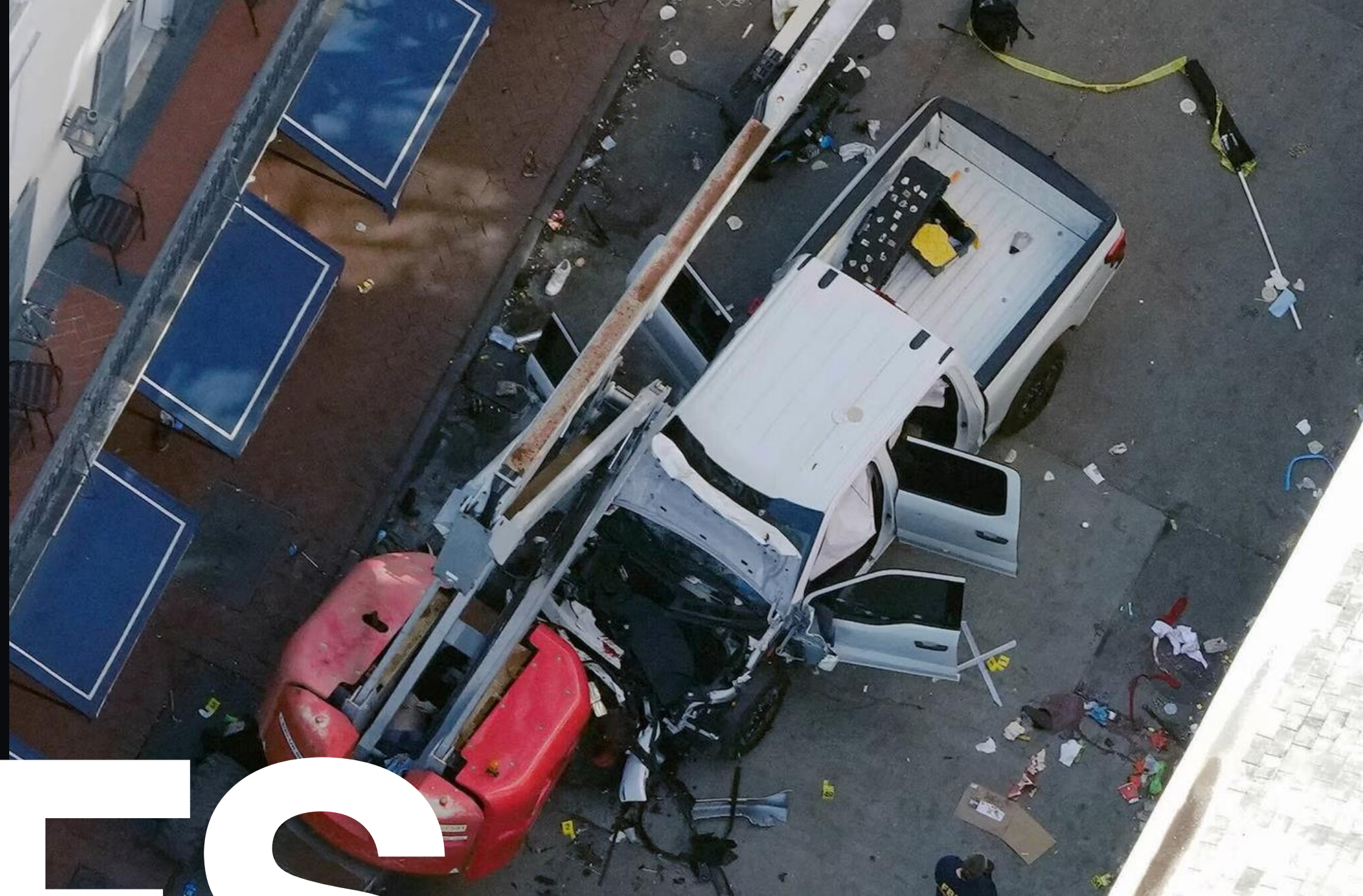
COMPLIANCE AND REGULATION

EMERGENCY RESPONSE

Building an effective layered model requires integration across systems to ensure quick and accurate responses to incidents.



# CASE STUDIES



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# BUILDING

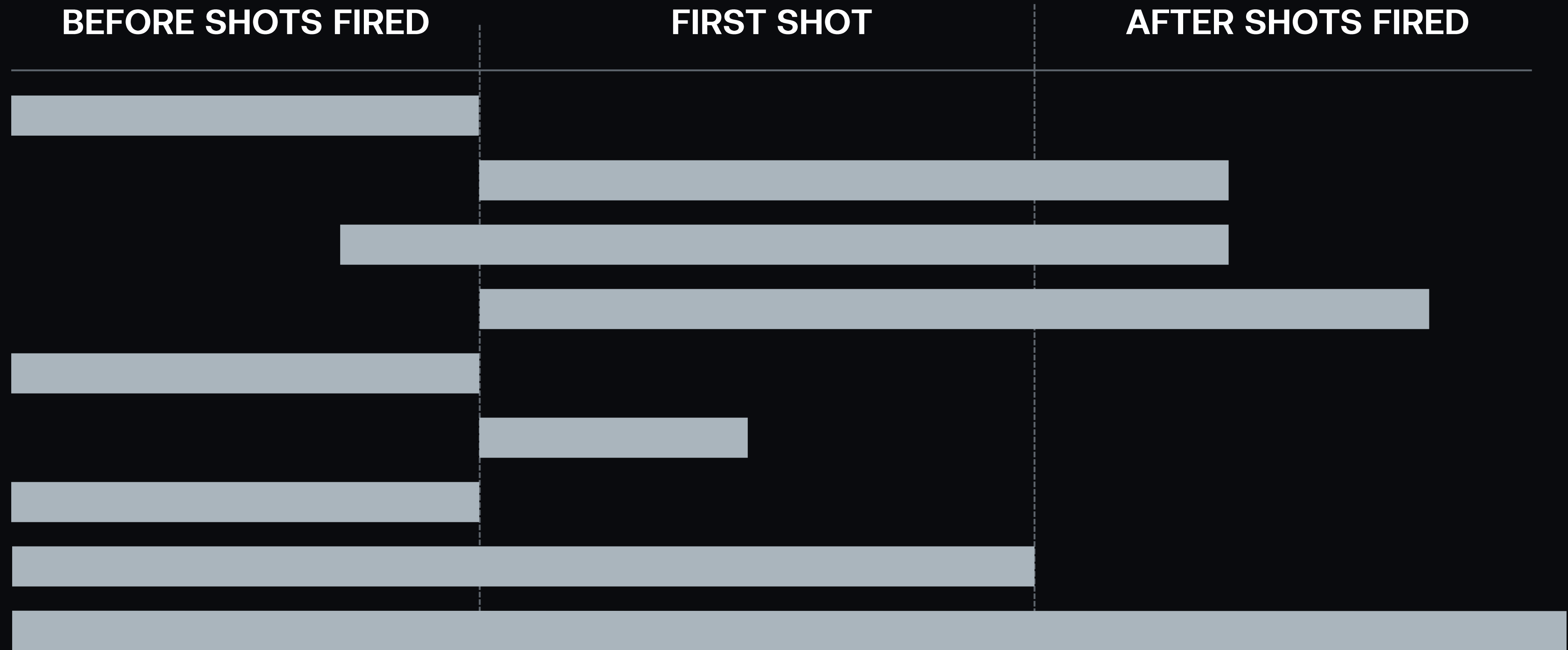
# SAFER SPACES

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# SHOTS FIRED



# ACTIVE SHOOTER LAYERS

	Guards	Metal Detectors/ Scanners	Hardened Building (ballistic glass/doors)	Saferooms	ID Cards & Biometrics	Visual Gun Detection	
Single Shooter Insider Attack	✓	○	○	✗	○	✓	
Multiple Shooter Insider Attack	✓	○	○	✗	○	✓	
Frontal Assault	✓	✗	✓	✓	✗	✓	
Sniper Attack	✗	✗	✓	✓	✗	○	
Assassination / Ambush	✗	✗	○	✗	○	✓	
Hostage-Taking	○	✗	○	○	○	✓	



# CAPABILITY COMPARISON

	Situational Awareness	Emergency / Police / EMS Alerts	Integration with Other Technologies
Guards / SROs	Yes	Yes	Yes
Metal Detectors	No	No	No
Panic Buttons	No	Yes	Yes
Alarm Systems	No	Yes	Yes
Automatic Locking Doors	No	No	Yes
Keycard / Biometric Entry Systems	No	No	Yes
Auditory Gunshot Detection	No	Yes	Yes
Social Media Monitoring	N/A	No	No
Hardened Surfaces	No	No	No
Mapping Systems	Yes	Yes	Yes
Panic Rooms	No	No	Yes
X-ray Scanners	No	No	No
Visual Gun Detection	No	Yes	Yes
Visual Gun Detection with Human in the Loop	Yes	Yes	Yes

# POTENTIAL ISSUES

	Checkpoint Hazzard	Escape Prevention / Victims Trapped	Create Misinformation or Panic	False Positives
Guards / SROs	No	No	Rare	N/A
Metal Detectors	Yes	No	No	Yes
Panic Buttons	No	No	Yes	Yes
Alarm Systems	No	No	Yes	Yes
Automatic Locking Doors	Yes	Yes	No	N/A
Keycard / Biometric Entry Systems	Yes	Yes	No	N/A
Auditory Gunshot Detection	No	No	Yes	Yes
Social Media Monitoring	No	No	Yes	Yes
Hardened Surfaces	No	Yes	No	N/A
Mapping Systems	No	No	No	N/A
Panic Rooms	No	No	No	N/A
X-ray Scanners	Yes	No	No	Yes
Visual Gun Detection	No	No	Yes	Yes
Visual Gun Detection w/ Human in the Loop	No	No	No	Rare





EMAIL

ERINACHESON@ZEROEYES.COM



Thank you!

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