

# Texas Law Enforcement Explorer Advisors Association

proudly presents the

# Texas Law Enforcement Explorer Competition



## Training Guide

**DISCLAIMER:** This training guide was created to provide all Law Enforcement Explorer Posts with standardized competition training principles to be instructed to explorers for T.L.E.E.A.A. competition purposes only. The focus of this training guide was to give all competing Explorers a way to train in order to receive the highest score possible at T.L.E.E.A.A. competitions. This training guide is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective as long as they do not violate any safety issues. Following the basic principles in this guide should allow the Law Enforcement Explorers to successfully handle the various law enforcement competition scenarios safely and professionally. This training guide was developed through the cooperation of multiple Texas law enforcement agencies and the T.L.E.E.A.A. Executive Board Members. We welcome your thoughts or suggestions on how we can improve this training guide.

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*Disclaimer: This training guide was prepared for use only for the Texas State Explorer Competition sponsored by T.L.E.E.A.A.*

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# TEAM SCENARIO TRAINING GUIDE

# Chapter 1

## ACTIVE SHOOTER

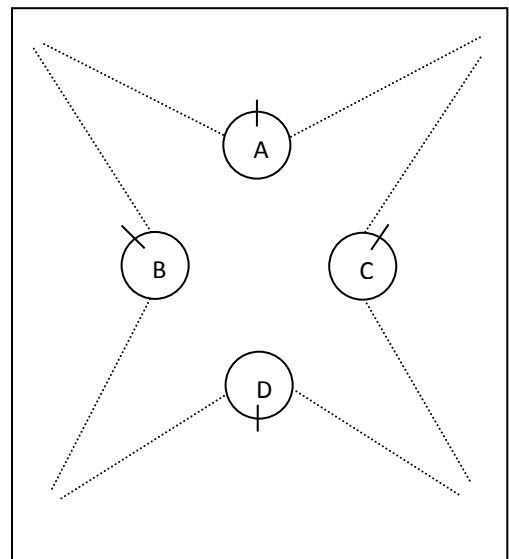
**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning active shooter procedures. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the active shooter scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Team will act as patrol officers (first responders) who have been dispatched to “shots fired” reported at a local school or other facility. Team objectives may include: coordinated movements as a “contact” team, primary and secondary search of location, engaging and/or disarming any potential active shooter(s), following all arrest and search protocols, communicating with dispatch and rescue team the locations of any injured person(s). Team will be expected to follow all firearm safety guidelines or risk automatic failure for ANY safety violation, such as removal of facemask, pointing the barrel of firearm at partners (lasering), etc. 100 point maximum score.

**DEFINITIONS:** An “*active shooter*” is defined as an armed person who has used deadly physical force on other persons and continues to do so while having unrestricted access to additional victims.

**TIME:** Typically time is of the essence to establish contact with the suspect(s) and to “stop the threat” as fast as possible. A typical active shooter scenario is completed within an average of 2 to 15 minutes, depending on the scenario.

**FORMATION:** There are many different styles, techniques, and tactics that are useful in these types of critical incidents. The most common style is called the “**diamond**” formation when a total of four (4) explorers are available. The leader of the diamond formation is called the “point-man” or the “lead” explorer. Sometimes this person also carries a bullet resistant shield, if available. Next there will be two other explorers flanking directly behind the point-man, one on the left and one on the right. The primary responsibilities of these two “flank” explorers are to cover the direction(s) they are facing. Last and most importantly, is the “rear” explorer, whose responsibility it is to cover the team from the rear, keeping a close eye on making



sure suspect(s) don't fire at them from behind.

**COMMUNICATION/ENTRY:** Explorers should communicate with their dispatch center via radio that they have assembled a “**contact**” team. The explorer team leader should request at this point in time, any additional support they may require such as: K9(canines) officers, tactical officers such as SWAT/SRT/ERT/snipers, helicopters, armored vehicles, mobile command vehicles, etc. *For competition purposes these support units probably will not be available to you, but points may be earned for asking for them.* The explorer team leader should then advise dispatch they are going into the active shooter location, by advising which door they are entering from. The team should enter into the structure using a dynamic entry and staying in the diamond formation. If any new information is gathered while making entry, the explorer leader should radio any updated information to dispatch. If any gunfire is heard, the team should react and respond appropriately.

**WEAPON SAFETY SKILLS:** Explorers will typically be armed with functional air-soft pistols and facemask or another form of a training firearm and a face-mask. Optional protective vests, gloves, and protective neck collars may also be available, depending on the scenario and hosting agency. Explorers will be required to keep the face-mask on at all times throughout the scenario or risk the entire team being disqualified. Explorers will treat all weapons in this scenario as real and will not shoot anything or anyone, without just cause or following the “use of force” rules. Just like real life, explorers will be responsible and accountable for all rounds fired and where they impact. This scenario should NOT be considered who can empty all the rounds the fastest, or who can shoot the most rounds downrange, using the “spray & pray” tactic. Explorers will aim and acquire the best shot placement as fast as possible and engage when the circumstances dictate the explorer should fire. Explorers should avoid all crossfire situations or “lasering” situations (the act of pointing your firearm muzzle at one of your teammates) as this can be points deducted especially if an explorer shoots one of their own teammates.



**COVER:** The explorer team should provide cover to the front, side or rear when needed. Explorers will need to ensure they stay out of the “fatal funnel” situations throughout the scenario. Explorers should also use the middle of hallways not near walls when traveling down a hallway. Bullets have been known to impact and ricochet travelling along walls. The explorer “contact” team should also use proper techniques while clearing any rooms, again not allowing the suspect to “back-door” your team.

**INJURED PERSONS:** In these scenarios, the “contact” explorer team may encounter unconscious & injured or conscious & injured persons who are screaming for help/rescue. The team leader will need to relay information to the dispatch center of the location(s) of the injured persons so that a “rescue” team can be sent to retrieve the injured persons. *Please note, the primary responsibility of the “contact” team is not to treat or rescue the injured, but to locate and stop the suspect from using deadly force on any other victims.* Explorers should attempt to gather intel from any wounded/injured persons about the shooter, number of shooters, location of shooters, types of firearms, or any other information they can provide to give you an advantage.

**SUSPECT(S):** Explorers when making contact with the active shooter suspect will need to be prepared to either “shoot or don’t shoot.” Explorers should be trained and understand basic fundamental law and the “use of deadly force” on when suspect(s) can be shot. Explorers should remember they are acting as police officers in these scenarios and would be subject to the same rules of law if they were to fire on a real person. Explorers must be able to justify and articulate their reasons for their specific actions (whether they shot or didn’t shoot). Also the contact team should act appropriately by securing the suspect(s), firearm(s), and all potential evidence. Explorers should also document any verbal statements that were said by the suspect(s) prior to their arrest/detention.

**HOSTAGE(S):** Sometimes explorers can be confronted with a situation of the active shooter suspect(s) taking hostages. The explorer “contact” team will need to be able to quickly identify the hostage from the suspect and secure the hostage as quickly and appropriately as possible.

**TEAMWORK:** The explorer “contact” team will need to show they are working together and that everyone is contributing to the team. Points can be deducted for team being split up.

**DEDUCTIONS:** The major deductions that can make your team lose points will be allowing a hostage or explorer on your team to be killed by the suspect(s) or by friendly-fire. Also for placing your team in cross-fire situations, or team members “lasering” each other (pointing the barrel of your firearm at someone on your team). Your team can be automatically disqualified for any safety violation such as: face-mask removal, gun play, or any unsafe firearm practices determined by the judges.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Capital Murder (PC 19.03)
- Murder (PC 19.02)
- Manslaughter (PC 19.04)
- Criminal Negligent Homicide (PC.19.05)
- Aggravated Kidnapping (PC 20.04)

## Chapter 2

# ARREST/SEARCH WARRANTS

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning arrest/search warrant procedures. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the arrest/search warrant scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Explorer team will be given intelligence information which may be used to plan, coordinate and execute the arrest of a wanted subject(s), included on a legal search warrant for specific type(s) of narcotics, guns or other contraband at a specific premise. 100 point maximum score awarded.

**TIME:** A typical arrest/search warrant competition scenario is completed within an average of 30 to 45 minutes, depending on the scenario, number of rooms, room sizes, and occupants. The maximum time limit is 45 minutes.

**ORGANIZATION:** A explorer team is usually comprised of four (4) explorers, with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario.

**BRIEFING:** The team leader should always double check with the Judge to ensure that the warrant is “valid” (signed off by a Judge/Magistrate). The team leader should also confirm the address of the search warrant and gain a brief description of the exterior of the premise, or anything identifying about the location such as: roof type & color, wall type & color- example: red brick or blue aluminum siding. The team leader should inquire if they have had any recon done to determine what to expect, such as:

- if they know how many occupants are currently in the premises?
- if any dogs or other animals are on scene?
- number of vehicles & type of vehicles parked at the premises?
- layout of the residence?
- which direction the front door faces?
- which direction the front door opens?
- Any firearms known to be in the residence?
- Any prior history of calls to this location (domestics, assaults, fights, etc)?
- Any criminal history of the wanted person(s)?



For competition purposes, generally all warrants are considered a “knock-and announce” unless the warrant has it written differently. If a “knock and announce” is utilized, then the team member who will be responsible for this, must ensure to knock “firmly” a minimum of three times on the premise door with their hand, and announce loudly for anyone inside the premise to hear the words “POLICE-SEARCH WARRANT” or your agency name along with “SEARCH WARRANT.” *(For the purposes of the competition, at no time will doors be breached using a battering ram or kicking a door open.)*

**ARRIVAL:** Team leader should advise dispatch they are on scene or in the area and request they have a secure (closed) radio channel for their warrant service. The team leader should also request, K9, medics, and possibly a “haz-mat” team to be on standby, if the location is known to manufacturer drugs.

**APPROACH:** The explorer team should utilize some type of fast but safe “tactical” style approach to the location door of the warrant. The explorer team should be ready to make their entry into the location, without compromising their team, such as standing in front of glass windows/doors, where they can be readily seen by the occupants inside.

**ENTRY:** Typically the team will enter the search warrant location in a smooth orderly dynamic entry ensuring contact with all occupants of the premise as quickly but as safely as possible. Team needs to ensure they do not stop in the “fatal funnel” of doorways, but keep moving forward until all rooms are cleared. Also all team members need to keep their trigger fingers indexed (off the trigger) while entering the premise. This is a firearm safety issue, and points can be deducted. All team members should be yelling key verbal commands, such as “POLICE-SEARCH WARRANT” or your agency name along with “SEARCH WARRANT” as they are clearing each room of the premise. Explorers should also be giving loud verbal commands to tell the occupants what they want them to do, for example, “GET ON THE GROUND,” “LET ME SEE YOUR HANDS,” “DON’T MOVE,” or “DROP THE GUN/KNIFE.”

Explorers will need to ensure that all persons encountered are not bypassed, but taken control of by using their “use of force continuum” to gain compliance. Using more force than necessary to gain compliance will usually result in loss of points, especially if the actor yells “PAIN” at any time during the scenario. All subjects within the premises should be handcuffed using the standing, kneeling or prone method and double locked, although it is recommended that team members use the prone method for better control of the occupants. Explorers should never leave another explorer alone or unattended in another room, as this is for safety purposes if the suspect were to fight or use a weapon against the explorer. If needs be, move all occupants into the same area for better control.

After the primary search for occupants has been completed, a secondary search should be initiated to ensure there are no other suspect(s) hiding. After successful completion of a secondary search, all explorer pistols should be holstered, unless the suspect(s) actions escalate



back into a deadly force level. One member of the team should be positioned near the front door to ensure no persons try to escape or unauthorized persons try to come inside the location.

**FRISK/SEARCH:** A “terry” frisk or full search of the occupants might be conducted by the explorers, but it should be noted, at the end of the scenario the Judge may ask each individual explorer to articulate to the judge the reason for the frisk or search. If any weapons, contraband, or narcotics were found during a frisk or search of the suspect(s), the explorers must be able to charge the correct individual with the correct offense related to the correct item(s) found in their possession. *Helpful hint: Always be thorough when doing a terry frisk or a full search.*

NOTE: If the team enters a premise at which it appears that narcotics are in the process of being cooked/prepared (meth-lab). Explorers should not touch anything, but request immediately for a haz-mat team to respond and exit all suspect(s) out of the premise, until the judge advises haz-mat has cleared the premise for safe return.

**IDENTITY & ARREST OF SUSPECT(S):** The team will start the process of identifying all occupants at the premise. Explorers will need to check these individuals through dispatch(NCIC/TCIC) by providing their full name, date of birth, sex, race, and driver license number (if known). Once the suspect on the “valid” warrant has been identified, the explorer should advise the suspect “YOU ARE UNDER ARREST” for whatever the warrant states. Sometimes, the suspect(s) will not cooperate with the explorer’s questions, which will call for the explorer to match the physical description on the warrant to the person currently detained.

If at any time, the suspects wish to sit on a couch, bed, or other bulky furniture, and the explorer finds no reason for them not to, explorers should always double check the furniture to make sure there are not any hidden weapons stuffed into the seat cushions, or where they would have access to grabbing any concealed firearm or handcuff key.

Any suspects being questioned in relation to the offense of crime will need to have their Miranda Warning (rights) read to them. Explorers should always confirm, that the suspect understood their rights, advising the suspect they are being audio recorded (simulated) or by having them sign the Miranda Warning card. The explorer should then ask if they want to answer any of their questions. It is strongly recommended for Explorers to write the suspects statements down on their field notepad and to advise the suspect you are audio recording (simulated) their conversation.

**PHOTOGRAPHS:** Before any evidence is collected or seized, it is strongly recommended that one explorer photograph the scene, documenting all the located illegal narcotics, contraband, or firearms. The photographs taken are very similar to how they are done in the crime scene scenario, starting from distance working into a very close picture with a ruler or other scale object along with several photos taken from different angles. At the end, the photos or the media card or the data files will need to be logged into evidence. *Judges will not count against*

*explorers who use different methods to log these photos into evidence, due to vast technologies and ever-changing forms of media formats, as long as they log the evidence.*

**EVIDENCE:** If any firearms are located, they need to be unloaded by the explorer “simulating” they are actually unloading the gun (not just saying they are unloading it). The explorer will then need to check the firearm via dispatch against the NCIC/TCIC stolen gun database. This is to ensure the firearm(s) are not stolen or were used in another crime. Dispatch will require the gun make (manufacturer), model, serial number, and bullet caliber of the firearm.

One explorer will need to be in charge of the evidence collection and itemization of all evidence on the “evidence transmittal form.” This should be easily readable by the Judge so a team person with legible handwriting is a must. All areas should be searched for whatever the search warrant calls for. Sometimes rooms have hidden drug spots, drugs taped under tables, or in the bottom of trash/recycle cans.

Explorers should also look for anything else that may be related to the search warrant, such as:

- Large sums of cash/money
- Illegal or modified firearms
- Address books, Ledgers, Money Books
- Computers and/or any type of data storage devices
- Receipts/Shipping Labels
- Safes/Safe Deposit Keys
- Documented Emails, Texts, Communications
- Bank Statements/Accounts/ Wire Transfers
- Plane, Bus, Train Tickets
- Rolling papers, bongs, beakers, pipes or other drug paraphernalia

A copy of the search warrant will need to be left at the residence for the premise owners. Another additional copy of the “Search Warrant-Inventory Log” will also be left at the scene to advise the premise owners what was collected, confiscated, or seized as part of the search warrant or found in “plain view.”

An explorer will advise the scenario judge they will return the “executed” search warrant back to the Judge/Magistrate, who originally signed the warrant.

**TRANSPORT:** The last thing is to notify dispatch of transport of any suspect(s) to jail and what each person is being charged with.

**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the suspect(s), or explorer killed by defendant or other suspects or explorers.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Unlawful Possession of Firearm (PC 46.04)
- Unlawful Possession of Body Armor by Felon (PC 46.041)
- Prohibited Weapons (PC 46.05)
- Manufacture or Delivery of Substance in PG1 (HSC 481.112)
- Manufacture or Delivery of Substance in PG1-A (HSC 481.1121)
- Manufacture or Delivery of Substance in PG2 (HSC 481.113)
- Manufacture or Delivery of Substance in PG3 or PG4 (HSC 481.114)
- Possession of Substance in PG1 (HSC 481.115)
- Possession of Substance in PG2 (HSC 481.116)
- Possession of Substance in PG3 (HSC 481.117)
- Possession of Substance in PG4 (HSC 481.118)
- Possession of Marijuana (HSC 481.121)
- Possession or Delivery of Drug Paraphernalia (HSC 481.125)
- Possession of Dangerous Drug (HSC 483.041)
- Delivery or Offer of Delivery of Dangerous Drug (HSC 483.042)
- Manufacture of Dangerous Drug (HSC 483.043)

## Chapter 3

# BOMB THREAT

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning bomb threat procedures. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the bomb threat scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Team will arrive on scene of a potential bomb threat of a potential explosive/chemical/biological/nuclear device(s) being detonated at a certain location and conduct a threat assessment and a thorough investigation, which may include to apprehend any suspect(s) and to locate any potential hazardous or explosive devices to be removed by the E.O.D. Unit (Bomb Squad). 100 point maximum score awarded.

**TIME:** A typical bomb threat response competition scenario is completed within an average of 30 to 45 minutes, depending on the scenario, number of rooms, room sizes, witnesses, complainants, victims and suspects. The maximum time limit is 45 minutes.

**ORGANIZATION:** An explorer team is usually comprised of four (4) explorers, with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision.

**SAFETY KNOWLEDGE:** The explorers need to realize they are entering into a possible location of explosive, chemical, biological, or nuclear device(s). These devices can be triggered by mere transmission of electronic devices such as:

- Police radios or any two way radio
- Cellular phones
- Portable Computers (iPad/laptops)
- Anything else transmitting an electronic radio signal such as: Wi-Fi, Bluetooth, etc.



Devices can also be set to explode on a timer, pressure switch, mercury switch, a normal electrical on-off switch, a photo-sensor beam, trip wire, heat sensor, remote controlled and much, much more.

**BRIEFING:** The team leader should always check with the judge to ensure they have the correct address. The team leader should also confirm whether or not this location has any previous history of bomb threat calls. Team leader should also request to gain a brief knowledge of the type of premise this location may be (residential, commercial, light industrial, heavy industrial-manufacturing plant, etc.) or if they can gain access to a floor plan of the structure in advance.

**ARRIVAL:** Explorers should radio to dispatch as they arrive in the area; they will be parking a set distance away (minimum of 100 yards from the premise) and turning off their police radio, cellular phone and any other electronic devices temporarily.

**APPROACH:** Explorers should cautiously approach the location, being fully aware of their surroundings. Explosive devices could be placed in garbage receptacles or around shrubs or vegetation that could be detonated when persons enter or leave the structure.

**ENTRY:** The explorer team leader should be cautious of their entry into the structure. Explorers should try to observe any occupant's behavior inside the structure to determine if there is anything out of normal or suspicious, before they make entry.

**CONTACT WITH CALL TAKER:** One member of the explorer team must make contact with the person who received the bomb threat. A thorough interview should be conducted, asking as many questions as possible to try to gain an overall character representation of the person making the bomb threat to the person who received it.

Some helpful questions that should be asked are:

- *What did the voice on the phone sound like?* Calm, excited, soft, laughter, nasal, lisp, deep, crying, normal, slurred, disguised, whispered, angry, slow, loud, deep breather, stutter, raspy, familiar, distinct, cracking voice, clearing throat, etc.
- *Were any background sounds were heard?* Street noises, music, house noises, animal noises, PA system, office machinery, static, local, factory machinery, clear, voices, long distance, etc.
- *Was any threatening language used?* Well spoken-educated, foul, incoherent, irrational, taped, message being read.
- *What age did the caller sound like?* Young child, teenager, young adult, adult, elderly
- *What sex of the caller sound like?* Male or Female
- *What race/ethnicity of the caller sound like?*
- *What was the exact time of the call?*

- *What phone number was the call received on?*
- *How long did the call last in length of time?*
- *What was the exact wording of the caller?*

Always remember to obtain identification/personal information of your call taker for the offense report. This should include their full name, date of birth, sex, race, and driver license number (if known), occupation, home and work phone numbers.

**FRISK/SEARCH:** If a suspect is located on scene in the area, a terry frisk of the suspect for weapons/explosives is encouraged. Suspects may even have explosives on their person/backpack/bag. Suspects could be using a remote controlled device or cellular phone to activate any potential explosives, so be aware of their hands. Explorers should ensure they cannot reach any electronic devices until the situation is resolved.

**IDENTITY & ARREST OF SUSPECT(S):** The team will start the process of trying to establish the identity of any potential suspects. If any suspects are located, explorers will need to check these individuals through dispatch(NCIC/TCIC) by providing their full name, date of birth, sex, race, and driver license number (if known). If the suspect has any valid warrants, request the warrant be “confirmed.” Once the warrant is confirmed as “valid” then the explorer should advise the suspect “YOU ARE UNDER ARREST” for whatever the warrant is for. Sometimes, the suspect(s) will not cooperate with the explorer’s questions, which will call for the explorer to match the physical description on the warrant to the person currently detained.

Remember that if a suspect(s) are being questioned in relation to the offense of crime they will need to have their Miranda Warning (rights) read to them. Explorers should always confirm, that the suspect understood their rights, advising the suspect they are being audio recorded (simulated) or by having them sign the Miranda Warning card. The explorer should then ask if they want to answer any of their questions. It is strongly recommended for Explorers to write the suspects statements down on their field notepad and to advise the suspect you are audio recording (simulated) their conversation.

**WITNESSES/VICTIMS:** If there are any witnesses or victims, they will each need to be interviewed in detail to gain as much information possible about the device(s) or suspect(s). Always be sure to obtain their identification/personal information for the offense report. This should include their full name, date of birth, sex, race, and driver license number (if known), occupation, home and work phone numbers.

**PHOTOGRAPHS:** If any evidence of the crime is located, one explorer of the team should be assigned to the photographing and documenting the location of all evidence. It should be noted if the evidence is explosive ordinance (bomb), then the EOD unit/bomb squad will need to be requested to remove the device safety. Once the device has been removed, the explorer would continue their photographing. The photographs taken are very similar to how they are done in the



crime scene scenario, starting from distance working into a very close picture with a ruler or other scale object along with several photos taken from different angles. At the end, the photos or the media card or the data files will need to be logged into evidence. *Judges will not count against explorers who use different methods to log these photos into evidence, due to vast technologies and ever-changing forms of media formats, as long as they log the evidence.*

**EVIDENCE:** If any evidence is located to be collected (if safe to do so) then one member of the explorer team should be designated as the evidence collector. They are responsible to collect all evidence, by tagging/marking it and logging onto a evidence log sheet to ensure a proper chain of custody. The explorer will need to request a report/offense number for the log.

**TRANSPORT:** The last thing is to notify dispatch of transport of any suspect(s) to jail and what each person is being charged with.

**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the suspect(s), or explorer killed by defendant or other suspects or explorers.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Terroristic Threat (PC 22.07)
- Arson (PC 28.02)
- False Alarm or Report (PC 42.06)
- Harassment (PC 42.07)
- Hoax Bombs (PC 46.08)
- Components or Explosives (PC 46.09)

## Chapter 4

# BURGLARY IN-PROGRESS

*(Building Searches)*

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning burglary in-progress (building search) procedures. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the burglary in-progress scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Team will be dispatched to respond to: an alarm call; an open door at a location; or a burglary in-progress call. Team objectives may include: to work as a team to safely search the location to ensure no suspects are hiding inside or attempting to steal any property, make arrests, locate any evidence of the crime and conduct a thorough investigation. 100 point maximum score awarded.

**DEFINITIONS:** “Habitation” means a structure or vehicle that is adapted for the overnight accommodation of persons.

**TIME:** A typical burglary in-progress competition scenario is completed within an average of 30 to 45 minutes, depending on the scenario, number of rooms, room sizes, witnesses, complainants, victims and suspects. The maximum time limit is 45 minutes.

**ORGANIZATION:** An explorer team is usually comprised of four (4) explorers, with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision. During the course of the “building search,” a four person team can split into two (2) search groups, if they have radio communication with each other. It should be noted that verbal communication when actively searching should be kept to a minimum as to not give away your position to any potential suspects. Pre-arranged hand signals between team members should be utilized.

**WEAPON SAFETY SKILLS:** When searching any room or layout, explorers should have their firearms pointed out toward the direction they are searching/looking called “high-ready” position. This is to ensure they can engage the suspect if they “jump” out at them. Another safe

direction is keeping the firearm in a “low ready” position, but not pointed at the ground. At all times, the explorer must keep their trigger finger off the trigger but indexed along the side of the firearm. Explorers should avoid all crossfire situations or “lasering” situations (the act of pointing your firearm muzzle at one of your teammates) as this can be points deducted especially if an explorer shoots one of their own teammates. If flashlights are utilized, then explorers will need to be certain they do not “back-light” their partners or walk around with the flashlight on continuously as this can give away your position. A short burst of momentary light is all that is needed for an explorer to move from one spot to the next spot in their search of a dark area. If light switches are available in the room and the scenario doesn’t have any sort of power loss, then it is recommended that light switches be used by turning the lights on.

**BRIEFING:** The team leader should always check with the judge to ensure they have the correct address. The team leader should also confirm whether or not this location has any previous history of alarm calls, open doors, or burglary calls. Team leader should also request to gain a brief knowledge of the type of premise this location may be (residential, commercial, light industrial, heavy industrial-manufacturing plant, etc.) or if they can gain access to a floor plan of the structure in advance.

**ARRIVAL:** Team leader should advise dispatch they are on scene or in the area and request they have a secure (closed) radio channel during their search. The team leader should request a K9 (canine) officer, although for competition purposes they will be unavailable, but points may be awarded for the request.

**APPROACH:** The explorer team should utilize some type of fast but safe “tactical” style approach to the location door. The explorer team should be ready to make their entry into the location, without compromising their team, such as standing in front of glass windows/doors, where they can be readily seen by the occupants inside. One member of the team should yell out loudly “POLICE” or your agency name and instruct any persons to come out with their hands up.

**ENTRY:** Typically the team will enter the structure in a smooth orderly entry, but quiet as possible. Team members will search all areas where a human body can hide, as quickly, safely but quietly as possible. Team members needs to ensure they do not stop in the “fatal funnel” of doorways, but keep moving forward until all rooms are cleared using a “leap-frog” style or other tactically safe method. Also team needs to keep their trigger fingers indexed (off the trigger) while entering the premise and during the search. This is a firearm safety issue, and points can be deducted. Most importantly, when turning corners, explorers should utilize the “cutting the pie” method or the “quick-peek” method before proceeding. This is an officer safety issue and points can be deducted for turning corners too quickly without checking to see if a suspect is waiting to shoot the explorers as they round a corner.

**FRISK/SEARCH:** A “terry” frisk or full search of the suspect(s) might be conducted by the explorers, but it should be noted, at the end of the scenario the Judge may ask each individual

explorer to articulate to the judge the reason for the frisk or search. If any weapons, contraband, or narcotics were found during a frisk or search of the suspect(s), the explorers must be able to charge the correct individual with the correct offense related to the correct item(s) found in their possession. *Helpful hint: Always be thorough when doing a terry frisk or a full search.*

**IDENTITY & ARREST OF SUSPECT(S):** The team will start the process of trying to establish the identity of any potential suspects. If any suspects are located, explorers will need to check these individuals through dispatch(NCIC/TCIC) by providing their full name, date of birth, sex, race, and driver license number (if known). If the suspect has any valid warrants, request the warrant be “confirmed.” Once the warrant is confirmed as “valid” then the explorer should advise the suspect “YOU ARE UNDER ARREST” for whatever the warrant is for. Sometimes, the suspect(s) will not cooperate with the explorer’s questions, which will call for the explorer to match the physical description on the warrant to the person currently detained. However not every scenario will a suspect have warrants, so explorers may be required to determine their probable cause to make an arrest using the Texas penal code.

Remember that if suspect(s) are being questioned in relation to the offense of crime they will need to have their Miranda Warning (rights) read to them. Explorers should always confirm, that the suspect understood their rights, advising the suspect they are being audio recorded (simulated) or by having them sign the Miranda Warning card. The explorer should then ask if they want to answer any of their questions. It is strongly recommended for Explorers to write the suspects statements down on their field notepad and to advise the suspect you are audio recording (simulated) their conversation.

**PHOTOGRAPHS:** Before any evidence is collected or seized, it is strongly recommended that one explorer photograph the scene, documenting all the located contraband, firearms or burglary tools. The photographs taken are very similar to how they are done in the crime scene scenario, starting from distance working into a very close picture with a ruler or other scale object along with several photos taken from different angles. At the end, the photos or the media card or the data files will need to be logged into evidence. *Judges will not count against explorers who use different methods to log these photos into evidence, due to vast technologies and ever-changing forms of media formats, as long as they log the evidence.*

**EVIDENCE:** One explorer will need to be in charge of the evidence collection and itemization of all evidence on the “evidence transmittal form.” This should be easily readable by the Judge so a team person with legible handwriting is a must.

If any firearms are located, they need to be unloaded by the explorer “simulating” they are actually unloading the gun (not just saying they are unloading it). The explorer will then need to check the firearm via dispatch against the NCIC/TCIC stolen gun database. This is to ensure the firearm(s) are not stolen or were used in another crime. Dispatch will require the gun make (manufacturer), model, serial number, and bullet caliber of the firearm.

**TRANSPORT:** The last thing is to notify dispatch of transport of any suspect(s) to jail and what each person is being charged with.

**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the suspect(s), or explorer killed by defendant or other suspects or explorers, missing or not locating hiding suspects.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Burglary (PC 30.02)
- Criminal Trespass (PC 30.05)
- Evading Arrest or Detention (PC 38.04)
- Unlawful Carrying of Weapons (PC 46.02)
- Prohibited Weapons (PC 46.05)

## Chapter 5

# CRIME PREVENTION

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning crime prevention techniques. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the crime prevention scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

### **TYPICAL SCENARIOS:**

-Team can be invited to a meet with a civic group who is interested in forming a Neighborhood Watch. Team may be required to give a quick verbal presentation trying to “sell” the idea to the civic group for approximately 10 to 15 minutes. Each member of the team should actively participate equally in the presentation. The team may also be asked to present and “sell” another crime prevention program of their choosing for another 10 to 15 minutes. Team can use a real crime prevention program used by their sponsoring agency or another agency. Team should expect the civic group to ask questions related to Neighborhood Watch and your crime prevention program.

-Team can be invited to a location of a business/home owner and complete a crime prevention through environmental design survey by giving tips or recommendation on how to reduce the risk of the business/home being broken into or a target of criminal activity. Team will be expected to present multiple recommendations in reference to the levels of security, landscape and shrubbery concerns, door/windows barriers, lock systems, alarms systems, exterior and interior lighting, concepts of risk management, adding preventative measures such as: operation identification, neighborhood watch program, and H.E.A.T. program.

-Entire team can be asked to take a fifty (50) question exam in relation to: the history and principles of crime prevention, levels of security, landscape and shrubbery, door/windows, locks/alarms, exterior and interior lighting, concepts of risk management, operation identification, neighborhood watch programs, and the H.E.A.T. program. *(For competition purposes, all the team members exams are scored and then averaged for an overall score.)*

100 points maximum score.

**TIME:** Typical crime prevention scenarios are completed within an average of 30 to 45 minutes, depending on the scenario. The maximum time limit is 45 minutes.



**DEDUCTIONS:** Explorers that do not actively participate in any team group setting. Giving wrong/false information about a crime prevention program(s). Points may be deducted on exam for missing questions.

## Chapter 6

# CRIME SCENE SEARCH

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning crime scene search techniques. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the crime scene search scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Team will be dispatched to respond to a potential crime scene. Team will act as “patrol” officers cross trained in crime scene procedures. Team objectives may include: to work as a team to safely search the location, make arrests as necessary, locate, document, collect and log all evidence of the crime. Also may require lifting fingerprints from objects, photographing scene, and taking correct measurements for diagramming purposes. Make any arrests as deemed appropriate. Note: Team’s do not need to bring crime scene kits, as they will be provided. 45 minute time limit. 100 point maximum score awarded.

**TIME:** A typical crime scene search scenario is completed within an average of 30 to 45 minutes, depending on the scenario, number of rooms, room sizes, witnesses, complainants, victims and suspects. The maximum time limit is 45 minutes.

**ORGANIZATION:** An explorer team is usually comprised of four (4) explorers, with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision.

**WEAPON SAFETY SKILLS:** When searching any room or layout, explorers should have their firearms pointed out toward the direction they are searching/looking called “high-ready” position. This is to ensure they can engage the suspect if they come out at them. Another safe direction is keeping the firearm in a “low ready” position, but not pointed at the ground. At all times, the explorer must keep their trigger finger off the trigger but indexed along the side of the firearm. Explorers should avoid all crossfire situations or “lasering” situations (the act of pointing your firearm muzzle at one of your teammates) as this can be points deducted especially if an explorer shoots one of their own teammates.

**BRIEFING:** The team leader should confirm the address of the crime scene location. The team leader should inquire if they have any additional information to determine what to expect, such as:

- If they know how many occupants are currently in the premises?
- If any dogs or other animals are on scene?
- Number of vehicles & type of vehicles parked at the premises?
- Any prior history of calls to this location (domestics, assaults, fights, etc.)?
- Any history of the wanted person(s) at the location?

**ARRIVAL:** Team leader should advise dispatch they are on scene or in the area and request they have a secure (closed) radio channel during their search. The team leader can request a K9 (canine) officer, although for competition purposes they will be unavailable, but points may be awarded for the request.

**APPROACH:** The explorer team should utilize some type of safe “tactical” style approach to the location door. The explorer team should be ready to make entry into the location, without compromising their team, such as standing in front of glass windows/doors, where they can be readily seen by the occupants inside.

**ENTRY:** Typically the team will enter the structure in a smooth orderly entry if there is an open door, announcing “POLICE DEPARTMENT” or your agency name. If the door is closed then the team will try to attempt contact with the premise owner to gain entry into premise. Team members will do a “safety sweep” of all areas where a human body can hide, as quickly and safely as possible. Team members need to ensure they do not stop in the “fatal funnel” of doorways, but keep moving forward until all rooms are cleared using a tactically safe method.

Explorers should exercise due care and caution not to destroy or damage any potential evidence. For example, stepping in blood, picking up the firearm without gloves on, touching evidence or areas that need to be fingerprinted. Once the scene is secure, the team leader will need to position a team member at the door to start a date/time log of persons that enter or leave the premise. This team member will also prevent persons from entering the crime scene, such as relatives, media, neighbors, etc.

If a search warrant was not provided at the start of the scenario, the team leader will need to request a search warrant and exit and hold the scene until told they have a “valid” search warrant in hand. Once a valid search warrant exists, then the team can re-enter and continue processing the crime scene.

**FRISK/SEARCH:** A “terry” frisk or full search of the suspect(s) might be conducted by the explorers, but it should be noted, at the end of the scenario the Judge may ask each individual explorer to articulate to the judge the reason for the frisk or search. If any weapons, contraband, or narcotics were found during a frisk or search of the suspect(s), the explorers must be able to

charge the correct individual with the correct offense related to the correct item(s) found in their possession. *Helpful hint: Always be thorough when doing a terry frisk or a full search.*

**IDENTITY & ARREST OF SUSPECT(S):** The team will start the process of trying to establish the identity of any potential suspects, victims, and witnesses. If any persons are located, explorers will need to check these individuals through dispatch(NCIC/TCIC) by providing their full name, date of birth, sex, race, and driver license number (if known). If the suspect has any valid warrants, request the warrant be “confirmed.” Once the warrant is confirmed as “valid” then the explorer should advise the suspect “YOU ARE UNDER ARREST” for whatever the warrant is for. Sometimes, the suspect(s) will not cooperate with the explorer’s questions, which will call for the explorer to match the physical description on the warrant to the person currently detained. However not every scenario will a suspect have warrants, so explorers may be required to determine their probable cause to make an arrest using the Texas penal code.

Remember that if suspect(s) are being questioned in relation to the offense of crime they will need to have their Miranda Warning (rights) read to them. Explorers should always confirm, that the suspect understood their rights, advising the suspect they are being audio recorded (simulated) or by having them sign the Miranda Warning card. The explorer should then ask if they want to answer any of their questions. It is strongly recommended for Explorers to write the suspects statements down on their field notepad and to advise the suspect you are audio recording (simulated) their conversation.

**PHOTOGRAPHS:** If any evidence of the crime is located, one explorer of the team should be assigned to the photographing and documenting the location of all evidence. The photographs are taken starting from distance working into a very close picture with a ruler or other scale object along with several photos taken from different angles. Once all photos are taken, the photos or the media card or the data files will need to be logged into evidence. *Judges will not count against explorers who use different methods to log these photos into evidence, due to vast technologies and ever-changing forms of media formats, as long as they log the evidence.*

**EVIDENCE:** If any evidence is located to be collected then one member of the explorer team should be designated as the evidence collector. They are responsible to collect all evidence, by tagging/marking it using approved containers, bags, boxes, etc. and logging it onto a evidence transmittal log sheet to ensure a proper chain of custody. The explorer will need to request a report/offense number for the log. They will also be responsible for any fingerprinting/dusting or collection of blood/DNA evidence.

**TRANSPORT:** The last thing is to notify dispatch of transport of any suspect(s) to jail and what charge(s) each person is being charged.

**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the suspect(s), explorer killed by suspect(s) or explorers, or damaging or missing key evidence.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Murder (PC 19.02)
- Capital Murder (PC 19.03)
- Manslaughter (PC 19.04)
- Criminally Negligent Homicide (PC 19.05)
- Aggravated Kidnapping (PC 20.04)
- Aggravated Assault (PC 22.02)
- Aggravated Sexual Assault (PC 22.021)
- Aggravated Robbery (PC 29.03)

## Chapter 7

# CRISIS NEGOTIATION

*(Hostage Negotiation)*

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning crisis negotiation techniques. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the crisis negotiation scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Team will serve as “negotiators” to resolve a crisis situation. The scenario typically starts with the team having just established telephone communications with the suspect(s). The team objectives may include: safely evacuating persons, negotiating with suspect(s), coordination with tactical team to resolve the crisis, and tactical planning. 100 point maximum score awarded.

**TIME:** A typical crisis negotiation scenario is completed within an average of 30 to 45 minutes, depending on the scenario, number of rooms, room sizes, witnesses, complainants, victims and suspects. The maximum time limit is 45 minutes.

**ORGANIZATION:** An explorer team is usually comprised of four (4) explorers, with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario. Another team member will be the acting primary negotiator. Another team member will be the acting secondary negotiator to assist the primary negotiator in giving recommendations, suggestions by passing written notes, and never interrupting them. The last team member will act as support role ensuring information is being passed along from outside or inside sources that are relevant to the situation and to help pass information along to tactical team leaders/commanders. The team leader will be in charge of the documentation log of all chronological demands, concessions, weapons, hostages, etc.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision. All team members will be attentive and contributing during online operations.

**NEGOTIATIONS:** A team member will be the acting negotiator with the suspect. The negotiator will need to first introduce themselves to the suspect, giving them directions on how to re-contact them at any time if they get disconnected. They should explain that the head of their agency asked you to speak to them. The negotiator needs to try to determine names and



needs of all that are involved, but not asking for demands. It is imperative the negotiator try to establish some sort of rapport with the suspect using their name often and trying to find and focus on common areas. It is recommended that the negotiator ask at the start of negotiations for the suspect to surrender and come out to end this peaceably. *Note: for competition purposes the suspect will not come out, but points can be gained for asking.*

If the negotiator is allowed to speak to any hostages, ask for their names, offer assurances by asking them to stay calm, and get information about other hostages and their physical/medical condition(s). It is imperative that the negotiator does not give too much attention to the hostages. If any demands are given by the suspect, then the negotiator must ensure the demands were clearly defined, listed accurately and understood. The negotiator should attempt to soften the demands, but does not treat the demands as trivial and never offers up more demands.

The negotiator needs to ask a lot of open-ended questions, encouraging the suspect to vent or expound about their issue. The negotiator needs to use active LISTENING to the responses and try to understand the underlying issues, if any. The negotiator should try to use a calming, slower voice to subtly calm the suspect. Employing a caring, empathetic, helpful and inquiring attitude may gain rapport with the suspect. The negotiator should also realize words, phrases, or subject matter which made an impact (positively or negatively) on suspect. Thereafter, the negotiator should treat these areas properly or to negotiator's advantage.

The primary negotiator should try to deflect or avoid any deadlines of the suspect, and never place the deadlines on yourself or the suspect. The best way to avoid a deadline is to successfully "talked-through" a deadline.

Other team members need to gather as much outside intel (witnesses, victims, family members, co-workers, etc.) to help the primary negotiator as much as possible. The team members need to be sharing the information with each other and integrate provided information into the scenario and use the intel properly in the negotiations.

The team should have about 50% "off-line" time to use as "brain storming" sessions to make decisions as a team on how to proceed. The primary negotiator should not decide alone or dictate what decisions are to occur. The team should search for solutions, by asking "What would it take to resolve this-peaceably?" Your team should look for acceptable compromises.

The primary negotiator should not attempt to lie, bluff, mislead or trick the suspect or hostages in a way that would discredit him/her or other negotiators if the truth were known by all. The negotiator should try to barter instead, by trading. For example: trading food for hostages, or water for medically injured, power/electricity turned on in exchange for children/elderly, etc. The negotiator should be clear in all bartering negotiations that he/she cannot approve any deals, but would contact the highest ranking person to make that decision. Negotiators will never trade a person for a person, give more weapons/illegal drugs as trade, or release felons from prison.

**DEDUCTIONS:** Loss of points can be obtained by arguing or provoking the suspect, or causing a hostage to be killed due to miscommunication issues by lack of team communications.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Murder (PC 19.02)
- Capital Murder (PC 19.03)
- Manslaughter (PC 19.04)
- Criminally Negligent Homicide (PC 19.05)
- Aggravated Kidnapping (PC 20.04)
- Aggravated Assault (PC 22.02)
- Aggravated Robbery (PC 29.03)

## Chapter 8

# DOMESTIC CRISIS INTERVENTION

*(Family Violence)*

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning domestic crisis intervention techniques. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the domestic crisis intervention scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Team responds to a reported domestic violence call. Objectives may include: handing family violence scene, arrest procedures, and problem solving. This may require the team to complete the Texas DPS Family Violence Report Form and providing any victim(s) with a victim's assistance paperwork/pamphlets. 100 points maximum score.

### **DEFINITIONS:**

***"Dating violence"*** means an act by an individual that is against another individual with whom that person has or has had a dating relationship and that is intended to result in physical harm, bodily injury, assault, or sexual assault or that is a threat that reasonably places the individual in fear of imminent physical harm, bodily injury, assault, or sexual assault, but does not include defensive measures to protect oneself.

***"Dating relationship"*** means a relationship between individuals who have or have had a continuing relationship of a romantic or intimate nature. The existence of such a relationship shall be determined based on consideration of: (1) the length of the relationship; (2) the nature of the relationship; and (3) the frequency and type of interaction between the persons involved in the relationship. A casual acquaintanceship or ordinary fraternization in a business or social context does not constitute a "dating relationship."

***"Family"*** includes individuals related by consanguinity or affinity, as individuals who are former spouses of each other, individuals who are the parents of the same child, without regard to marriage, and a foster child and foster parent, without regard to whether those individuals reside together.

***"Family violence"*** means an act by a member of a family or household against another member of the family or household that is intended to result in physical harm, bodily injury, assault, or

sexual assault or that is a threat that reasonably places the member in fear of imminent physical harm, bodily injury, assault, or sexual assault, but does not include defensive measures to protect oneself; abuse by a member of a family or household toward a child of the family or household; or dating violence.

**"Household"** means a unit composed of persons living together in the same dwelling, without regard to whether they are related to each other.

**"Member of a household"** includes a person who previously lived in a household.

**TIME:** A typical domestic crisis intervention scenario is completed within an average of 30 to 45 minutes, depending on the scenario, number of rooms, room sizes, witnesses, complainants, victims and suspects. The maximum time limit is 45 minutes.

**ORGANIZATION:** An explorer team is usually comprised of four (4) explorers, with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the "leader" throughout the scenario.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision.

**WEAPON SAFETY SKILLS:** When searching any room or layout, explorers should have their firearms pointed out toward the direction they are searching/looking called "high-ready" position. This is to ensure they can engage the suspect if they come out at them. Another safe direction is keeping the firearm in a "low ready" position, but not pointed at the ground. At all times, the explorer must keep their trigger finger off the trigger but indexed along the side of the firearm. Explorers should avoid all crossfire situations or "lasering" situations (the act of pointing your firearm muzzle at one of your teammates) as this can be points deducted especially if an explorer shoots one of their own teammates.

**BRIEFING:** The team leader should always check with the judge to ensure they have the correct address. The team leader should also confirm whether or not this location has any previous history of family violence calls or protective orders for this address. The team leader should try to ascertain whether or not anyone in the residence may have any weapons as this is an officer safety issue.

**ARRIVAL:** Team leader should advise dispatch they are on scene or in the area.

**APPROACH:** The explorer team should utilize some type of fast but safe “tactical” style approach to the location door. The explorer team should be ready to make their entry into the location, without compromising their team, such as standing in front of glass windows/doors, where they can be readily seen by the occupants inside. The team should try to actively listen to any verbal yelling or screaming coming from within the location.

**ENTRY:** Remember an officer can only enter a premise without a warrant to protect individuals in distress, to assist victims of crimes that have just occurred or to investigate suspicious signs of impending danger. If the team leader feels justified in entering the location without a warrant due to the reasonable belief that a person is in need of immediate physical help, then entry can be made, but please note you may have to justify your entry to the judge at the end of the scenario. *Please note: at no time will explorers kick open doors at competition scenarios.*

A more typical response will require the team members to knock on the premise door and announce your agency (POLICE/SHERIFF) and then wait for an occupant to answer. Once contact is made with the occupant, the team may have to “talk” or explain their way into the residence. This requires the understanding, that by law, officers are required to investigate all family violence calls to determine if there is any offense(s) that have occurred. A safety protective sweep of the premise should be performed by the team members to ensure no one is hiding or elsewhere in the location. If any persons are injured, medical responders should be requested from dispatch.

**FRISK/SEARCH:** If a suspect is located on scene or in the area, a terry frisk of the suspect for weapons is encouraged, only if the explorers have a reasonable belief that the suspect may have weapon(s) concealed on their body.

**IDENTITY & ARREST OF SUSPECT(S):** The team will start the process of trying to establish the identity of any potential suspects, victims and witnesses. All persons being interviewed should be separated to ensure the quality and consistency of their account of the incident. Too many times a suspect overhearing the victim’s story can then adapt a story to match the victims, making them less likely to have committed a crime. If any suspects are located, explorers will need to check these individuals through dispatch(NCIC/TCIC) by providing their full name, date of birth, sex, race, and driver license number (if known). If the suspect has any valid warrants, request the warrant be “confirmed.” Once the warrant is confirmed as “valid” then the explorer should advise the suspect “YOU ARE UNDER ARREST” for whatever the warrant is for. Sometimes, the suspect(s) will not cooperate with the explorer’s questions, which will call for the explorer to match the physical description on the warrant to the person currently detained.

If at any time, the suspects wish to sit on a couch, bed, or other bulky furniture, and the explorer finds no reason for them not to, explorers should always double check the furniture to make sure

there are not any hidden weapons stuffed into the seat cushions, or where they would have access to grabbing any concealed firearm or handcuff key.

Remember that if suspect(s) are being questioned in relation to the offense of crime they will need to have their Miranda Warning (rights) read to them. Explorers should always confirm, that the suspect understood their rights, advising the suspect they are being audio recorded (simulated) or by having them sign the Miranda Warning card. The explorer should then ask if they want to answer any of their questions. It is strongly recommended for Explorers to write the suspects statements down on their field notepad and to advise the suspect you are audio recording (simulated) their conversation.

**WITNESSES/VICTIMS:** If there are any witnesses or victims, they will each need to be interviewed in detail to gain as much information possible about the incident or suspect(s). Always be sure to obtain their identification/personal information for the offense report. This should include their full name, date of birth, sex, race, and driver license number (if known), occupation, home and work phone numbers. A team member should simulate or give them their agencies crime victims’ information pamphlet, along with the report/offense number before leaving the victim. A team member may also need to complete the Texas DPS Family Violence Report Form (bubble sheet).

**PHOTOGRAPHS:** If any victim(s) are visibly injured, cut/bloody, bruised, strangled or any form of serious bodily injury, an team member should photograph to document all the injuries of all the victim(s). The photographs may be simulated but will still need to be taken starting from distance working into a very close picture with a ruler or other scale object along with several photos taken from different angles. Once all photos are taken, the photos or the media card or the data files will need to be logged into evidence. *Judges will not count against explorers who use different methods to log these photos into evidence, due to vast technologies and ever-changing forms of media formats, as long as they log the evidence.*

**EVIDENCE:** If any evidence is located to be collected then one member of the explorer team should be designated as the evidence collector. They are responsible to collect all evidence, by tagging/marking it using approved containers, bags, boxes, etc. and logging it onto a evidence transmittal log sheet to ensure a proper chain of custody. The explorer will need to request a report/offense number for the log. They will also be responsible for any (simulated) fingerprinting/dusting or collection of blood/DNA evidence.

**TRANSPORT:** The last thing is to notify dispatch of transport of any suspect(s) to jail and what charge(s) each person is being charged with.



**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the suspect(s), or explorer killed by suspect(s), victims, witnesses or other explorers.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Assault-Family Violence (PC 22.01)
- Sexual Assault (PC 22.011)
- Aggravated Assault-Family Violence (PC 22.02)
- Aggravated Sexual Assault (PC 22.021)
- Injury to a Child, Elderly, Disabled Individual (PC 22.04)

## Chapter 9

# GANG ACTIVITY

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning criminal gang activity. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the gang activity scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Team will be dispatched to a location known to be a local young adult “gang” hangout. Team must react to the scenario as it develops. Objectives may include: proper approach, contact/cover, verbal skills (with suspects), communication (partners), observation skills, arrest techniques, investigative skills, and overall officer safety. 100 points maximum score.

**DEFINITIONS:** “*Criminal Street Gang*” means three or more persons having common identifying signs or symbols or an identifiable leadership who continuously or regularly associate in the commission of criminal activities.

“*Gang-Free Zones*” means in, on, or within 1,000 feet of any real property that is owned, rented, or leased by a school or school board; premises owned, rented, leased by an institution of higher education; premises of a public or private youth center; or playground; or in on or within 300 feet of any shopping mall, movie theater, premises of public swimming pool, video arcade facility or on a school bus.

**TIME:** A typical gang activity scenario is completed within an average of 30 to 40 minutes, depending on the scenario, number of suspects, witnesses, and victims. The maximum time limit is 45 minutes.

**ORGANIZATION:** An explorer team is usually comprised of four (4) explorers, with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision.

**WEAPON SAFETY SKILLS:** Explorers should avoid all crossfire situations or “lasering” situations (the act of pointing your firearm muzzle at one of your teammates) as this can be points deducted especially if an explorer shoots one of their own teammates. At all times, the explorer must keep their trigger finger off the trigger but indexed along the side of the firearm, unless deadly force is justified.

**BRIEFING:** The team leader should always check with the judge to ensure they have the correct location. The team leader should also confirm whether or not this location has had any previous history of physical disturbances or violent calls involving weapons or drugs. The team leader should try to ascertain from the judge whether or not any particular “gang” claims this location or if they know who the gang leader’s name may be, and if the gang leader has any history of carrying illegal weapons or drugs.

**ARRIVAL:** Team leader should advise dispatch they are on scene or in the area.

**APPROACH:** The explorer team should utilize some type of safe “tactical” style approach to the location. The explorer team should be ready to make their entry into the location, without compromising their team, such as standing in front of glass windows/doors, where they can be readily seen by the occupants inside. The team should try to actively listen to any verbal yelling or screaming coming from within or around the location. If the scenario is outdoors, then the team should utilize all available “cover and concealment” as they tactically approach any potential suspects.

**ENTRY:** Remember an officer can only enter a premise without a warrant to protect individuals in distress, to assist victims of crimes that have just occurred or to investigate suspicious signs of impending danger. If the team leader feels justified in entering the location without a warrant due to the reasonable belief that a person is in need of immediate physical help, then entry can be made, but please note you may have to justify your entry to the judge at the end of the scenario. *Please note: at no time will explorers kick open doors at competition scenarios.*

A more typical response may require the team members to knock on the premise door and announce your agency (ex: POLICE DEPARTMENT) and then wait for an occupant to answer. Once contact is made with the occupant, the team may have to “talk” or explain their way into the residence. A safety protective sweep of the premise should be performed by the team members to ensure no one is hiding or elsewhere in the location. If any persons are injured, an ambulance/medical responders should be requested from dispatch.

**FRISK/SEARCH:** If suspect(s) are located on scene or in the area, a terry frisk of the suspect for weapons is encouraged, only if the explorers have a reasonable belief that the suspect may have weapon(s) concealed on their body.

**IDENTITY & ARREST OF SUSPECT(S):** The team will start the process of trying to establish the identity of any potential suspects, victims and witnesses. All persons being

interviewed should be separated to ensure the quality and consistency of their account of the incident. A suspect overhearing the victim's story can adapt a story to match the victims, making them less likely to have committed a crime. If any suspects are located, explorers will need to check these individuals through dispatch(NCIC/TCIC) by providing their full name, date of birth, sex, race, and driver license number (if known).

Team members should try to separate any different types of gang members from each other.

If the suspect has any valid warrants, request the warrant be "confirmed." Once the warrant is confirmed as "valid" then the explorer should advise the suspect "YOU ARE UNDER ARREST" for whatever the warrant is for. Sometimes, the suspect(s) will not cooperate with the explorer's questions, which will call for the explorer to match the physical description on the warrant to the person currently detained.

Remember that if suspect(s) are being questioned in relation to the offense of crime they will need to have their Miranda Warning (rights) read to them. Explorers should always confirm, that the suspect understood their rights, advising the suspect they are being audio recorded (simulated) or by having them sign the Miranda Warning card. The explorer should then ask if they want to answer any of their questions. It is strongly recommended for Explorers to write the suspects statements down on their field notepad and to advise the suspect they are audio recording (simulated) their conversation.

**WITNESSES/VICTIMS:** If there are any witnesses or victims, they will each need to be interviewed in detail to gain as much information possible about the incident and/or suspect(s). Always be sure to obtain their identification/personal information for the offense report. This should include their full name, date of birth, sex, race, and driver license number (if known), occupation, home and work phone numbers. A team member should simulate or give them their agencies business card along with the report/offense number before leaving the victim.

**PHOTOGRAPHS:** If any victim(s) are visibly injured, cut/bloody, bruised, strangled or any form of serious bodily injury, a team member should photograph to document all the injuries of all the victim(s). The photographs may be simulated but will still need to be taken starting from distance working into a very close picture with a ruler or other scale object along with several photos taken from different angles. Once all photos are taken, the photos or the media card or the data files will need to be logged into evidence. *Judges will not count against explorers who use different methods to log these photos into evidence, due to vast technologies and ever-changing forms of media formats, as long as they log the evidence.*

**EVIDENCE:** If any evidence is located to be collected then one member of the explorer team should be designated as the evidence collector. They are responsible to collect all evidence, by tagging/marking it using approved containers, bags, boxes, etc. and logging it onto a evidence transmittal log sheet to ensure a proper chain of custody. The explorer will need to request a

report/offense number for the log. They will also be responsible for any (simulated) fingerprinting/dusting or collection of blood/DNA evidence.

**TRANSPORT:** The last thing is to notify dispatch of transport of any suspect(s) to jail and what charge(s) each person is being charged with.

**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the suspect(s), or explorer killed by suspect(s), victims, witnesses or other explorers or charging suspect(s) with the wrong offenses they did not commit.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Assault (PC 22.01)
- Aggravated Assault (PC 22.02)
- Deadly Conduct (PC 22.05)
- Graffiti (PC 28.08)
- Unlawful Carrying Weapons (PC 46.02)
- Unlawful Possession of Firearm (PC 46.04)
- Unlawful Possession of Metal or Body Armor by Felon (PC 46.041)
- Prohibited Weapons (PC 46.05)
- Engaging in Organized Criminal Activity (PC 71.02)
- Coercing, Inducing, or Soliciting Membership in a Criminal Street Gang (PC 71.022)

## Chapter 10

# INTOXICATED DRIVER

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning intoxicated driver procedures. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the intoxicated driver scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally. It should be noted that the sobriety evaluations will follow the current National Highway Traffic Safety Administration (N.H.T.S.A.) standards, such as the Horizontal Gaze Nystagmus (HGN), Walk & Turn, and One Leg Stand.

**TYPICAL SCENARIO:** The team will be dispatched to a possible intoxicated driver scenario. The team must react to the scenario as it develops. Objectives may include: proper approach, contact/cover, verbal skills (with suspects), communication (partners), observation skills, investigative skills, arrest techniques, and overall officer safety. The team must be able to demonstrate and perform “Standardized Field Sobriety Evaluations” (National Highway Traffic Safety Administration) on the driver. A team member will make appropriate arrest if driver fails the evaluations. The explorer team members will make any other appropriate arrests of passengers as necessary. The team may be required to fill out and read (as necessary) the Texas DIC-23 (Peace Officers Sworn Report), Texas DIC-24 (Statutory Warning) and Texas DIC-25 (Notice of Suspension) to driver. 100 points maximum score.

### **DEFINITIONS:**

***“Intoxicated”*** means not having the normal use of mental or physical faculties by reason of the introduction of alcohol, a controlled substance, a drug, a dangerous drug, a combination of two or more substances, or any other substance into the body; or having an alcohol concentration of 0.08 or more.

***“Open Container”*** means a bottle, can or other receptacle that contains any amount of alcoholic beverage and that is open, that has been opened, that has a broken seal or the contents of which are partially removed.

**TIME:** A typical intoxicated driver scenario is completed within an average of 30 to 40 minutes, depending on the scenario, number of vehicle occupants and/or witnesses. The maximum time limit is 45 minutes.

**ORGANIZATION:** Team size is limited to a maximum of four (4) explorers. These scenarios typically start with a law enforcement “patrol” vehicle occupied by two persons. A primary explorer designated as (P1) will be sitting in the driver seat and secondary/cover explorer

designated as (P2) will be sitting in the front passenger seat. A second “patrol” vehicle should be used as an additional responding back-up unit, only if the primary explorer (P1) requests them from dispatch. The occupants of the second patrol vehicle will consist of the back-up unit driver designated as (B3) and back-up unit front passenger designated as (B4).

**BRIEFING:** The judge will provide the explorer team, the address or street location of the violator, any observed traffic offenses and any driving behavior prior to the start of the scenario. The scenario will typically start with the vehicle already pulled over and stopped. *Due to the actors not actually being intoxicated for scenario purposes, the Judge(s) will provide the necessary HGN clues only to the explorer member when they perform those evaluations. The walk and turn and one leg stand evaluations will be counted from whatever the actor provides.*

**NOTIFICATION OF TRAFFIC STOP:** The primary explorer (P1) will notify dispatch via radio that a traffic stop is being made at a location previously instructed by the Judge, this location will need to include a block number and road name or a specific address. The vehicle license plate [alpha-numeric characters], vehicle description (color, make, model) and description and/or number of occupants (if known) will need to be radioed to dispatch. The primary explorer should ask for the vehicle license plate to be run via NCIC/TCIC for stolen, against the wanted persons (warrant database) and the motor vehicle registration database. *(Please note, we do realize that in most agencies these are automatically run by dispatch, but for competition purposes it must be asked for by the explorer.)* The secondary/cover explorer (P2) should ensure the in-vehicle video camera system is operating correctly, and by being pointed/focused correctly at the violator’s vehicle, but please note some hosting agencies may prefer for the (P2) explorer to just say they are “simulating” this process.

**APPROACH TO VIOLATOR VEHICLE:** The primary explorer (P1) should observe the occupants behavior prior to exiting the law enforcement vehicle. P1 and P2 should exit the vehicle in a timely manner and not slam their doors closed. It is recommended that the doors be closed as “quietly” as possible. P1 should approach the violators’ vehicle by staying out of the nearby lane of traffic or in-between the two vehicles as this is a safety concern. P1 should check the trunk of vehicle by placing their “handprint” on the lid of the trunk to ensure it is closed securely. Sometimes the violator vehicle can be a pickup truck. If this occurs, then place your “handprint” on the tailgate ensuring it is locked in place and look into the bed of the truck to ensure no one is laying down hiding. P1 and P2 should be observing the occupants during the approach, watching for “furtive movements” or occupants hiding things under seats, consoles, glove box, back-seat, etc. P1 will need to position themselves directly behind the violator’s driver door standing in a “bladed” stance (gun side away from violator). P1 should be visually inspecting the interior of the vehicle for any clues such as beer cans, wine bottles, alcoholic packages, boxes, etc. It is recommended the cover officer (P2) be positioned on the passenger side, where they have the ability to watch the passengers “hands” and have a tactical position/mindset to react to anything dangerous presented.



**1<sup>st</sup> CONTACT WITH VIOLATOR:** *NOTE: For competition purposes, all violator contacts will be conducted on the driver side.* P1 should utilize a command presence when speaking to the violator and occupants. P1 must identify themselves by providing their name and agency and then requesting the violator's driver license. Explorers should remember to never accept a driver license/identification that is inside a wallet/purse. Always ask the violator to remove the identification. If the identification is dropped on the ground, explorers should have the violator pick it up, always mindful of their hands.

P1 should also request the violator's proof of liability auto insurance (insurance card). In addition, at some point the primary explorer (P1) should move to a position to be able to verify the vehicle's registration and inspection stickers mounted in the front windshield are currently valid. Also looking the Vehicle Identification Number (VIN) plate located on the front windshield dash is also recommended. The characters of the VIN should match the insurance card vehicle identification number.

The primary explorer (P1) should advise the violator, why the violator was stopped by providing a traffic code related offense and can ask the violator for an explanation for the violation. P1 allows violator to give any reasonable explanations for the violation(s). It is strongly encouraged and recommended that the primary explorer should investigate and ask more questions of the violator to determine drivers' condition, destination, or how much alcohol they have consumed within the last couple hours and the P2 ask questions of any other occupants.

Remember other occupants/passengers in the violator's vehicle are not required by law to turn over their identification on a traffic stop unless you have probable cause to believe they committed a crime. *Note: Failure to Identify (PC38.02) does not apply.* Although, if the explorers voluntarily ask the occupants/passengers of the vehicle, if they want to present their identification, then that is acceptable, as long as they were not coerced into giving it. It must be strictly voluntary that the passenger/occupants wanted to give the identification without fear of arrest.

**RETURN TO POLICE VEHICLE:** Once the primary explorer (P1) has obtained the violator's identification, and insurance card, the primary explorer should advise the violator and occupants to stay in the vehicle. The primary explorer then can return to their patrol vehicle, as long as they are taking periodic glances over their shoulder. Primary explorers who turn their back to the violator may be deducted points for a safety violation. The secondary/cover explorer (P2) can remain at their position at the side or rear of the violator's vehicle or return along with the primary explorer to the law enforcement vehicle, as long as they maintain constant visual contact with the violator's vehicle.

**TLETS INQUIRES/RETURNS:** The primary explorer (P1) should check/verify the presented identification (driver license, state identification card, passport, temporary drivers permit, international driver license, military identification, etc.) via radio for any warrants. For

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competition purposes, the correct procedure for calling on the radio to check individuals will be as follows: last name, first name, middle name, suffix, sex, race, date of birth. Giving the driver license number or identification number is also recommended, if known. The name portion should be spelled using the phonetic alphabet (military or law enforcement version is acceptable). This is very important if they do not have any positive identification. The P1 should also request from dispatch any driver license history and current status of the driver license.

The primary explorer should also verify via radio that the motor vehicle registration returns to the same violator or that the violator should be in possession of the vehicle, if the vehicle registration does not return to them.

**SFST's:** P1 returns to violator's vehicle and has driver exit vehicle to perform standardized field sobriety evaluations in a safe area (not in a lane of traffic). P1 does not turn his back on the violator while walking to the safe location as this is officer safety related. P1 observes the drivers behavior as they exit vehicle. P1 should ask driver when they last ate any food, if they take any medications or have any medical injuries. They should also ask the driver again how much alcohol they have consumed, what type(s) of alcohol and how long ago was the last drink. P2 should be positioned in the law enforcement vehicle operating the in-car video to document the SFST evaluations. (*Note: for competition purposes, the P2 explorer may simulate this process of focusing, zooming in/out, panning the camera, etc.*) P1 should start the SFST evaluations.

**HGN:** P1 (6 total clues, three for each eye, 4 or more clues indicates BAC above .08)

- Tells subject to stand with feet together, with hands at their sides
- Tells subject to follow the stimulus with their eyes, not moving their head
- Tells subject to focus on the stimulus until told to stop
- Holds stimulus 10 to 15 inches in front of subject face, just above eye level
- Performs Equal Tracking and Equal Pupil Size
- Performs "Lack of Smooth Pursuit" (2 seconds out, 2 seconds back)
- Performs "Distinct & Sustained Nystagmus@Maximum Deviation" (hold for minimum 4 seconds)
- Performs "Onset of Nystagmus prior to 45 degrees" (move at speed taking 4 seconds)
- Performs "Vertical Nystagmus" (hold approx. 4 seconds)

*Reminder: Judge will provide the total number of clues to P1.*

**Walk and Turn:** P1 (8 total clues, 2 or more clues indicates BAC above .08)

- Tells subject to place left foot on a line (real or imaginary) and right foot heel to toe
- Tells subject to place arms by their sides
- Tells subject to maintain this position and do not start until told to do so
- Asks subject if they understand the directions given

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- Demonstrates taking 9 heel-to-toe steps up and down the line, with correct turn
- Tells subject on 9<sup>th</sup> step, to pivot & turn by taking several small steps with other foot
- Tells subject to keep their arms at their sides, count steps out loud & watch their feet
- Tells subject once they begin walking, do not stop until completed
- Asks the subject if they understand the directions given, and tells them to begin

### Clues:

- Cant balance during instructions,
- Starts too soon,
- Stops while walking,
- Misses heel-to-toe,
- Steps off the line,
- Uses arms to balance,
- Turned improperly,
- Wrong number of steps

**One Leg Stand:** P1 (4 total clues; 2 or more clues indicates BAC above .08)

- Tells subject to stand with their feet together
- Tells subject to keep their arms at their sides
- Tells subject to maintain this position and do not start until told to do so
- Asks the subject if they understand the directions given
- Tells subject (when told) to raise one leg approx. 6” off the ground, toe pointed out
- Tells subject to keep both legs straight, arms at their sides
- Tells subject to keep their eyes on their elevated foot (looking at their toe)
- Tells subject while in that position, count out loud until told to stop for approx. 30 sec
- Tells subject when they count, start with one-thousand one, one-thousand two, etc.
- Explorer demonstrates the one leg stand for the subject
- Asks the subject if they understand the directions given and tells them to begin

### Clues:

- Sways,
- Uses arms for balance,
- Hops,
- Puts foot down

**ARREST OF DRIVER/OCCUPANTS:** P1 should arrest driver using safe handcuffing techniques and double lock the cuffs. If any other passengers are inside the vehicle and they willingly provide their identification, an explorer member should check these persons through dispatch(NCIC/TCIC) by providing their full name, date of birth, sex, race, and driver license number (if known). If the passengers have any valid warrants, request the warrant be “confirmed.” Once the warrant is confirmed as “valid” then the explorer should advise the suspect “YOU ARE UNDER ARREST” for whatever the warrant is for. Sometimes, the passenger(s) will not cooperate with the explorer’s questions, which will call for the explorer to

match the physical description on the warrant to the person currently detained. However not every scenario will have passenger(s) that have warrants, so explorers may be required to determine their probable cause to make an arrest using the Texas penal code or to release them from the scene.

An explorer may be required to fill out and read (as necessary) the Texas DIC-23 (Peace Officers Sworn Report), Texas DIC-24 (Statutory Warning) and Texas DIC-25 (Notice of Suspension) to driver prior to be transported to jail.

**PHOTOGRAPHS:** Before any evidence is collected or seized, it is strongly recommended that one explorer photograph any evidence. The photographs taken are very similar to how they are done in the crime scene scenario, starting from distance working into a very close picture with a ruler or other scale object along with several photos taken from different angles. At the end, the photos or the media card or the data files will need to be logged into evidence. *Judges will not count against explorers who use different methods to log these photos into evidence, due to vast technologies and ever-changing forms of media formats, as long as they log the evidence.*

**EVIDENCE:** One explorer will need to be in charge of the evidence collection and itemization of all evidence on the “evidence transmittal form.” This should be easily readable by the Judge so a team person with legible handwriting is a must.

If any firearms are located, they need to be unloaded by the explorer “simulating” they are actually unloading the gun (not just saying they are unloading it). The explorer will then need to check the firearm via dispatch against the NCIC/TCIC stolen gun database. This is to ensure the firearm(s) are not stolen or were used in another crime. Dispatch will require the gun make (manufacturer), model, serial number, and bullet caliber of the firearm.

**TRANSPORT:** The last thing is to notify dispatch of transport of any person(s) to jail and what each person is being charged with.

**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the suspect(s), or explorer killed by suspect(s), victims, witnesses or other explorers or charging suspect(s) with the incorrect offenses.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Public Intoxication (PC 49.02)
- Possession of Alcoholic Beverage in Motor Vehicle (PC 49.031)
- Driving While Intoxicated (PC 49.04)
- Driving While Intoxicated with Child Passenger (PC 49.045)
- Intoxication Assault (PC 49.07)
- Intoxication Manslaughter (PC 49.08)

# Chapter 11

## OFFICER DOWN/RESCUE

*(Emergency First Aid)*

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning emergency first aid procedures. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the emergency first aid scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Team will respond to the scene of a downed officer/injured persons at a specific location. The team may have to deal with potential active shooter engaging them as they “rescue” the officer/injured persons. The team may also be required to perform and administer first aid for a variety of injuries, particularly C.P.R., bleeding, broken bones and any other basic life-saving medical skills to the injured person(s) until relieved by medical professionals. The team must be able to identify the symptoms of shock and heart attack and react accordingly. Explorers will be evaluated on the thoroughness of their initial examination of the victim’s injuries, the appropriateness and thoroughness of their response to the injuries they find. If available, CPR administration will be rated by a mechanical “Rescue Anne” style manikin. All materials for the safe conduct will be provided. 100 point maximum score awarded.

**TIME:** Typically time is of the essence to establish contact with the downed officer/injured person(s) and stabilize the injured person(s). A typical emergency first aid scenario is completed within an average of 15 to 30 minutes, depending on the scenario.

**BRIEFING:** A safety briefing is typically held before any team enters the scenario. If the scenario is combined with the “Active Shooter” scenario, then the team must follow all rules given by the hosting agency/judges.

**APPROACH/FORMATION:** There are many different styles, techniques, and tactics that are useful in these types of critical incidents. The most common style is called the “**diamond**” formation when a total of four (4) explorers are available. The leader of the diamond formation is called the “point-man” or the “lead” explorer. Sometimes this person also carries a bullet resistant shield, if available. Next there will be two other explorers flanking directly behind the point-man, one on the left and one on the right. The primary responsibilities of these two “flank” explorers are to cover the direction(s) they are facing. Last and most importantly, is the “rear” explorer, whose responsibility it is to cover the team from the rear, keeping a close eye on making sure suspect(s) don’t fire at them from behind.

**COMMUNICATION/ENTRY:** Explorers should communicate with their dispatch center via radio that they have assembled a “rescue” team. The explorer team leader should request at this point in time, any additional support they may require such as: having several ambulances/MICU’s (mobile intensive care units). *For competition purposes these support units probably will not be available to you, but points may be earned for asking for them.* The explorer team leader should then advise dispatch they are going into the officer down/injured person location, by advising which door or entry point they are entering from. The team should enter into the structure or area using a dynamic entry and staying in the diamond formation. If any new information is gathered while making entry, the explorer leader should radio any updated information to dispatch. If any gunfire is heard, the team should react and respond appropriately.

**WEAPON SAFETY SKILLS:** Explorers will treat all weapons in this scenario as real and will not shoot anything or anyone, without following the “use of deadly force” rules. Explorers should avoid all crossfire situations or “lasering” situations (the act of pointing your firearm muzzle at one of your teammates) as this can be points deducted especially if an explorer shoots one of their own teammates.

**COVER:** The rescue team should provide cover to the front, side or rear when needed. Explorers will need to ensure they stay out of the “fatal funnel” situations throughout the scenario. Explorers should also use the middle of hallways not near walls when traveling down a hallway. The rescue team should also use proper techniques while entering any rooms, again not allowing the suspect to “back-door” your team.

**INJURED PERSONS:** In these scenarios, the “rescue” team should encounter responsive or unresponsive injured person(s). If the rescue team can hold their position safely, the rear team member should do a patient assessment, including assessing responsiveness, assessing the ABC’s (airway, breathing, circulation) and listening to the patient’s chief complaint(s) if they are conscious. Below are the following recommendations for injured person(s) treatment:

**Airway:** The patient’s airway status is the foundation of patient care. No patient can survive without an adequate airway. It is important that you make sure that the patient’s airway is open and clear. The ways you will assess a patient’s airway depend on whether the patient is responsive or not.

- *The responsive patient.* When a patient can respond to your questions, notice if they can speak clearly. Gurgling or other sounds may indicate that something like teeth, blood or other matter is in the airway. Also, make sure the patient can speak full sentences.
- *The unresponsive patient.* A patient who is unresponsive needs aggressive airway maintenance. Immediately make sure the airway is open. If the patient is ill with no sign of trauma, use the head tilt/chin lift maneuver to open the airway. If trauma is suspected, use the jaw-thrust maneuver with great care to avoid tilting the head. Inspect the airway for blood, vomit or secretions. Also look for loose teeth or other foreign matter that could cause



an obstruction. Clear the airway using suction or a gloved finger. Remember that the airway check is not a one-time event. Some patients with serious trauma or unresponsive medical patients who are vomiting will need almost constant suctioning and airway maintenance.

**Breathing:** After securing an open airway, look, listen and feel for breathing. If there is breathing, determine if respirations are adequate. There will be times when a patient is breathing, but not at a sufficient depth or rate to sustain life. Adequate breathing is characterized by three factors: Adequate rise and fall of the chest ease of breathing, and adequate respiratory rate. If you determine that the patient's respirations are absent or inadequate, you must begin ventilating immediately. Do not stop until you are relieved by another trained rescuer or until the patient regains adequate respirations.

**Circulation:** When you assess circulation, you are checking to see that the heart is pumping blood to all parts of the body.

- *The responsive patient.* If the patient is a verbally responsive adult, use the radial pulse to assess circulation. Always use the brachial pulse for an infant. Use either the radial or brachial pulse point for the responsive child.
- *The unresponsive patient.* Check the pulse of an unresponsive adult at the carotid artery. Check the pulse of unresponsive children at the carotid or femoral arteries. Remember, the pulse check for all infants is done at the brachial artery. If the pulse is absent, begin CPR.

**CARDIO PULMONARY RESUSCITATION:** To provide CPR, you must obtain an open airway, provide artificial ventilation, and provide artificial circulation by means of chest compressions. CPR must begin as soon as possible and continue until the rescuer is exhausted and another trained rescuer can take over or the patient is resuscitated.

Before providing CPR, you must first:

- Determine unresponsiveness
- Determine absence of breathing
- Determine absence of pulse

To determine unresponsiveness, tap or gently shake the patient and shout "Are you okay?" If the patient does not respond, open the patient's airway using the head tilt/chin lift maneuver. Place your hand on the patient's forehead. Use the hand that is closest to the patient's head. Apply firm, backward pressure with the palm of your hand to tilt the head back. Place the fingertips of your other hand under the bony part of the patient's lower jaw. Lift the chin forward. At the same time, support the jaw and tilt the head back as far as possible. Remember not to over extend the head. Continue to press the other hand on the patient's forehead to keep the head tilted back. A modified jaw thrust maneuver may be used instead of the head tilt/chin lift if you suspect a head, neck or spinal injury. To perform the modified jaw thrust maneuver, kneel above the patient's head. Place your elbows on the surface where the patient is lying. Place one hand on each side of the head. Grasp the angles of the patient's lower jaw on both sides. Use a lifting motion to move the jaw forward with both hands. This pulls the tongue away from the back of the throat. Turn



your head in the direction of the patient's chest and place your cheek above the patient's mouth. This enables you to look for the rise and fall of the patient's chest, listen for the sound of breathing and feel for breath on your cheek. If breathing is absent, begin artificial ventilation by giving two slow, initial breaths. Be sure to use personal protective equipment when administering artificial ventilations. To determine the absence of a pulse, gently place your index and middle finger on the larynx (Adam's apple). Slide your fingers toward you to the groove on the side of the neck, between the larynx and large neck muscle, feeling for the carotid pulse. Check for 5 to 10 seconds. If there is no pulse (circulation), begin chest compressions. Chest compressions consist of rhythmic, repeated pressure over the lower half of the sternum. They cause blood to circulate as a result of the build-up of pressure in the chest cavity. To perform chest compressions, follow these steps:

- *Position the patient* – The patient must be placed on their back on a flat, firm surface such as the floor.
- *Get in position* – Kneel close to the patient's side. Have your knees about as wide as your shoulders.
- *Locate the xiphoid process* – First feel the lower margin of the rib cage on the side nearest to you. Use the middle and index fingers of your hand, the one closest to the patient's feet. Then run your fingers along the rib cage to the notch where the ribs meet the sternum in the center of the lower chest.
- *Locate the compression site* – Place your middle finger on the xiphoid process (the notch). Put your index finger of the same hand on the lower end of the patient's sternum. Then place the heel of your other hand alongside your fingers. There should be two finger widths between the tip of the sternum and the place where you rest the heel of your hand. Put your free hand on top of the hand that is on the sternum. Your hands should be parallel. Extend or interlace your fingers to hold them off the chest wall during compressions.
- *Position your shoulders* – Square your shoulders directly over your hands.
- *Perform chest compressions* – Keeping your arms straight and your elbows locked, thrust from your shoulders. Apply firm, heavy pressure. Depress the sternum 1.5 to 2 inches on an adult. Be sure the thrust is straight down into the sternum. Use the weight of your body as you deliver the compressions. If necessary, add force to the thrusts with your shoulders. Never add force with your arms. This could fracture the sternum. Compressions should be about 50% of the cycle. That is, compression and release time should be about equal. Completely release pressure after each compression, letting the sternum return to its normal position. Do not lift or move your hands in any way. You could lose proper positioning.
- *Count as you administer compressions* – You should be able to say and do the following in less than 2 seconds:
  - One – push down
  - And – let up
  - Two – push down

And – let up.

This procedure should let you administer 80 to 100 compressions per minute to an adult. The ratio of compressions to ventilations for an adult when performing one-rescuer CPR is 30-2.

**BLEEDING/SOFT TISSUE INJURIES:** It is imperative that as a rescuer, you understand the basic steps to stop bleeding and be able to recognize when an injury needs advanced care. Since the circulatory system is responsible for transporting the oxygenated blood to all cells of the body, any bleeding must be controlled quickly. Bleeding and soft tissue injuries are classified into two different categories, open and closed. A closed wound is where the skin has not been broken. Whether open or closed, the injury may either be minor or severe. Care for a closed wound would include elevating the wound above the heart and applying ice to reduce blood flow to the area. If the patient experiences any of the following signs or symptoms, EMS/medical responders should be notified immediately:

- Change in Level of Consciousness
- Restlessness or irritability
- Rigid abdomen
- Excessive Thirst
- Cool, pale, clammy skin
- Difficulty breathing
- Vomiting or passing blood

The first step in caring for an open wound is to stop the bleeding. This is accomplished by applying direct pressure to the wound. Using a gloved hand or having the patient follow your directions; apply pressure directly on the wound. Place gauze over the wound, elevate it above the heart, unless you suspect a fracture, and continue to apply pressure. If the gauze becomes soaked with blood, apply additional gauze. **DO NOT** remove any gauze that is direct contact with the wound. If the wound continues to bleed utilize a pressure point. These points are only used for extremities. The two that will be used are the Brachial and Femoral. The Brachial is located on the inside of the arm between the Bicep and Triceps; apply the pressure directly into the arm. The Femoral is located on the front of the body. To locate this point, find the midpoint between the top of the hip and the naval. Follow this point to the crease between the thigh and the pelvic girdle. Apply pressure directly into the hip joint. Minor wounds can be cleaned with soap and water. Apply an anti-bacterial ointment and cover with a band aid. **DO NOT** attempt to clean severe wounds. Any severe wound should be cared for by the medical professionals.

**MUSCLES/BONES INJURIES:** Injuries to the bones are either fractures or dislocations. Fractures are either open or closed. An open fracture is one that has bone fragments visible out of the skin. Dislocations are when the bone is moved from its normal location. The best way to tell an injury to an area is to compare one side to the other. The signs and symptoms of a severe injury are:

- Felt or heard a snap or pop
- Loss of function
- Instability
- Deformity
- Loss of movement below the injury site

The treatment for these fractures and dislocations are similar for all types. The only difference is on an open fracture, and that would be to control any external bleeding. The rest of the treatment is the same. Comfort the patient and place them in a position of comfort. Splint the injury only if you need to move them, and you can do so without causing additional harm. Splints are in a three different categories, soft, rigid, and anatomical. Soft splints are blankets, pillows, etc. They are used in areas where a rigid splint would not fit properly such as ankles, ribs, etc. Rigid splints are items that are hard such as boards, magazines, etc. These are used on longer portions of the body such as legs, and arms. Anatomical splints are using one body part to stabilize another. An example of this is finger to finger. If you need to splint the area follow the steps below:

- Splint in the position that you find it
- Check for circulation below the injury, if no circulation note and continue
- Pad the splint
- Apply the splint, to include the joint above and below the injury site
- Pad any gaps between the splint and the limb
- Secure the splint, but not over the suspected injury site
- Check for circulation below the injury
- Elevate if possible

**SHOCK:** Shock is the condition where the body is not supplying oxygen to the cells of the body. This is a life threatening condition and needs to be stopped immediately. There are three different levels of shock that the human body will go through. The first is Compensating shock, where the body can maintain the blood flow by shunting different areas of the body. The next step is Decompensating shock; this is when the body is no longer able to maintain itself. The last stage is known as Irreversible shock. Just as the name implies, this level has a very poor chance of surviving. Shock is always present at any injury. The severity depends on the nature and extent of injury. Therefore it is imperative for the rescuer to understand this and start treating for it before physical signs are present. Once you notice signs of shock the patient is already entering the decompensating phase. As stated previously shock is the body's inability to supply oxygen to the cell level of the body. There are many different kinds of shock. Some different examples are Cardiogenic Shock, Neurogenic Shock, Hypovolemic Shock, Hemorrhagic Shock and Anaphylaxis Shock. Cardiogenic Shock is when the heart fails to do a sufficient job pumping the blood. This may be the result of a Heart Attack, Cardiac Arrest or Congenital Heart Failure. Neurogenic Shock is when the nervous system does not respond to the demand level for blood. This may be caused by head trauma, spinal cord damage or cervical spine damage. Hypovolemic Shock is when there is not enough fluid in the body. This fluid may be blood or water. If the cause is blood, it is usually called Hemorrhagic Shock. Anaphylaxis Shock is a type of respiratory shock that is associated with allergic reactions. The signs and symptoms of shock are generally the same for all shock.

The signs and symptoms of shock generally include:

- Restlessness and irritability (usually the first sign)
- Pale, cool, clammy skin
- Nausea and vomiting
- Pulse Increase
- Breathing increase
- Excessive thirst
- Dilated pupils
- Blue around the lips and nail beds

Anaphylaxis has all of the above signs and symptoms plus the following:

- Hives
- Red blotchy skins
- Difficulty breathing (audible wheeze or whistle)

The treatment is the same for all of the shocks except Anaphylaxis.

- Notify EMS/Medical responders
- Monitor the ABC
- Comfort the victim
- Maintain normal body temperature
- Elevate the legs 8 -12 inches unless you suspect a head, chest or back injury

Anaphylaxis treatment can be cared for in the same manner, however these efforts will not stop the shocks progress. The only way to stop the process is to administer specific types of medicine. Most people who suffer from this disorder carry an Epi-Pen with them. The only thing that you can do additionally at your level is to retrieve the Epi-Pen so that THEY can administer it. Notification of EMS and rapid transport to a hospital is the only and biggest difference in this emergency.

Remember that any injury can result in shock; therefore, the rescuer must be ready to handle the care effectively. It is best to treat for shock, even though the patient is showing no outward signs.

**TRANSPORT:** Only attempt to move a victim you are sure you can comfortably handle.

- Bend your body at the knees and hips.
- Lift with your legs, not your back.
- When possible move forward rather than backward.
- Always look where you are going.
- Support the victim's spine and head, if necessary.
- Avoid bending or twisting a victim with possible spine or head injury.

You can move a person to safety in many different ways, but no one way is best for every situation. The objective is to move the victim without causing further injury to them, and to not injure yourself. The following are four common types of emergency moves.

- Walking assist
- Pack-strap carry

- Two-person seat carry
- Clothes drag

All of these emergency moves can be done by one or two people and without any equipment, which is important because with most rescues, limited resources are available.

Walking Assist- This is one of the most basic emergency moves. One or two rescuers can perform this method with a conscious victim. To perform the walking assist, place the victim's arm across your shoulders and hold it in place with one hand. Support the victim with the other hand around the victim's waist. By doing this your body acts as a crutch for the victim. If a second rescuer is present they can support the victim the same way on the other side. This assist is not appropriate to use if you suspect the victim has a spinal or head injury.

Pack-Strap Carry- The pack-strap carry can be used on a conscious or unconscious victim. To use this carry with an unconscious victim requires a second person to assist you in positioning the victim on your back. To perform the pack-strap carry, have the victim stand or have a second person support the victim. Position yourself with your back to the victim, back straight, knees bent, so that your shoulders fit into the victim's armpits. Cross the victim's arms in front of you, and grasp the victim's wrist. Lean forward slightly and pull the victim up onto your back. Stand up and walk to safety. This carry is not appropriate to use if you suspect a spinal or head injury.

Two-Person Seat Carry- The two person seat carry requires a second person. This carry can be used for any conscious or not otherwise seriously injured person. Each of the rescuers place one hand behind the back and one hand behind the victim's thighs and clasp each other's wrists. Lift the victim in the seat formed by the interlocked wrists.

Clothes Drag- The clothes drag can be used to move a victim with suspected spine or head injury. This type of move helps to stabilize the victim's head and neck and back while moving to a safe environment. Grasp the victim's clothing behind the neck, gathering enough to secure a firm grip. Using the clothing, pull the victim headfirst to safety. During the move the victim's head and neck are supported by the clothing and the rescuers arms. This type of emergency move is physically exhausting and may cause back strain for the rescuer, even when done properly.

**DEDUCTIONS:** Loss of points can be obtained by unnecessary, wrong treatment, or by causing more harm to the injured person(s), or explorers were killed by suspect(s).

## Chapter 12

# ROBBERY IN-PROGRESS

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning robbery in-progress procedures. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the robbery in-progress scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Team will be dispatched to respond to a robbery in-progress call. Sometimes the team may witness the incident occur in front of them or they may arrive on scene, just seconds after the call is dispatched. Team objectives may include: proper approach, contact/cover, verbal skills (with suspects), communication (partners), observation skills, investigative skills, arrest techniques, locating all evidence of the crime, conducting a thorough investigation and overall officer safety. 100 point maximum score awarded.

### **DEFINITIONS:**

***"In the course of committing theft"*** means conduct that occurs in an attempt to commit, during the commission or in immediate flight after the attempt or commission of theft.

***"Property"*** means tangible or intangible personal property including anything severed from land; or a document, including money that represents or embodies anything of value.

***"Disabled person"*** means an individual with a mental, physical, or developmental disability who is substantially unable to protect himself from harm.

***"ROBBERY"*** (PC 29.02) A person commits an offense if, in the course of committing theft and with intent to obtain or maintain control of the property, they: intentionally, knowingly, or recklessly causes bodily injury to another; or intentionally or knowingly threatens or places another in fear of imminent bodily injury or death. An offense under this section is a felony of the second degree.

***"AGGRAVATED ROBBERY"*** (PC 29.03) A person commits an offense if they commit robbery as defined in Section 29.02, and they: (1) causes serious bodily injury to another; (2) uses or exhibits a deadly weapon; or (3) causes bodily injury to another person or threatens or places



another person in fear of imminent bodily injury or death, if the other person is: 65 years of age or older; or a disabled person. An offense under this section is a felony of the first degree.

**TIME:** A typical robbery in-progress scenario is completed within an average of 20 to 30 minutes, depending on the scenario, number of rooms, room sizes, witnesses, complainants, victims and suspects. The maximum time limit is 45 minutes.

**ORGANIZATION:** An explorer team is usually comprised of four (4) explorers, with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario. During the scenario, if a team is comprised of four explorers, then they can divide into two groups. This may benefit the explorers to divide up tasks and complete the scenario as thoroughly but quickly as possible.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision.

**WEAPON SAFETY SKILLS:** When searching any room or layout, explorers should have their firearms pointed out toward the direction they are searching/looking called “high-ready” position. This is to ensure they can engage the suspect if they come out at them. Another safe direction is keeping the firearm in a “low ready” position, but not pointed at the ground. At all times, the explorer must keep their trigger finger off the trigger but indexed along the side of the firearm. Explorers should avoid all crossfire situations or “lasering” situations (the act of pointing your firearm muzzle at one of your teammates) as this can be points deducted especially if an explorer shoots one of their own teammates.

**BRIEFING:** The team leader should always check with the judge to ensure they have the correct address. The team leader should also confirm whether or not this location has any previous history of robbery calls. Team leader should also request to gain a brief knowledge of the type of premise this location may be (residential, commercial, light industrial, heavy industrial-manufacturing plant, etc.) or if they can gain access to a floor plan of the structure in advance.

**ARRIVAL:** Team leader should advise dispatch they are on scene or in the area and request they have a secure (closed) radio channel during their approach/search. The team leader may request a K9 (canine) officer for any suspects that have left the scene, although for competition purposes they will be unavailable, but points may be awarded for the request.

**APPROACH:** The explorer team should utilize some type of cover and concealment as they approach to the location. If the explorer team should have to enter a doorway, they should be ready to make a “tactical” entry into the location, without compromising their team, such as



standing in front of glass windows/doors, where they can be readily seen by the occupants inside. One member of the team should yell out loudly “POLICE” or your agency name and instruct any persons to come out with their hands up.

**ENTRY:** Typically the team will enter the location in a smooth orderly entry. Team members will search all areas where a human body can hide, as quickly but safely as possible. Team members need to ensure they do not stop in the “fatal funnel” of doorways, but keep moving forward until all rooms are cleared using a “leap-frog” style or other tactically safe method. Also team needs to keep their trigger fingers indexed (off the trigger) while entering the premise and during the search. This is a firearm safety issue, and points can be deducted. Most importantly, when turning corners, explorers should utilize the “cutting the pie” method or the “quick-peek” method before proceeding. This is an officer safety issue and points can be deducted for turning corners too quickly without checking to see if a suspect is waiting to shoot the explorers as they round a corner.

**FRISK/SEARCH:** A “terry” frisk or full search of the suspect(s) might be conducted by the explorers, but it should be noted, at the end of the scenario the Judge may ask each individual explorer to articulate to the judge the reason for the frisk or search. If any weapons, contraband, or narcotics were found during a frisk or search of the suspect(s), the explorers must be able to charge the correct individual with the correct offense related to the correct item(s) found in their possession. *Helpful hint: Always be thorough when doing a terry frisk or a full search.*

**IDENTITY & ARREST OF SUSPECT(S):** The team will start the process of trying to establish the identity of any potential suspects and victims. If any suspects are located, explorers will need to check these individuals through dispatch(NCIC/TCIC) by providing their full name, date of birth, sex, race, and driver license number (if known). If the suspect has any valid warrants, request the warrant be “confirmed.” Once the warrant is confirmed as “valid” then the explorer should advise the suspect “YOU ARE UNDER ARREST” for whatever the warrant is for. Sometimes, the suspect(s) will not cooperate with the explorer’s questions, which will call for the explorer to match the physical description on the warrant to the person currently detained. However not every scenario will a suspect have warrants, so explorers may be required to determine their probable cause to make an arrest using the Texas penal code.

Remember that if suspect(s) are being questioned in relation to the offense of crime they will need to have their Miranda Warning (rights) read to them. Explorers should always confirm, that the suspect understood their rights, advising the suspect they are being audio recorded (simulated) or by having them sign the Miranda Warning card. The explorer should then ask if they want to answer any of their questions. It is strongly recommended for Explorers to write the suspects statements down on their field notepad and to advise the suspect you are audio recording (simulated) their conversation.

**PHOTOGRAPHS:** Before any evidence is collected or seized, it is strongly recommended that one explorer photograph the scene, documenting all the located evidence such as: drugs, firearms or other weapons. The photographs taken are very similar to how they are done in the crime scene scenario, starting from distance working into a very close picture with a ruler or other scale object along with several photos taken from different angles. At the end, the photos or the media card or the data files will need to be logged into evidence. *Judges will not count against explorers who use different methods to log these photos into evidence, due to vast technologies and ever-changing forms of media formats, as long as they log the evidence.*

**EVIDENCE:** One explorer will need to be in charge of the evidence collection and itemization of all evidence on the “evidence transmittal form.” This should be easily readable by the Judge so a team person with legible handwriting is a must.

If any firearms are located, they need to be unloaded by the explorer “simulating” they are actually unloading the gun (not just saying they are unloading it). The explorer will then need to check the firearm via dispatch against the NCIC/TCIC stolen gun database. This is to ensure the firearm(s) are not stolen or were used in another crime. Dispatch will require the gun make (manufacturer), model, serial number, and bullet caliber of the firearm.

**TRANSPORT:** The last thing is to notify dispatch of transport of any suspect(s) to jail and what each suspect is being charged with what offense.

**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the suspect(s), or explorer killed by defendant or other suspects or explorers, missing or not locating hiding suspects.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Assault (PC 22.01)
- Aggravated Assault (PC 22.02)
- Deadly Conduct (PC 22.05)
- Robbery (PC 29.02)
- Aggravated Robbery (PC 29.03)
- Criminal Trespass (PC 30.05)
- Evading Arrest or Detention (PC 38.04)
- Unlawful Carrying of Weapons (PC 46.02)
- Unlawful Possession of Firearm (PC 46.04)
- Unlawful Possession of Metal or Body Armor by Felon (PC 46.041)
- Prohibited Weapons (PC 46.05)

## Chapter 13

# SUICIDIAL/MENTALLY UNSTABLE PERSON

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning suicidal/mentally unstable person procedures. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the suicidal/mentally unstable person scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Team will be dispatched to a location requiring law enforcement officers for an unknown problem involving either a suicidal individual or a mentally unstable person having some type of personal crisis. Team will react appropriately by using problem solving techniques and crisis intervention to try to resolve the situation peacefully. *Note: For the purposes of this event, NO TASERS, PEPPER SPRAY or LESS-LETHAL DEVICES can be deployed/used.* The overall purpose of this scenario is verbal communication with the suspect, to identify the crisis, develop a plan, and to reach a peaceful resolution. 100 points maximum score.

**DEFINITIONS:** *Please note it is not against the law (Texas Penal Code) to commit suicide.*

**“Suicidal person”** means the intentional act of killing oneself.

**“Suicide by Cop”** means a suicide method in which a suicidal individual deliberately acts in a threatening way, with the goal of provoking a lethal response from a law enforcement officer.

**AIDING SUICIDE (PC 22.08)** a person commits an offense if, with intent to promote or assist the commission of suicide by another, they aid or attempts to aid the other to commit or attempt to commit suicide. An offense under this section is a Class C misdemeanor unless the actor's conduct causes suicide or attempted suicide that results in serious bodily injury, in which event the offense is a state jail felony.

**APPREHENSION BY PEACE OFFICER WITHOUT WARRANT (HC 573.001)** a peace officer, without a warrant, may take a person into custody if the officer: has reason to believe and does believe that: the person is mentally ill; and because of that mental illness there is a substantial risk of serious harm to the person or to others unless the person is immediately restrained; and believes that there is not sufficient time to obtain a warrant before taking the person into custody. A substantial risk of serious harm to the person or others may be demonstrated by: the person's behavior; or evidence of severe emotional distress and

deterioration in the person's mental condition to the extent that the person cannot remain at liberty. The peace officer may form the belief that the person meets the criteria for apprehension: from a representation of a credible person; or on the basis of the conduct of the apprehended person or the circumstances under which the apprehended person is found.

A peace officer who takes a person into custody shall immediately transport the apprehended person to: the nearest appropriate inpatient mental health facility; or a mental health facility deemed suitable by the local mental health authority, if an appropriate inpatient mental health facility is not available. A jail or similar detention facility may not be deemed suitable except in an extreme emergency. A person detained in a jail or a nonmedical facility shall be kept separate from any person who is charged with or convicted of a crime.

**TIME:** A typical suicidal/mentally unstable person scenario is completed within an average of 20 to 30 minutes, depending on the scenario, number of all involved persons, and the location (environment). The maximum time limit is 45 minutes.

**ORGANIZATION:** An explorer team is usually comprised of four (4) explorers, with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario. During the scenario, if a team is comprised of four explorers, then they can divide into two groups. This may benefit the explorers to divide up tasks and complete the scenario as thoroughly but quickly as possible.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision.

**WEAPON SAFETY SKILLS:** If the team encounters a person with a deadly weapon, then the explorers should have their firearms pointed out toward the suspect they are dealing with at the “high-ready” position. This is to ensure they can engage the suspect if they come out at them in a deadly force manner. Another safe direction is keeping the firearm in a “low ready” position, but not pointed at the ground. At all times, the explorer must keep their trigger finger off the trigger but indexed along the side of the firearm. Explorers should avoid all crossfire situations or “lasering” situations (the act of pointing your firearm muzzle at one of your teammates) as this can be points deducted especially if an explorer shoots one of their own teammates.

**BRIEFING:** A team member should confirm the location again and attempt to have dispatch call the complainant back for updated information. Judge should re-emphasize that non-lethal weapons will not be available for use during the scenario.

**ARRIVAL:** The team leader should radio dispatch to advise they are “on scene” or in the area. Team should make contact with any witnesses or complainants that can provide any updated information. Team leader should request additional backup/cover units to help control the scene, if needed.

**IDENTITY OF SUSPECT/COMPLAINANT:** A team member should stay with the complainant or witness to obtain all their personal information such as their full name, date of birth, sex, race, and driver license number (if known). They should also try to obtain as much information about the individual having the personal crisis. All subjects should be run through dispatch (NCIC/TCIC) for any warrants or any warnings/orders. The name portion should be spelled using the phonetic alphabet (military or law enforcement version is acceptable). This is very important if they do not have any positive identification. Most importantly, the team member with the complainants or witnesses needs to ensure they do not allow them to approach or come near the suicidal/mentally unstable person, as this may escalate the situation.

**APPROACH:** Team should approach tactically using any cover and concealment available to them until they reach a point where verbal contact with the individual can be made. If a vehicle is involved, team may “simulate” attempting to immobilize vehicle. Team leader should communicate any new information or anything officer safety related to be broadcast to other officers. All team members should maintain a professional and courteous attitude toward individual at all times throughout the scenario, regardless of whatever the personal crisis involves.

**COMMUNICATION:** A majority of the scenario will be how the team leader “communicates” with the suicidal/mentally unstable person to determine what the personal crisis is, what it will take to resolve it by developing a plan, and successfully resolving the crisis peacefully. Sometimes dealing with suicidal/mentally unstable persons is a challenge and will require some crisis negotiation skills. If the subject is armed with any type of deadly weapon(s), they will need to drop the weapon(s) and have them move away from them before any type of physical restraint is used.

**FRISK/SEARCH:** Once the individual is compliant, a team member should handcuff the subject appropriately, including double locked, always being prepared for any signs of resistance/struggle. A quick “terry frisk” should be performed to ensure no further weapons are on their person. The subject should be escorted back to a law enforcement vehicle where a complete search should be completed. If the subject needs any medical treatment, medical responders should be requested from dispatch. If the subject is to be transported to psychological (mental) treatment facility then the team leader should fill out the “Peace Officer’s Application for Emergency Detention” form. *Please note: depending on the scenario, the Judge may or may not provide this form. If the form is not provided, then the team may “simulate” they are completing the form by advising the Judge.*

**PHOTOGRAPHS/EVIDENCE:** One team member will need to be in charge of any seized evidence or other property for safekeeping by itemizing all evidence on the “evidence transmittal or safe-keeping log form.” This form should be easily readable by the Judge so a team member with legible handwriting is a must.

If any firearms are located, they need to be unloaded by the explorer “simulating” they are actually unloading the gun (not just saying they are unloading it). The explorer will then need to check the firearm via dispatch against the NCIC/TCIC stolen gun database. This is to ensure the firearm(s) are not stolen or were used in another crime. Dispatch will require the gun make (manufacturer), model, serial number, and bullet caliber of the firearm.

**TRANSPORT:** A team member should radio dispatch they are transporting subject to either jail for a criminal offense or to a psychological (mental) treatment facility on a peace officer’s application for emergency detention.

**DEDUCTIONS:** Team is unable to successfully resolve crisis to a peaceful resolution, team escalates crisis into a deadly force confrontation/suicide by cop, or team member is shot by suspect or by another explorer.

**TYPICAL RELATED LAW:**

- Apprehension by Peace Officer Without Warrant (HC 573.001)
- Peace Officer’s Application for Detention (HC 573.002)



## Chapter 14

# TRAFFIC ACCIDENT INVESTIGATION

**INTRODUCTION:** This scenario is designed to provide the law enforcement explorer with the basic principles concerning traffic accident investigation procedures. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the traffic accident scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

**TYPICAL SCENARIO:** Team will be dispatched to the scene of a motor vehicle collision. Team objectives may include: summoning medical help for any injured parties, thoroughly investigate the collision, perform any necessary traffic control functions, and identify all persons involved. All team members should be wearing a highly visible/reflective traffic safety vests. Team will also complete the required Texas Peace Officers Crash Report Form (CR-3), as most of the points will be earned by correctly filling in the form. 100 point maximum score awarded. (Note: Due to time restraints, certain reporting fields on CR-3 form may be provided by the Judge at the briefing or already marked on the form.)

**TIME:** A typical traffic accident investigation scenario is completed within an average of 30 to 40 minutes, depending on the scenario, number of motor vehicles, injured persons, witnesses, and all involved person(s). The maximum time limit is 45 minutes.

**ORGANIZATION:** An explorer team is usually comprised of four (4) explorers, with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario. During the scenario, if a team is comprised of four explorers, then they can divide into two groups. This may benefit the explorers to divide up tasks and complete the scenario as thoroughly but quickly as possible.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision.

**ARRIVAL:** The team will start the scenario as if they have just arrived on scene of the collision. The team members should assess whether medical treatment is necessary for any persons that appear injured or have complaint of injury. Two team members should establish traffic control measures to ensure proper accident scene safety, including but not limited to: using traffic cones, barricades, flare patterns, and/or manually directing traffic. One team member should start to complete the Texas Peace Officers Crash Report Form (CR-3).





**IDENTITY & ARREST OF PERSON(S):** The team will start the process of trying to establish the identity of any involved persons in the collision. All persons being interviewed should be separated to ensure the quality and consistency of their account of the incident. All persons involved should be checked through dispatch (NCIC/TCIC) by providing their full name, date of birth, sex, race, and driver license number (if known). If the suspect has any valid warrants, request the warrant be “confirmed.” Once the warrant is confirmed as “valid” then the explorer should advise the suspect “YOU ARE UNDER ARREST” for whatever the warrant is for, and then use a safe handcuffing method, including double locking the handcuffs. However not every scenario will have a person with warrants, so explorers may be required to determine their probable cause to make an arrest using the Texas penal code. As a reminder, Texas is a no-fault state, meaning as a peace officer you do not determine who was at fault, only in your professional opinion what had occurred according to all the interview/statements of all involved persons and any witnesses.

**WITNESSES:** If there are any witnesses, they will each need to be interviewed in detail to gain as much information possible about the incident or the driver/vehicle actions. Always be sure to obtain their identification/personal information for the crash report. This should include their full name, date of birth, sex, race, and driver license number (if known), occupation, home and work phone numbers. A team member should simulate or give them their agencies crash report number before leaving them.

**PHOTOGRAPH/FIELD DIAGRAM:** Photographing the scene and drawing a field diagram on the crash report will help explain how the collision occurred, and can be used to re-construct the accident scene at a later time. Accuracy and neatness is a must. The team member should remember to place the directional arrow in the “Indicate North” box. If any evidence of a crime is located, one explorer of the team should be assigned to the photographing and documenting the location of all evidence. The photographs are taken starting from distance working into a very close picture with a ruler or other scale object along with several photos taken from different angles. Once all photos are taken, the photos or the media card or the data files will need to be logged into evidence. *Judges will not count against explorers who use different methods to log these photos into evidence, due to vast technologies and ever-changing forms of media formats, as long as they log the evidence.*

**EVIDENCE:** If any evidence is located to be collected then one member of the explorer team should be designated as the evidence collector. They are responsible to collect all evidence, by tagging/marking it using approved containers, bags, boxes, etc. and logging it onto a evidence transmittal log sheet to ensure a proper chain of custody. The explorer will need to request a report/offense number for the log. They will also be responsible for any fingerprinting/dusting or collection of blood/DNA evidence.

**TRANSPORT:** The last thing is to notify dispatch of transport of any persons(s) to jail and what each person is being charged with.

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**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the actor(s), or explorer killed by actor(s) or other suspect(s) or other explorers.

## Chapter 15

# TRAFFIC STOPS- FELONY

*(High Risk)*

**INTRODUCTION:** This competition training manual is designed to provide the law enforcement explorer with the basic principles concerning felony (high risk) traffic stop procedures. This manual is not all inclusive, but does suggest some specific techniques that should be used for competition purposes, although other methods can be just as equally effective. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle this type of law enforcement competition scenario safely and professionally.

**TYPICAL SCENARIO:** While on daily patrol, the team will encounter a “high-risk” vehicle that is or has been involved in felony offense(s). Team must react to the scenario as it develops. Objectives may include: contact/cover, verbal skills (with suspects), communication (partners), observation skills, arrest techniques, proper approach/vehicle clearing, investigative skills, and overall officer safety. Please note: for competition purposes, typically the scenario starts with the law enforcement vehicles already positioned in the correct vehicle pattern. At no time should explorers be driving the law enforcement vehicles, unless told differently by the hosting agency/judge. 100 points maximum score.

**TIME:** A typical felony traffic stop is completed within an average of 15 to 30 minutes, depending on the scenario, and number of suspects. Maximum time limit is 45 minutes for competition purposes.

**ORGANIZATION:** Team size is limited to a maximum of four (4) explorers. These scenarios typically start with each law enforcement “patrol” vehicle occupied by two persons. A primary explorer designated as (P1) will be sitting in the driver seat and secondary/cover explorer designated as (P2) will be sitting in the front passenger seat. A second “patrol” vehicle may be used as a cover/back-up unit. The occupants of the second law enforcement vehicle will consist of the back-up unit driver designated as (B3) and back-up unit front passenger designated as (B4).

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision. Communication is essential in this scenario, but team members need to realize if they are all shouting commands at the suspects, they may act confused as to what order they should follow.

**WEAPON SAFETY SKILLS:** When in the felony traffic stop position all team members should have their firearms pointed out toward the direction of the suspects in the “high-ready” position. At all times, the explorer must keep their trigger finger off the trigger but indexed



along the side of the firearm, unless they can justify “deadly use of force” by saying “BANG.” Explorers should avoid all crossfire situations or “lasering” situations (the act of pointing your firearm muzzle at one of your teammates) as this can be points deducted especially if an explorer shoots one of their own teammates.

**BRIEFING:** The team will have a high risk scenario presented to them. If the scenario involves a stolen vehicle, the vehicle will need to be confirmed as stolen prior to activation of the lights and/or siren. If the vehicle matches a description of a vehicle used in a felony offense, a team member should verify the license plate matches prior to activation of the lights and/or siren.

**ARRIVAL:** The team will start the scenario as if they have just come to a stop on the road/street/highway with the suspect(s) directly ahead of them. The team member should request a hold on radio traffic from dispatch. The team must react to the scenario as it develops.

### **Unit #1**

**Primary Explorer (P1):** Uses the public address (PA) system if available and gives commands to the vehicle occupants. P1 will also assist with the vehicle clearing/search at the end of the occupant removal.

**Secondary Explorer (P2):** Becomes the arresting explorer and is the police radio operator. This explorer should also be the explorer that checks out with dispatch for the traffic stop.



### **Unit #2**

**Backup/Cover Driver (B3):** Becomes an arresting explorer, and assists P2 in handcuffing suspect(s).

**Backup/Cover Passenger (B4):** Provides tactical cover while arresting explorers deal with handcuffing, searching, interviewing suspects. B4 will also assist with the vehicle clearing/search at the end of the occupant removal.

All team members are positioned to use the law enforcement vehicles as best cover as they can, even with the understanding that most vehicle doors/windows are not bulletproof. It is recommended to use all overhead, side spotlights even during the daytime to illuminate the scene.

### **P1 commands to give suspects:**

- Announce yourself and reason for the stop (example: THIS IS THE FORT WORTH POLICE, YOU ARE IN A STOLEN VEHICLE!)
- Announce actions to be taken (example: ALL OCCUPANTS IN THE VEHICLE-PLACE YOUR HANDS ON TOP OF YOUR HEAD -DO IT NOW!
- DRIVER ONLY, TURN OFF THE VEHICLE AND DROP THE KEYS ON THE GROUND -DO IT NOW!

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- DRIVER ONLY, TAKE OFF YOUR SEAT BELT AND OPEN THE VEHICLE DOOR- DO IT NOW!
- DRIVER ONLY, GET OUT OF THE VEHICLE AND FACE AWAY FROM US-DO IT NOW!
- DRIVER ONLY, WITH YOUR LEFT HAND, LIFT UP YOUR SHIRT BY YOUR NECK COLLAR-DO IT NOW!
- DRIVER ONLY, TURN AROUND IN A COMPLETE CIRCLE- DO IT NOW!
- DRIVER ONLY, TAKE THREE STEPS BACKWARD- DO IT NOW! [Repeat as necessary to position suspect at about the front tires or front bumper area of the law enforcement vehicles.] *(Explorers should not say “walk back to the sound of my voice” The suspect may not go in the direction you want them to. Instead, explorers should order the suspect to “take three steps” back or right etc. This will get the suspect to the location of your choosing.)*

### **P2 commands to give suspects:**

At this point of time the P2 will take over the commands using only their voice. P2 will tell the suspect anything additional the suspect needs to do in order to have them in a safe position to be handcuffed by B3.

### **B3 commands to give suspects:**

The B3 explorer should make the first arrest by following either prone or kneeling handcuff techniques depending on outside weather conditions and temperature of the roadway.

**FRISK/SEARCH:** The B3 explorer should double lock the handcuffs and then perform a terry frisk (pat-down) for any weapons. B3 should then walk the arrestee to the rear of the law enforcement vehicles and do a thorough search and find anything that can be used as evidence. This can include, but not limited to: handcuff keys, pocket knives/illegal knives, tasers/stun guns, weapons (pistols, rifles, shotguns), illegal drugs/prescription drugs belonging to another, rope, duct tape, ski masks, gloves, batons/flashlights, or any other criminal tools, etc. B3 should ask the arrestee questions like:

- How many people are in the vehicle?
- What are the names of the other occupants in the vehicle?
- Are there any dangerous weapons/explosives/chemicals in the vehicle?

B3 should then place the arrestee in the back of the law enforcement vehicle, seat-belted in place and the vehicle door closed and secure. Once B3 is back in their original position, P1 can start the process of removing the next suspect by giving similar commands and repeating the process. If possible, B3 should try to place suspect(s) in separate law enforcement vehicles, so they cannot speak to each other.

**APPROACH:** Once all the visibly seen occupants have been removed from the vehicle, P1 should order one last final time, “OCCUPANT OF THE VEHICLE, WE KNOW YOU’RE IN THERE, COME OUT WITH YOUR HANDS UP!” You never know when another occupant

may be hiding inside the vehicle. P1 and B4 should now approach the vehicle in a tactical style whereby they are not positioning themselves in any crossfire situations. As they approach, they are watching for any occupants that are lying down or holding anything in their hands such as weapons.

If the vehicle has a trunk, then the P1 and B4 should clear the trunk tactically with one explorer either using the trunk latch release button while the other tactically clears the trunk or by using the vehicle keys to unlock the trunk while the other clears the trunk by positioning themselves to avoid any cross fire situations.

Once the scene is considered safe/secure, and the vehicle has no other occupants, then the team members should continue their investigation into the crime or allegations of felony criminal activity.

**IDENTITY & ARREST OF SUSPECT(S):** The team should start the process of trying to establish the identity of any potential suspects and victims, if any. All suspects should be checked through dispatch (NCIC/TCIC) by providing their full name, date of birth, sex, race, and driver license number (if known). The name portion should be spelled using the phonetic alphabet (military or law enforcement version is acceptable). This is very important if they do not have any positive identification.

If the suspect has any valid warrants, request the warrant be “confirmed.” Once the warrant is confirmed as “valid” then the explorer should advise the suspect “YOU ARE UNDER ARREST” for whatever the warrant is for. Sometimes, the suspect(s) will not cooperate with the explorer’s questions, which will call for the explorer to match the physical description on the warrant to the person currently detained. However not every scenario will have suspect(s) having warrants, so explorers may be required to determine their probable cause to make an arrest using the Texas penal code.

Also remember that if suspect(s) are being questioned in relation to the offense of crime they will need to have their Miranda Warning (rights) read to them. Explorers should always confirm, that the suspect understood their rights, advising the suspect they are being audio recorded (simulated) or by having them sign the Miranda Warning card. The explorer should then ask if they want to answer any of their questions. It is strongly recommended for Explorers to write the suspects statements down on their field notepad and to advise the suspect you are audio recording (simulated) their conversation.

**CONFIRMATIONS:** If the scenario involves a stolen vehicle, then the secondary explorer should request from dispatch the vehicle is “confirmed” stolen, prior to the arrest of the driver for the offense. Once confirmed a team member should request a tow truck for the vehicle to be impounded. Once dispatch has advised the vehicle is confirmed stolen, then the secondary explorer (P2) should advise dispatch the condition of the vehicle, any damage and where the



vehicle will be towed to, also to send a notice to the original agency that entered the stolen vehicle to remove it from the NCIC/TCIC database.

**PHOTOGRAPHS:** Before any evidence is collected or seized, it is strongly recommended that one explorer photograph the scene, documenting all the located evidence such as: drugs, firearms or other weapons. At the end, the photos or the media card or the data files will need to be logged into evidence. *Judges will not count against explorers who use different methods to log these photos into evidence, due to vast technologies and ever-changing forms of media formats, as long as they log the evidence.*

**EVIDENCE:** One explorer will need to be in charge of the evidence collection and itemization of all evidence on the “evidence transmittal form.” This should be easily readable by the Judge so a team person with legible handwriting is a must.

If any firearms are located, they need to be unloaded by the explorer “simulating” they are actually unloading the gun (not just saying they are unloading it). The explorer will then need to check the firearm via dispatch against the NCIC/TCIC stolen gun database. This is to ensure the firearm(s) are not stolen or were used in another crime. Dispatch will require the gun make (manufacturer), model, serial number, and bullet caliber of the firearm.

**TRANSPORT:** The last thing is to notify dispatch of transport of any persons(s) to jail and what each person is being charged with.

**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the actor(s), or explorer killed by actor(s) or other suspect(s) or other explorers.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Murder (PC 19.02)
- Capital Murder (PC 19.03)
- Kidnapping (PC 20.03)
- Aggravated Kidnapping (PC 20.04)
- Deadly Conduct (PC 22.05)
- Robbery (PC 29.02)
- Aggravated Robbery (PC 29.03)
- Unauthorized Use of a Vehicle (PC 31.07)

## Chapter 16

# TRAFFIC STOPS

*(Misdemeanor)*

**INTRODUCTION:** This competition training manual is designed to provide the law enforcement explorer with the basic principles concerning basic traffic stop procedures. This manual is not all inclusive, but does suggest some specific techniques that should be used for competition purposes, although other methods can be just as equally effective. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle this type of law enforcement competition scenarios safely and professionally.

**TIME:** A typical basic traffic stop with no arrest is completed within an average of 8 to 15 minutes, depending on the scenario. A basic traffic stop with arrest(s) is completed within an average of 20 to 35 minutes. Maximum time limit is 45 minutes for competition purposes.

**ORGANIZATION:** Team size is limited to a maximum of four (4) explorers. These scenarios typically start with a law enforcement “patrol” vehicle occupied by two persons. A primary explorer designated as (P1) will be sitting in the driver seat and secondary/cover explorer designated as (P2) will be sitting in the front passenger seat. A second “patrol” vehicle may be used as an additional responding back-up unit, only if the primary explorer (P1) calls for them. The occupants of the second patrol vehicle will consist of the back-up unit driver designated as (B3) and back-up unit front passenger designated as (B4).

**NOTIFICATION OF TRAFFIC STOP:** The primary explorer (P1) will notify dispatch via radio that a traffic stop is being made at a location previously instructed by the Judge, this location will need to include a block number and road name or a specific address. The vehicle license plate [alpha-numeric characters], vehicle description (color, make, model) and description and/or number of occupants (if known) will need to be radioed to dispatch. The primary explorer should ask for the vehicle license plate to be run via NCIC/TCIC for stolen, against the wanted persons (warrant database) and the motor vehicle registration database. *(Please note, we do realize that in most agencies these are automatically run by dispatch, but for competition purposes it must be asked for by the explorer.)* The secondary/cover explorer (P2) should ensure the in-vehicle video camera system is operating correctly, and by being pointed/focused correctly at the violator’s vehicle, but please note some hosting agencies may prefer for the (P2) explorer to just say they are “simulating” this process.

**APPROACH TO VIOLATOR VEHICLE:** The primary explorer (P1) should check their rear-view and side mirror prior to exiting the law enforcement vehicle. The primary explorer should exit the vehicle in a timely manner and not slam their driver side door closed. It is recommended that the doors be closed as “quietly” as possible. The primary explorer should approach the violators’ vehicle by staying out of the nearby lane of traffic or in-between the two vehicles as

this is a safety concern. The primary explorer should check the trunk of vehicle by placing their “handprint” on the lid of the trunk to ensure it is closed securely. Sometimes the violator vehicle can be a pickup truck. If this occurs, then place your “handprint” on the tailgate ensuring it is locked in place and look into the bed of the truck to ensure no one is laying down hiding. The primary explorer should be observing the occupants during the approach, watching for “furtive movements” or occupants hiding things under seats, consoles, glove box, back-seat, etc. The primary explorer will need to position themselves directly behind the violator’s driver door standing in a “bladed” stance (gun side away from violator). It is recommended the cover officer (P2) be positioned on the passenger side, where they have the ability to watch the passengers “hands” and have a tactical position/mindset to react to anything dangerous presented.

**1<sup>st</sup> CONTACT WITH VIOLATOR:** *NOTE: For competition purposes, all violator contacts will be conducted on the driver side with the driver remaining in the vehicle during the first contact.* The primary explorer (P1) should utilize a command presence when speaking to the violator and occupants. Explorers that seem timid, shy, or nervous may give the Judge reason to deduct points. Explorers should utilize the vernacular of using the term “YOU” when speaking to the violator. “YOU” signifies the violator did the violation and as an explorer you’re placing that perception back onto the violator.

Examples: “ <b>You</b> were observed running a posted stop sign”	-Correct
“ <b>I</b> saw you run that stop sign”	-Incorrect
“ <b>You</b> are receiving a citation/ticket for speeding.”	-Correct
“ <b>I</b> am going to give you a citation/ticket for speeding.”	-Incorrect

**Basic 7-step violator contact:**

1. Greeting/ identifying yourself and your agency
2. Identification of driver and condition of driver/vehicle
3. Statement of violation committed
4. Statement of action to be taken
5. Action taken
6. Explain what the violator must do
7. Leave

Although this 7-step violator contact is generic it cannot deal with every type of scenario presented to explorer teams. We suggest this be used as a standard outline of a typical traffic stop, although as we all know the scenario can change in an instant depending on certain factors. It is strongly encouraged and recommended that the primary explorer should investigate and ask more questions of the violator. Explorers should remember to never accept a driver license/identification that is inside a wallet/purse. Always ask the violator to remove the identification. If the identification is dropped on the ground, explorers should have the violator pick it up, always mindful of their hands.

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Primary explorers (P1) should also request the violator's proof of liability auto insurance (insurance card). In addition, at some point the primary explorer (P1) should move to a position to be able to verify the vehicle's registration and inspection stickers mounted in the front windshield are currently valid. Also looking the Vehicle Identification Number (VIN) plate located on the front windshield dash is also recommended. The characters of the VIN should match the insurance card vehicle identification number.

The primary explorer (P1) should advise the violator, why the violator was stopped by providing a traffic code related offense and can ask the violator for an explanation for the violation.

**Regardless of the reason, the primary explorer will issue a citation/ticket for the offense and the violator's reason can be noted on the citation/ticket.**

Remember other occupants/passengers in the violator's vehicle are not required by law to turn over their identification on a traffic stop unless you have probable cause to believe they committed a crime. *Note: Failure to Identify (PC38.02) does not apply.* Although, if the explorers voluntarily ask the occupants/passengers of the vehicle, if they want to present their identification, then that is acceptable, as long as they were not coerced into giving it. It must be strictly voluntary that the passenger/occupants wanted to give the identification without fear of arrest.

**RETURN TO POLICE VEHICLE:** Once the primary explorer (P1) has obtained the violators identification, and insurance card, the primary explorer should advise the violator and occupants to stay in the vehicle. The primary explorer then can return to their patrol vehicle, as long as they are taking periodic glances over their shoulder. Primary explorers who turn their back to the violator may be deducted points for a safety violation. The secondary/cover explorer (P2) can remain at their position at the side or rear of the violator's vehicle or return along with the primary explorer to the law enforcement vehicle, as long as they maintain constant visual contact with the violators vehicle.

**TLETS INQUIRES/RETURNS:** The primary explorer (P1) should check/verify the presented identification (driver license, state identification card, passport, temporary drivers permit, international driver license, military identification, etc) via radio. For competition purposes, the correct procedure for calling on the radio to check individuals will be as follows: last name, first name, middle name, suffix, sex, race, date of birth. Giving the driver license number or identification number is also recommended, if known. The name portion should be spelled using the phonetic alphabet (military or law enforcement version is acceptable). This is very important if they do not have any positive identification.



The primary explorer should also verify via radio that the motor vehicle registration returns to the same violator or that the violator should be in possession of the vehicle, if the vehicle registration does not return to them.

**WARRANT CONFIRMATIONS:** The judge or person acting as your dispatcher should give your returns back immediately. If the violator shows to have warrant(s), the dispatcher/judge will advise the subject has a potential warrant(s) for whatever type of offense(s). This warrant must be “confirmed” first before any arrest takes place. Confirming a warrant ensures that the warrant is actually still valid and not a computer glitch or error in the computer system. Also the primary explorer (P1) should verify with dispatch that none of the passengers have warrants, if they were checked.

An easy way to “confirm” any potential warrants is to advise the dispatcher/judge to go ahead and “CONFIRM THE WARRANT(S).” In real life, this process usually involves the dispatcher calling that agency to see if they have the valid warrant in hand which can take up to several minutes. For competition purposes, the explorer will be told by the judge/dispatcher whether or not the warrant is “confirmed/valid.”

If the dispatch/judge advises the violator is clear (no warrants) and the violator holds a valid driver license, then the primary explorer should move onto filling out the citation/ticket.

If the dispatch/judge advises the warrant(s) have been “confirmed/valid” then the primary explorer should move onto filling out the citation/ticket. The only difference is that after the citation/ticket is completed with the violators’ signature, you will affect the legal arrest of the violator or passenger for whatever the confirmed/valid warrant is for. The primary explorer at this point in time must call for an additional back-up unit to assist via dispatch. *Note: the judge will determine when the back-up unit arrives on scene.* Also if the violator is going to be arrested, a wrecker/tow-truck should be requested to be enroute to your location by advising the dispatcher of the request.

**CITATION/TICKET:** For competition purposes, the citation will be generic form and provided for you for standardization purposes. Please be aware that all blanks on the citation need to be filled out with LEGIBLE handwriting. If the information is not known or not applicable, then “N/A” is acceptable, as long as the explorer asks the violator the question corresponding to the blank form field. If the explorer fills out the citation/ticket and just fills out empty blanks as “N/A” without asking the violator, it will be counted off in points as incorrect. Remember the actors should provide the necessary information if the explorer asks the correct questions. Explorers please be aware you will not be able to complete the entire citation/ticket in the patrol vehicle. You will have to return to the violator to complete the citation/ticket.



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AGENCY:		COUNTY:		CITATION # 24680135	
DATE OF OFFENSE:		TIME OF OFFENSE:		NUMBER OF CHARGES:	
NAME:			DOB:		SEX:
HEIGHT:	WEIGHT:	HAIR:	EYES:	DL#:	
ADDRESS:			CITY:		STATE:
WORK ADDRESS:			CITY:		STATE:
HOME PHONE:		WORK PHONE:		CELL PHONE:	
VEHICLE LICENSE:	STATE:	MAKE:	MODEL:	YEAR:	COLOR:
LOCATION OF OFFENSE:					
VIOLATION 1:			SPEEDING ____ MPH IN A ____ MPH ZONE		RADAR: Y / N
VIOLATION 2:			VEHICLE SEARCHED: Y / N		VEHICLE TOWED AWAY: Y / N
VIOLATION 3:			OFFICER:		OFFICER ID/BADGE#
COURT PHONE NUMBER: 1-800-555-1212			I promise to appear in Court on or before the court date listed below, and I understand that this is not a plea of Guilty.		
COURT DATE: 4/17/2010 AT 2:00PM			SIGNATURE: _____		

**2<sup>nd</sup> CONTACT WITH VIOLATOR:** The primary explorer will need to again check their rear-view and side mirror prior to exiting the law enforcement vehicle. The primary explorer should exit the vehicle in a timely manner and not slam their driver side door closed. It is recommended that the door be closed as “quietly” as possible again. The primary explorer should approach the violators’ vehicle again by staying out of the nearby lane of traffic or in-between the two vehicles as this is still a safety concern. The primary explorer should still be observing the occupants during the approach, watching for “furtive movements” or occupants hiding things under seats, consoles, glove box, back-seat, etc. The primary explorer will need to re-position themselves directly behind the violator’s driver door standing in a “bladed” stance (gun side away from violator). The cover officer (P2) be positioned on the passenger side again, where they have the ability to watch the passengers “hands” and have a tactical position/mindset to react to anything dangerous presented.

*For competition purposes, if the violator or any passengers are not being arrested, the violator should remain in the vehicle. If the violator or any of the passengers are going to be arrested, it is recommended that the violator, be asked to exit the vehicle and walk to the safety of the side of the road (away from traffic, and not between the patrol vehicle and violators vehicle) to complete the citation/ticket process first before any arrest takes place. Explorers should only arrest one subject at a time.*

**ISSUANCE OF CITATION/TICKET:** The primary explorer should ask any additional questions to the violator to complete the citation/ticket entirely. Once the ticket is complete, the primary explorer (P1) will need to explain to the violator that they need to place their signature on the line indicated, but with the understanding it is “not a plea of guilt but a promise to appear in court on the court date listed on the citation/ticket.” If the violator refuses to sign the citation/ticket, calmly and politely explain to them, that if they refuse to sign the ticket, you will be forced to arrest them now and bring them before a judge/magistrate of law. After the violator’s signature is obtained on the citation/ticket, always verify it matches the signature on

the driver license or other identification presented. Also explain how to contact the courts, with an address or phone number that the violator can contact to receive additional information about how to take care of the citation/ticket. *For competition purposes, give the violator the actual citation/ticket.*

Under no circumstances should explorers tell the violator an exact or approximate cost of the citation/ticket, as this tends to lead into an argument with the violator. Always advise the violator to contact the courts at the listed number for all questions related to the cost of the citation/ticket.

**NO ARREST:** If the violator has no other questions for the primary explorer about the citation/ticket, then return all documents back to the violator, such as their driver license or other identification, insurance card, etc, by stating verbally “here is your driver license and insurance card.” End the traffic stop with a professional statement such as:

- “drive safe”
- “thank you for your cooperation/courtesy”
- “your free to go”

Here are some statements that should NOT be used as they sound unprofessional:

- “have a nice day”
- “you’re welcome”
- “come on back anytime”

**ARREST:** If the violator has no other questions for the primary explorer about the citation/ticket, then advise the violator that they have a “confirmed/valid” warrant for their arrest out of [whatever] agency for [whatever] offense. Tell the violator, “YOU ARE UNDER ARREST” for the outstanding warrant. The primary explorer (P1) should give the verbal commands for the violator to move into the standing handcuff position. The back-up unit driver (B3) should assist in providing cover for the primary explorer. Once handcuffed properly and double-locked, the violator will need to be searched. *It is recommended that explorers wear protective gloves prior to physically searching any persons.* Remove all inventory of property including car keys, cell phone, wallet, etc. Once the subject is thoroughly searched then place the subject into the backseat of the primary law enforcement vehicle, and seat belt the subject in securely. Please note: It is not illegal in the State of Texas, to possess a handcuff key, although by finding one may be additional points added to your score.

Any additional passengers/occupants with warrants will need to be arrested and searched in the same procedure. If the violator is arrested, but the passenger/occupants have no warrants then they will need to find another source of transportation, such as calling friends, family, neighbors, etc. *Note: For competition purposes, the vehicle will not be released to passengers or other occupants even if they have a valid driver license.*



**VEHICLE SEARCH:** Explorers will need to conduct a thorough search of the vehicle, incident to the arrest. Explorers are encouraged to wear protective gloves prior to searching any vehicle for illegal contraband such as weapons, drugs, alcohol, paraphernalia, etc. Any illegal contraband will be seized and secured in the patrol vehicle. Any additional charges found while conducting the search will be explained to the judge at the transport stage of the scenario. *Please note: vehicles provided in the scenario will NOT be dismantled in anyway, such as seat's removed, dash covers removed, door panels pried open etc.*

**WRECKER:** Once the vehicle has been searched, an inventory log should be completed. The primary explorer will need to release the vehicle to the wrecker/tow-truck company along with an inventory log which may be "simulated."

**TRANSPORT:** The primary explorer is to notify dispatch/judge of transport of any subject(s) to jail and what each subject(s) are being charged with. Also if any additional evidence or illegal contraband was seized, the primary explorer will need to explain it to the judge.

**TEAMWORK:** The primary explorer team will need to show they were working together and that everyone was contributing to the team. Also team communication between all explorers was occurring, especially between the primary explorer and secondary/cover explorer and the backup explorers (if available).

**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the suspect(s), or explorer killed by defendant or other suspects or explorers.

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Speeding (*local ordinance or TRC545.352*)
- Ran Stop Sign (*local ordinance or TRC545.151*)
- Failure to Signal Turn (*local ordinance or TRC545.104*)
- Expired Motor Vehicle Registration (*local ordinance or CCP502.407*)
- Expired Inspection (*local ordinance or TRC548.602*)
- No Driver License (*local ordinance or TRC521.025*)
- No Liability Insurance (*local ordinance or TRC601.191*)
- Arrest Warrant (*CCP15.01-15.27*)

## Chapter 17

# UNKNOWN CALL FOR POLICE

**INTRODUCTION:** This competition training manual is designed to provide the law enforcement explorer with the basic principles concerning unknown calls for police procedures. This manual is not all inclusive, but does suggest some specific techniques that should be used for competition purposes, although other methods can be just as equally effective. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle this type of law enforcement competition scenarios safely and professionally.

**TIME:** A typical unknown call for police is completed within an average of 10 to 30 minutes, depending on the scenario. Maximum time limit is 45 minutes for competition purposes.

**ORGANIZATION:** Team size is limited to a maximum of four (4) explorers with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision. A four person team can split into two (2) groups as needed, as long as they have radio communication with each other or within visual distance.

**TYPICAL SCENARIO:** The team will be dispatched to an unknown person(s) requesting the police, sheriff, law enforcement or medical response. The team must react to the scenario as it develops. Objectives may include: proper approach, contact/cover, verbal skills (with suspects), communication (partners), observation skills, investigative skills, arrest techniques, and overall officer safety.

**BRIEFING:** The team leader should always check with the judge to ensure they have the correct address. The team leader should also confirm whether or not this location has any previous history of calls. Team leader should also request to gain a brief knowledge of the type of premise this location may be such as: residential, commercial, light industrial, heavy industrial-manufacturing plant, etc. These scenarios typically start with two explorers dispatched.

**ARRIVAL:** Team leader should advise dispatch they are on scene or in the area. Once on scene, the primary explorer leader may request additional backup/support explorers to assist on the call.

**APPROACH:** Explorers should cautiously approach the location, being fully aware of their surroundings.

**ENTRY:** The explorer team leader should be cautious of their entry into the structure. Explorers should try to observe any occupant's behavior inside the structure to determine if there is anything out of normal or suspicious, before they make entry.

**CONTACT WITH COMPLAINANT/REPORTEE:** One member of the explorer team must make contact with the person who requested the police, sheriff, law enforcement, or medical response. A thorough interview should be conducted, asking as many questions as possible to try to gain an overall perspective into what is required to help resolve the situation.

**FRISK/SEARCH:** A "terry" frisk or full search of the suspect(s) might be conducted by the explorers, but it should be noted, at the end of the scenario the Judge may ask each individual explorer to articulate to the judge the reason for the frisk or search. If any weapons, contraband, or narcotics were found during a frisk or search of the suspect(s), the explorers must be able to charge the correct individual with the correct offense related to the correct item(s) found in their possession. *Helpful hint: Always be thorough when doing a terry frisk or a full search.*

**IDENTITY & ARREST OF SUSPECT(S):** The team will start the process of trying to establish the identity of any potential suspects, victims, and witnesses. Once all persons are located, explorers will need to check these individuals through dispatch(NCIC/TCIC) by providing their full name, date of birth, sex, race, and driver license number (if known). If the suspect has any valid warrants, request the warrant be "confirmed." If the warrant is confirmed as "valid" then the explorer should advise the suspect "YOU ARE UNDER ARREST" for whatever the warrant is for. However not every scenario will a suspect have warrants, so explorers may be required to determine their probable cause to make an arrest using the Texas penal code.

Remember that if suspect(s) are being questioned in relation to the offense of crime they will need to have their Miranda Warning (rights) read to them. Explorers should always confirm, that the suspect understood their rights, advising the suspect they are being audio recorded (simulated) or by having them sign the Miranda Warning card. The explorer should then ask if they want to answer any of their questions. It is strongly recommended for Explorers to write the suspects statements down on their field notepad and to advise the suspect you are audio recording (simulated) their conversation.

**EVIDENCE:** One explorer will need to be in charge of the evidence collection and itemization of all evidence on the "evidence transmittal form." This should be easily readable by the Judge so a team person with legible handwriting is a must.

If any firearms are located, they need to be unloaded by the explorer "simulating" they are actually unloading the gun (not just saying they are unloading it). The explorer will then need to

check the firearm via dispatch against the NCIC/TCIC stolen gun database. This is to ensure the firearm(s) are not stolen or were used in another crime. Dispatch will require the gun make (manufacturer), model, serial number, and bullet caliber of the firearm.

**TRANSPORT/CLEAR:** The last thing is to notify dispatch of transport of any suspect(s) to jail and what each person is being charged with. If no suspect(s) are arrested or if no criminal offenses have occurred, the explorer leader should notify dispatch that they are leaving the scene, clear with no offense or problem resolved.

**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the victim(s)/suspect(s), explorer shot by suspect(s) or explorers miss or not locate all hiding suspect(s).

**TYPICAL RELATED CRIMINAL OFFENSES:**

- Terroristic Threat (PC 22.07)
- Criminal Mischief (PC 28.03)
- Reckless Damage or Destruction (PC 28.04)
- Theft (PC 31.03)
- Theft of Service (PC 31.04)

## Chapter 18

# WHITE COLLAR CRIME

**INTRODUCTION:** This competition training manual is designed to provide the law enforcement explorer with the basic principles concerning white collar crime procedures. This manual is not all inclusive, but does suggest some specific techniques that should be used for competition purposes, although other methods can be just as equally effective. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle this type of law enforcement competition scenarios safely and professionally.

**TIME:** A typical white collar crime scenario is completed within an average of 20 to 35 minutes, depending on the scenario. Maximum time limit is 45 minutes for competition purposes.

**ORGANIZATION:** Team size is limited to a maximum of four (4) explorers with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision. A four person team can split into two (2) groups as needed, as long as they have radio communication with each other or within visual distance.

**TYPICAL SCENARIO:** The team will be notified they are acting like detectives and need to conduct a raid and execute a legal search warrant for stolen property according to the details of the warrant. Objectives may include: proper approach, contact/cover, tactical entry, communication (partners), observation skills, investigative skills, evidence collection and overall officer safety.

**RAID PREPARATION:** The team will meet as a group first to determine type of structure they will be entering, anything unique about the structure, occupants of the structure, any special needs to gain access, identify points of escape and ensure the points of escape are covered by other law enforcement personnel. The meeting site must take place away from the raid location. The explorer leader should request to have: bullhorn, battering ram, additional strategically placed uniformed perimeter officers, and a radio communication channel assigned for the raid. *Note: For competition purposes, these will not be provided but the team can be awarded points for the request.*

**INTELLIGENCE GATHERING:** Judge will provide team an “intelligence officer” who has been watching the structure for the last 24 hours. The explorers are encouraged to ask the intelligence officer as many relevant questions pertaining to the structure, suspect(s), weapon(s) or any other additional details to help facilitate the raid. The intelligence officer will only provide answers to questions asked. This means the intelligence officer will not voluntarily offer details unless specifically asked. *Note: Any raid should be conducted with the assumption there are weapons available to the suspect(s), whether observed or not.*

- Phone numbers of target location
- Vehicles owned / used by target or associates
- Associates of target (photos and/or physical descriptions)
- Any alias or phony identities used by the target or associates
- Other vehicles / people of interest
- Unusual /suspicious deliveries to the structure
- Other building occupants / businesses / residents

**INSPECTION OF SEARCH WARRANT/OTHER DOCUMENTS:** Though the search warrant and other associated documents were reviewed prior to leaving the magistrate or judges office, it is good practice to review them again before executing the search warrant. Items to be aware of is ensuring the descriptive information for the raid is accurate. Raiding and executing a search warrant at the wrong residence or commercial business has been known to happen. Not only is this an embarrassment and liability to the agency, it can also be a deadly situation to unsuspecting and innocent citizens. The search warrant should also clearly state what is being searched for and the explorer team **MUST** be briefed on where said items may/can be found. Searching in areas where items identified in the warrant cannot be placed should be avoided. For example, your search warrant indicates you are looking for a 56” big screen television and you are rummaging through a small desk. If you cannot articulate the purpose for being in the desk, any other seized items may not be acceptable to the court. The explorer team must verify the address of the search warrant, a good description of the structure/location, what items to be searched for and seized and last but most importantly the date/time and signature of when the judge/magistrate signed it.

**ENTRY:** Entry into the building should be quick and fast. The team leaders should immediately take cover positions to allow the remaining team members to enter quickly and safely. The explorers **MUST** ensure it is very clear who they are by identifying themselves as law enforcement officers. In addition, loud verbal commands must be used to alert the suspects of what you want them to do, such as get on the ground, drop the weapon, or show their hands. Anything less may develop into a violent confrontation, with the suspect claiming he did not know you were a law enforcement officer, but instead felt you were an intruder.

**SEARCH:** Once the building is secure and all suspects are either in your control or not in the building, the search may begin. Team members should have been given search assignments to

ensure all proper locations are closely examined by the team leader. In all probability the search warrant will identify and authorize seizure of specific evidence, along with papers, documents and other items or methods of recording data. It is required that an individual responsible for the premises be given a copy of the search warrant. If no one is available then a copy should be left in plain view.

**EVIDENCE:** The results of the search may reveal documents that clearly link the facility with a known group providing funding to international terrorism. In addition, other contraband may be found on the premises. As you know, law enforcement must exercise caution when collecting, preserving and packaging evidence obtained at a crime scene or as a result of a search warrant. Precise steps must be taken to adequately collect and preserve what has been found at this scene. Documents should be collected and secured in large envelopes. If at all possible, documents and other evidence should be carefully handled using latex gloves and/or tweezers. This will ensure that there is no contamination by law enforcement personnel and preserve any evidence, which might be on the documents but not visible to the naked eye.

**LEAVE:** Once the search is complete, all evidence identified and seized should be removed. It is not the goal of law enforcement, depending on what and where to be searched, that a residence or business be torn apart. It is law enforcement's responsibility to conduct a search with as little destruction and turmoil as possible. Though the search warrant gives the law enforcement officer the authority to enter, discover and remove property, evidence or contraband from another individual or their premises, it does not give authority to arbitrarily destroy, damage or harass the suspect or other individuals. The team leader should ensure the site is secure before leaving if no one is there. The team leader will notify dispatch they are transporting evidence to their agency to secure/ store it properly to ensure proper "chain of custody" remains intact. The team leader should also notify dispatch to have them contact the PIO/media liaison of the raid and evidence recovered/collected.

**DEDUCTIONS:** Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the suspect(s), explorer shot by suspect(s) or explorers miss or not locate all evidence.

**TYPICAL RELATED CRIMINAL PROCEDURES:**

- Search Warrants (CCP 18.01)
- Grounds for Issuance (CCP 18.02)
- Search Warrant May Order Arrest (CCP 18.03)
- Contents of Warrant (CCP 18.04)
- Execution of Warrants (CCP 18.06)
- Days Allowed for Warrant to Run (CCP 18.07)
- Shall Seize Accused and Property (CCP 18.09)
- How Return Made (CCP 18.10)



## Chapter 19

# HOMICIDE INVESTIGATION

*(Interview & Interrogation)*

**INTRODUCTION:** This competition training manual is designed to provide the law enforcement explorer with the basic principles concerning homicide investigation procedures. This manual is not all inclusive, but does suggest some specific techniques that should be used for competition purposes, although other methods can be just as equally effective. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle this type of law enforcement competition scenario safely and professionally.

**TIME:** A typical homicide investigation is completed within an average of 25 to 35 minutes, depending on the scenario. Maximum time limit is 45 minutes for competition purposes.

**DEFINITIONS:** A “*search warrant*” is a written order issued by a judge and directed to a peace officer commanding them to search for any property or thing and to seize it and bring it before a judge. A search warrant can include an order to arrest a person. (CCP 18.01)

An “*arrest warrant*” is a written order from a judge directed to a peace officer commanding them to take the body of the person accused of an offense to be dealt with according to law. (CCP 15.01) *Note: An arrest warrant cannot include a search warrant.*

**ORGANIZATION:** Team size is limited to a maximum of four (4) explorers with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario.

**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision. A four person team can split into two (2) groups as needed, as long as they have radio communication with each other or within visual distance.

**TYPICAL SCENARIO:** The team will be informed they are acting as homicide detectives investigating a (simulated) homicide that just occurred hours ago. The team will be provided some potential suspects. The team will be expected to conduct interviews with all persons involved and develop a potential suspect as a consensus. The explorers will then need to interrogate the suspect and try to obtain a voluntary written confession. The team leader may be provided with documents related to the (simulated) homicide that may or may not help the investigation. Once the explorer team has probable cause to believe which person committed the offense, the explorer team will be expected to write a legal search or arrest warrant for that person with the correct criminal offense.

**WITNESSES:** If there are any witnesses, they will each need to be interviewed in detail to gain as much information possible about the incident and/or the suspect. Always be sure to obtain their identification/personal information for the offense report. This should include their full name, date of birth, sex, race, and driver license number (if known), occupation, home and work phone numbers. A team member should (simulate) giving them their agencies business card along with the report/offense number before releasing the witnesses.

**INTERVIEW TECHNIQUES:** The explorers should employ several strategies to determine their person's truthfulness of the information provided. This can include reading body language, asking good questions, trying to develop a rapport with the person, or using deception or misleading statements to imply that they have been implicated in the crime by someone else. Remember, law enforcement does not use any physical violence to obtain confessions and points will be deducted for any physical mistreatment of the potential suspect(s).

**ARREST:** The team leader should notify the suspect they are "UNDER ARREST" for a specific criminal offense once probable cause has been determined. The team leader should also notify dispatch of the arrest time.

**MIRANDA WARNING:** Remember that once the "suspect" is being questioned in relation to the offense of a crime and they are "arrested" they will need to have their Miranda Warning (rights) read to them. Explorers should always confirm, that the suspect understood their rights, advising the suspect they are being audio/video recorded (simulated) or by having them sign the Miranda Warning card. The explorer should then ask if they want to answer any of their questions. The suspect has the right to evoke their right to remain silent or they can tell their side of the story of what really happened to sometime mitigate their actual involvement or to blame someone else. It is strongly recommended for Explorers to write the suspect's exact statements down.

**VOLUNTARY WRITTEN STATEMENTS:** If the suspect chooses to make a voluntary written statement, explorers should try to have suspect write down as much details as possible about their involvement in the crime. The explorers should try to ensure the suspect signs the document with their true/real signature.

**SEARCH OR ARREST WARRANT:** Once the team has arrested the suspect they will need to complete a search or arrest warrant, along with a sworn affidavit. The sworn affidavit must set forth substantial facts establishing probable cause that a specific offense has been committed against a specifically named victim. A search warrant specifically describes property or items to be searched for and seized or specific evidence that a particular person committed the offense and that evidence is to be searched for on or at that location or on that particular person. The search warrant will also require:

- it run in the name of "THE STATE OF TEXAS"
- it identify that which is to be seized (name and describe the person, place or thing)

## TEXAS LAW ENFORCEMENT EXPLORER COMPETITION TRAINING GUIDE

- it commands any peace officer to search for that person, place, or thing named
- it be dated and signed by the Judge (meaning the Judge agrees you have provided all info)

The search warrant can include the arrest of the suspect, as long as you specifically name and describe that person.

### **TYPICAL RELATED CRIMINAL OFFENSES:**

- Murder (PC 19.02)
- Capital Murder (PC 19.03)
- Manslaughter (PC 19.04)
- Criminally Negligent Homicide (PC 19.05)
- Aggravated Kidnapping (PC 20.04)
- Aggravated Assault (PC 22.02)
- Aggravated Robbery (PC 29.03)

## Chapter 20

# DISASTER RESPONSE

*(Incident Command System)*

**INTRODUCTION:** This competition training manual is designed to provide the law enforcement explorer with the basic principles concerning how to handle a disaster using the National Incident Management System (NIMS) procedures. This manual is not all inclusive, but does suggest some specific techniques that should be used for competition purposes, although other methods can be just as equally effective. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle this type of law enforcement competition scenarios safely and professionally. It is recommended that you familiarize yourself with basic incident command system procedures produced by the Federal Emergency Management Agency (FEMA).

**TIME:** A typical disaster scenario is completed within an average of 25 to 35 minutes, depending on the scenario. Maximum time limit is 45 minutes for competition purposes.

**DEFINITIONS:** The “*Incident Command System (ICS)*” is a standardized, on scene, all hazards incident management approach that: allows for the integration of facilities, equipment, personnel, procedures, and communications operating within a common organizational structure; enables a coordinated response among various jurisdictions and functional agencies, both public and private; establishes common processes for planning and managing resources.

Some Texas natural disasters can include: tornados, hurricanes, flooding, earthquakes, and uncontrolled fires. Other disasters can include: bombings, explosions, toxic chemicals or gases, epidemics or other terroristic acts.

**ORGANIZATION:** Team size is limited to a maximum of four (4) explorers with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the “leader” throughout the scenario.

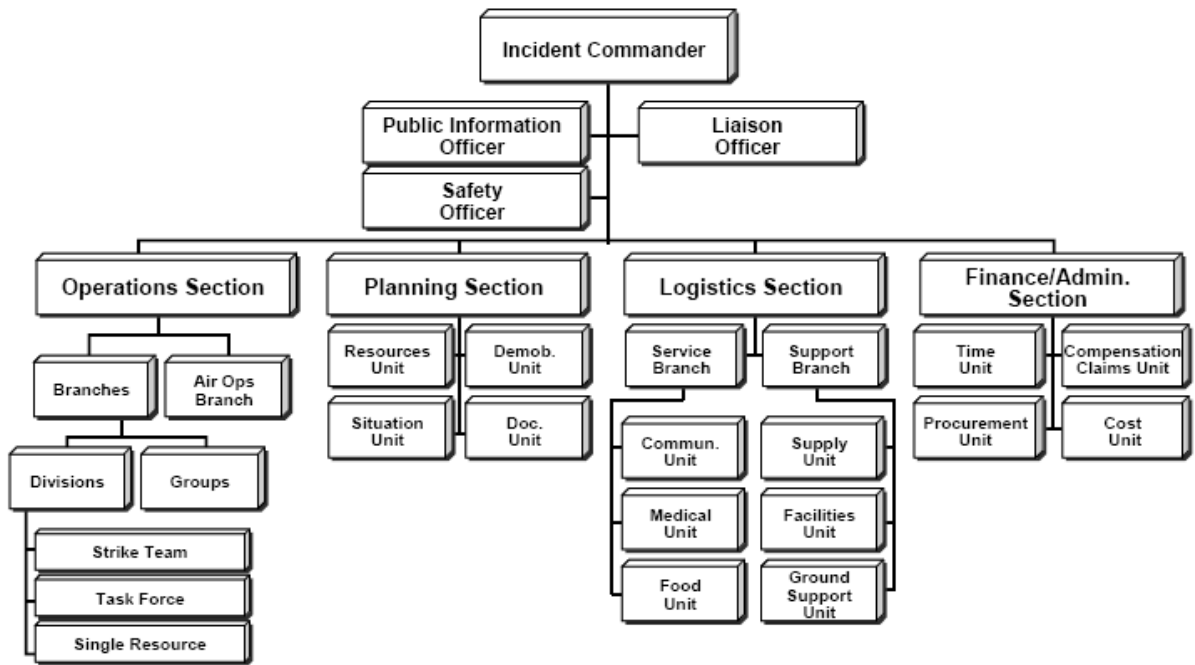
**TEAMWORK:** The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision.

**TYPICAL SCENARIO:** The explorer team will arrive on scene at the emergency operations center (EOC) or Incident Command Post (ICP) near a (simulated) disaster. The explorer team will be acting as top leaders for their local law enforcement agency and will take over to manage the incident. This will require explorers to use an incident command system model to implement five major areas, Command, Operations, Planning, Logistics, and Finance/Administration. Team

objectives may include their verbal communication, planning, developing strategies, and making overall decisions. Team may also be faced with making immediate critical decisions which may or may not involve the (simulated) loss of life. Team may also be evaluated on how they problem solve when faced with certain barriers or obstacles. *Note: for competition purposes, explorers will not actually do any field work; these scenarios are designed for the managing of the incident only.*

**COMMAND & MANAGEMENT:** The explorer team must work to setup a unified command structure of leadership with certain responsibilities assigned for key tasks. These persons will be overall responsible for their divisions and personnel. Explorers should utilize a prepared incident action plan (IAP) for the type of scenario presented.

ICS Basic Organization Chart (ICS-100 level depicted below)



**OPERATIONS:** As needed, explorers may integrate FBI into Unified Command Structure. Also establish procedures for scene security including perimeter control, force protection, and responder credentialing. Identify remote staging areas for the recall/responses. Develop plan for additional personnel to augment and sustain a reinforced response.

**PLANNING:** As needed, explorers need to develop a list of public safety resources to control requested and non-requested resources and eliminate freelancing. Develop a plan to decontaminate responders and large numbers of civilians rapidly. Develop plan to continuously monitor hazard/safety concerns for the site and community.

**LOGISTICS:** As needed, develop a multi-casualty/multi-patient incident capability and staging triage area. Develop plan to have food/water brought in for responders and command personnel. Develop plan for communications, overloaded cell towers, and radio interoperability among responding mutual aid organizations.

**FINANCE/ADMINISTRATION:** As needed, develop a plan to reduce/cover financial expenses such as replacement personnel, equipment and to stabilize local economy.

**DEDUCTIONS:** Loss of points can be obtained by giving up/walking out of scenario, putting (simulated) lives in danger, or any form of yelling, screaming or being unprofessional to other team members or field units.

# EVENTS



## **Chapter 21**

### **BICYCLE OBSTACLE COURSE**

This activity is open to all Explorers on a first come, first serve basis. Explorer(s) will be timed on their ability to successfully navigate a law enforcement bicycle obstacle course. Touching or knocking over cones will be counted as time penalties. The bicycle obstacle course may include: riding 25 yards, braking within a box, serpentine between 10 cones, lofting up a curb, track standing for 10 seconds, figure eights, completing three complete circles within a 12'x12' square, 10' by 10' square, and an 8' by 8' square, a tactical dismount and a 25-yard bike carry. Bicycles and helmets will be provided, although Explorers are encouraged to bring additional protective gear such as gloves, elbow and knee pads. Explorers wishing to use their own helmets and protective gear will be allowed. Agencies wishing to use their own police bicycles will be allowed with special permission from TLEEA and the judging agency. The three (3) fastest times will win awards.

## **Chapter 22**

### **NON-EMERGENCY VEHICLE OBSTACLE COURSE**

#### **(N.E.V.O)**

This event gives priority to those Explorers who pre-registered and meet the following qualifications. Explorers must be a minimum of 16 years of age, present a valid driver's license to the Judge, and has Post Advisors approval to operate a police vehicle. Pre-registered Explorer(s) on the approved N.E.V.O. list will receive priority in line. The event is designed to emphasize the importance of efficient, safe driving when responding to a police call. Explorers will be required to negotiate a course that includes a series of stops and turns, as well as backing up and parallel parking situations. The objective is to finish the course quickly without sacrificing safety. A penalty point will be assessed for failure to use turn signals or for striking/touching a course cone. Explorers will get only one timed run. Best scores are obtained by smooth braking and acceleration and attention to efficient driving. Target times will be announced at the event to compensate for the actual vehicles used and prevailing conditions. The 3 fastest times (including penalty points) will win awards.

## Chapter 23

# PHYSICAL AGILITY COURSE

This activity is open to all Explorers and Advisors on a first come, first serve basis. Individual Explorer(s) or Advisor(s) will run a timed physical agility course with multiple physical obstacles. Such as: high jump, balance beams, cones, tires, dummy drag, 20 push-ups, 20 sit-ups, along with a 50-meter sprint. Course may include shooting an air soft pistol, breaching a door with a battering ram and handcuffing a suspect as the finale. The fastest 3 scores for male explorer and advisor and fastest 3 scores for female explorer and advisor will win 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place awards.

## Chapter 24

# SHOOT/DON'T SHOOT

*(Firearm Simulator)*

This activity is open to all explorers on a first come, first serve basis. This is a firearms simulation computer event. Explorers are considered in uniform and easily recognized as “law enforcement officers.” The explorer will stand approximately twelve feet from a projector screen, on to which a series of short situations will be projected by a computerized training system. The explorer will be using a specially designed weapon. This weapon may be a real revolver or semiautomatic pistol, altered to fire a harmless infrared laser beam, or replica weapon designed for this purpose. If holsters are not available, the weapon may be placed in a pocket or held down to the side before each scene until such time as the explorer reasonably believes that he/she or another person is or is about to be placed in (simulated) imminent danger of death or serious bodily injury.

Depending on the computerized training system, most scenarios may have a narrator giving a short description of the situation preceding the scenario. The narration will be brief and will place the explorer in the situation as the scene starts. Although the scenes are short (about one minute), there will be reasonable time to determine whether or not the elements that constitute a shoot situation are present. The explorer is the lens of the camera and is to become part of the scenario. If a character in the scenario is talking into the camera lens, he/she is talking to the explorer. The explorer should interact with the scenario, using verbal commands, drawing on and challenging suspects appropriately-- in effect, being part of the scenario. The explorer should draw (or raise) his/her weapon whenever he/she has reasonable cause to expect it will be used and is preparing to use it. The drawing of the weapon, for the purpose of this exercise, will be the same as in real life. The weapon may be drawn based on the situation in the scenario or possibly even the narrator's description of the situation. The participant will be scored on gun handling skills, timely reaction, verbalization, accuracy of the shot, and foremost, good judgment. The best 3 scores will win awards.



## Chapter 25

# FIREARMS SHOOTING COMPETITION

*(Pistol & Rifle)*

The shooting competition is conducted by a TLEEAA member law enforcement agency with certified TCLEOSE peace officers trained and certified as range masters, firearm instructors and safety officers. This event will provide an experience for law enforcement explorers to demonstrate the safe and proper handling of handguns in a competitive environment while contributing to the development of skills required in the law enforcement profession.

**Pistols:** All pistols will be double action or safe action semi-automatic (standard duty size) only. The only three (3) acceptable caliber options are: 9mm, .40 and .45  
*Note: Pistol brands and calibers may vary depending on the hosting agency.*  
 Training recommendation: Glock®17 (9mm)  
 Glock®23 (.40cal)  
 Glock®21 (.45cal)

**Rifles:** All rifles will be either a single shot bolt action or semi-automatic AR-15 style. The two options for ammo are either .22LR or .223/5.56 calibers. All rifles are iron sights only. *Note: Rifle brands and calibers may vary depending on the hosting agency.*  
 Training recommendation: Smith&Wesson® M&P 15 (.22LR)  
 AR-15/M4 models with 16” barrel (.223/5.56)

**Targets:** The firearms shooting competition is fired on conventional bull’s eye targets such as the standard NRA B-8 target.

**PREREQUISITES:** In order to participate in the pistol or rifle shooting competition, a certified range master/firearms instructor must certify each explorer competing in the event has received a minimum of five (5) hours of instruction in the fundamentals of marksmanship, firearms safety, and range operations. Additionally, the course of instruction must include the supervised live firing of at least 100 rounds of ammunition for each explorer using a pistol or rifle. A “Firearms Training Certificate” is required to be completed and submitted to TLEEAA in advance for any explorers to participate. The certificate requires the approval and signatures of the participant’s Post Advisor and certified range master/firearms instructor. **All participants must be a minimum of 18 years of age.**

**PISTOL COURSE OF FIRE:** (Distance: 25 yards; Position: Standing)

- Slow Fire- 5 shots, 1 minute (repeated 5 times) [25 shots]
- Timed Fire- 5 shots, 20 seconds (repeated 5 times) [25 shots]
- Rapid Fire- 5 shots, 10 seconds (repeated 5 times) [25 shots] (75 shots total)

**RIFLE COURSE OF FIRE:** (Distance: 25 yards; Position: Standing and Prone)

- Slow Fire- 5 shots, 1 minute (repeated 5 times-Standing) [25 shots]
- Timed Fire- 5 shots, 20 seconds (repeated 5 times-Prone) [25 shots]
- Rapid Fire- 5 shots, 10 seconds (repeated 5 times-Prone) [25 shots] (75 total)

Explorers will fire only five (5) rounds per string of fire. The explorer must fire at all stages during their assigned range time only. For each course of fire, the participant will be given magazines loaded with five (5) or ten (10) rounds that will be used for each match: slow, timed, and rapid.

Firearms, ammo, safety goggles and ear protection will be provided at the range. No personal firearms or ammunition will be allowed. NRA rules will govern except as modified by this competition.

All stages will be fired with two hands. For the pistols, the arms/hands must be extended outwards without any support from the body.

**COMPETITION INFORMATION:** It is each competitor's responsibility to know and obey the NRA rules, the provisions of this notice, and all the competition director bulletins that are posted on the competition bulletin board.

It is also the competitor's responsibility to:

1. Have full knowledge of the rules under which the match is fired.
2. Conform to the proper firing position.
3. Have equipment that meets all rules and specifications in any match
4. Understand that after due warning of any infraction of existing rules, a repetition of the rule infraction shall be cause for disqualification for that match or for the competition.
5. Frame the correct target for the specific match.
6. Maintain own scorecard, initial after each stage of fire, and sign completed scorecard. Ensure that the scoring official has signed.
7. Wear approved eye and ear protection.
8. Provide and wears a "baseball" style cap and footwear that completely covers the shooter's feet during each stage of fire. Open-toed shoes or flip-flops are not acceptable footwear on the range.

**SIGHTING SHOTS:** Sighting shots are allowed in the competition. Each participant will be allowed five (5) sighting shots prior to the commencement of the first stage. The values of the sighting shots will not be entered as the score. The five (5) sighting shots will be provided only before the first stage.

**AWARDS:** The three top (best) shooters with the highest points in accuracy will be awarded 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place "TLEEAA TOP SHOT" trophies.

## **Chapter 26**

### **CLIMBING/RAPPELLING TOWER**

This event is open as a first come, first serve event. Explorers will be provided a quick safety briefing on how to put on the climbing harness and some verbal cue commands prior to climbing. Before climbing, all explorers must have a safety check performed by the climbing instructor/facilitator before any actual climbing begins. Explorers must have any long hair pulled back and put up into the climbing helmet. Explorers must also wear closed toe shoes or boots. No sandals or open toe shoes are allowed. Explorers should remove anything sharp or loose on their uniform that could potentially get stuck or rub/wear on the ropes. Explorers should not distract the belay personnel for any reason. This is not an awarded event, only for the fun participation of climbing and rappelling skills.

## **Chapter 27**

### **CHALLENGE GAMES**

Explorers participate in a series of different game show challenges. Such challenges are based loosely on “Jeopardy”, “Minute to Win It” or “Who Wants to be a Millionaire.” This is to test the explorers on both physical or mental challenges of memory on law enforcement related topics and situations. The games only last a maximum of 45 minutes. The games are offered hourly and do not require registration or sign-up. This is not an awarded event.

## **Chapter 28**

### **TEXAS LAW ENFORCEMENT SAMPLE EXAM**

If you are interested in becoming a Texas Law Enforcement Officer, then take a sample written examination to test your knowledge of Texas laws and codes. The scheduled examination will last a maximum of forty-five (45) minutes. The test is offered hourly and does not require pre-registration or sign-up, simply walk-in prior to the start of any hour during which the exam is offered. This is not an awarded event; the sample written examination is offered as a practical experience exercise only.

## Chapter 29

# TUG-OF-WAR CHALLENGE

The entire Post will compete against another Post of the same amount of teams. 1 vs. 1, 2 vs. 2, 3 vs.3, and 4 vs. 4. Explorers are encouraged to wear gloves for this event. Each event (2 Posts) have only one (1) minute to pull the other team across the line or it results in a do-over. Teams will not let go of the rope, when they are pulling, as the let the opposing team fall backwards. Also shoes with cleats, are NOT allowed. The top Post will receive an award in each division level.

## Chapter 30

# SWAT CALL

***NOTE: This event uses Simunition®, (non-lethal training ammunition) and real firearms that have been converted to shoot only the marking cartridges. This event is under the supervision of trained/certified SWAT tactical officers. All participants will be REQUIRED to wear full facemasks and protective clothing throughout the entire event. Any explorer(s) violating any rules of this event will be subject to immediate disqualification. Please be aware if hit with a simunition round anywhere on the human body you may feel brief but intense “stinging” pain as it may even break the skin and/or leave a bruise or welt. Remember this event is optional, so if you have any physical limitations, heart/blood pressure issues, breathing issues or other medical concerns/issues, please do not participate!***

One (1) team from each Post may participate in an “extreme” high risk SWAT call on a first come, first serve basis. Team will act as SWAT/tactical team who have been dispatched to a location for such scenarios as:

- an armed/barricaded person(s) with hostage(s); or
- serving a felony arrest warrant for a subject with history of weapons and drugs

**Safety Briefing:** Team will be given a safety briefing on the use and firing of the simunition guns. Team may be required to wear long sleeve shirts/jackets, tactical body armor, helmet, gloves, elbow and knee pads. The team may be presented with several SWAT tools options such as: a shield, a battering ram, a throw phone, distraction device, zip ties (hand restraints) and four simunition guns each loaded with only one (1) magazine of 10 rounds.

**Planning:** Team will be given five (5) minutes to prepare a plan on how to tactically assault the location and to safely rescue the hostage(s) and/or arrest the suspect(s).

**Approach/Entry:** Once the planning time limit is reached, the team will be given five (5) minutes to tactically resolve the situation. This will require the team to immediately respond to the location to make entry even if they are not finished planning. Explorers need to be aware

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that if their simunition gun malfunctions, they do not stop the scenario, the explorer should try to clear the gun and continue with their objectives.

Time limit: The entire scenario starting from the safety briefing to the end will only last 15 minutes maximum. Time will be called at 15 minutes and the scenario will end automatically regardless of what stage the explorers are in.

Actors/Judges: Any actors may yell “**PAIN**” at any time explorers are being too aggressive and causing the actor real pain. Anyone may use the term “**CEASE FIRE**” if during the scenario something is unsafe and could cause someone real injury or death. When this command is heard, all explorers and actors WILL immediately stop and wait until told what to do by the instructors, judges, or safety officers.

Grading/Points: Teams will be graded on: approach to location-aware of any hazard considerations, team communication, team entry style, accuracy of any shots fired, safety of all explorers (not being shot/hit by any simunition), ability to rescue hostages and/or affect the arrest of any suspect(s). Team will be expected to follow all firearm safety guidelines or risk automatic failure for ANY safety violation, such as removal of facemask, pointing the barrel of firearm at partners (lasering), etc.

Awards: Top team will be presented the honored TLEEAA “Best Texas Explorer SWAT Team” trophy cup. This trophy cup will be housed at the winning agency for one year until the next state competition.