

TRANSPORT (PRISONER TURNOVER)

DESCRIPTION: This scenario addresses the procedure of turning over a prisoner to another agency when a person not identified on the transfer paperwork shows up to accept the prisoner.

PROLOGUE: Entering the airport lobby after exiting the plane.

VARIATIONS:



Scenarios and Interactivity:

- 1. Prisoner Turnover:** The trainee has entered the airport with the prisoner and fellow officer. The fellow officer is on his first turnover and is depending on the trainee to make the correct judgment when the federal officer approaches to accept the prisoner. The agent that approaches is **Ian Mitchell**. It's up to the trainee to stop the turnover and make the decision to call and verify that Ian Mitchell is the correct agent or to release the prisoner to him. The correct agent to release the prisoner to is **Bill Baker**.

Instructor Override 1: From the moment that Ian Mitchell identifies himself until the fellow officer steps behind the prisoner to switch his restraints, the outcome of the scenario can be changed. If the override is taken, Ian Mitchell explains his situation and the fellow officer asks, "What should I do? You know this is my first time. Should I make a phone call or should I release him?" It's up to the trainee to make that decision. The verbalized choice determines the outcome. The default outcomes is to release the prisoner into the custody of Ian Mitchell. After they exit the airport Bill Baker appears and identifies himself.

Instructor Override 2a: Phone Call (Correct Response): The trainee agrees to make a phone call and leaves. Ian Mitchell also says he is going to check with his people.

Instructor Override 2b: Release (Incorrect Response): The trainee proceeds to switch the restraints and Ian Mitchell takes the prisoner and leaves the airport. After they have left, Bill Baker appears and identifies himself as the correct agent to receive the prisoner.

Notes:

To make the scenario as real as possible, we recommend mocking up the paperwork that applies for your department when processing prisoner turnovers. The trainee should be handed this paperwork to review before entering the simulation. Depending on weather you instruct them to read it or not is up to you. Bill Baker should be identified as the correct contact.

TRANSPORT (PRISONER BREAK ATTEMPT)

DESCRIPTION: Transporting an inmate to prison.

PROLOGUE: Driving up to the prison and exiting the vehicle to check in weapons.

VARIATIONS:



Scenarios and Interactivity:

- 1. Prisoner Break Attempt:** After entering the gate and checking his weapon, the trainee's partner returns to the gate. As he approaches the sound of a car pulling up is heard from behind. The partner runs to the gate yelling, "Escape. Escape." The trainee's view then turns to see a van pull up. A man quickly exits and runs towards the transport vehicle. He opens the door, pulls the prisoner out, rushes him to the van and they jump in. The driver, who stayed behind the van, jumps in at the same time and they speed off.

Branch 1a: As the passenger exits the van and runs towards the transport vehicle, he can be shot.

Branch 1b: As the passenger goes down, the driver runs around the front of the van and shoots.

Branch 1c: If the driver is shot in front of the van, he goes down and the scenario ends. If missed he steps forward and shoots again.

Branch 1d: If he is shot stepping forward, he goes down and the scenario ends. If missed, he runs off and the scenario ends.

Branch 2a: Just as the passenger grabs the handle of the transport vehicle and before he opens the door, he can be shot.

Branch 2b: As the passenger goes down, the driver runs around the front of the van and shoots.

Branch 2c: If the driver is shot in front of the van, he goes down and the scenario ends. If missed, he steps forward and shoots again.

Branch 2d: If shot stepping forward, he goes down and the scenario ends. If missed, he runs off and the scenario ends.

Branch 3: As the prisoner and passenger run towards the van, the prisoner can be shot. If shot, the prisoner goes down, the passenger give-ups and the driver runs off.

- 2. Tower 3:** This is a radio call to the tower after the escape has happened. What should the tower do in this situation? Should they be on the radio relaying information? Should they be shooting at the van?

Branch: If the van is shot from the point it rounds the corner until it passes the tower, the scene will go to black.

Notes:

TRANSPORT (HOSTAGE IN MEDICAL FACILITY)

DESCRIPTION: A prisoner has been transported to a dental office.

PROLOGUE: The prisoner and fellow officer enter the dental office and are directed to exam room four.

VARIATIONS:



Scenarios and Interactivity:

Each outcome begins the same way. The dentist enters the room and talks to the prisoner. He explains that Rebecca, his assistant, will be coming in to prep him and have him fill out some necessary paper work. Before leaving he instructs the fellow officer to remove the prisoner's restraints. After removing the restraints the fellow officer leaves to go to the bathroom instructing the trainee to keep an eye on the prisoner.

- 1. Prisoner Takes a Hostage:** Rebecca enters the room talks briefly to the prisoner and turns her back to get the paperwork ready. At that moment the prisoner grabs an instrument from the tray and lunges for Rebecca, grabs her and attempts to use her as shield between himself and the trainee to get out of the room. He will eventually give up if no shots are taken.

The branching below can occur in two locations during the scene:

- when the hostage and prisoner are at the back wall and as they start their approach forward.
- when they arrive at and stand at the front corner of the counter.
 - Branch 1: The prisoner can be shot. The shot has to hit the head or upper shoulder area of the prisoner.
 - Branch 2: The hostage and prisoner can be shot. The shot has to hit within the head and upper torso area of the hostage.
 - Branch 3: The hostage can be shot and the scene will go to black. The shot has to hit the legs or right arm of the hostage.

- 2. Hostage Gets Away:** Rebecca enters the room, talks briefly to the prisoner but doesn't turn her back to him while getting the paperwork ready. At that moment the prisoner grabs an instrument from the tray and lunges for Rebecca. She reacts and gets away, running by the trainee to safety. The prisoner is now by himself and attempts to exit the room. His last effort is to lunge at the trainee with the instrument.

Branching below can occur in three locations during the scene:

- just after the prisoner misses Rebecca and starts his approach forward
- when he arrives at and stands at the front corner of the counter
- as he lunges at the trainee

Branch 1: The prisoner can be shot.

Instructor Override: If taken, the prisoner will give up after he arrives at or when standing at the front corner of the counter.

Notes:

TRANSPORT (BUS INCIDENT)

DESCRIPTION: Filmed from the point-of-view of the officer riding in the front of the bus.

PROLOGUE: You see prisoners being loaded on a bus for transport. You hear the driver give his speech then the scene fades to black. As the scene fades up from black you are in the front of the bus traveling down the road. When the driver turns off the radio, the prisoners get upset. After telling the prisoners to be quiet, the driver stops the bus.

VARIATIONS:



Scenarios and Interactivity:

- 1. Prisoner Attacks Another Prisoner:** When the scene starts, the trainee is already in the prisoner cage of the bus. The prisoners are arguing between themselves. One prisoner breaks a hand free from his shackles, grabs a prisoner by the neck and throws him into the seat across the bus. The assaulting prisoner then begins punching the other prisoner. The beating continues until the scene fades to black.

Branch 1: Just as the assaulting prisoner grabs the other prisoner and before he throws him across to the other seat, they can be OC sprayed. All the other prisoners are effected by the OC spray as well.

Branch 2: During the time of the beating the assaulting prisoner is OC sprayed and the spray effects the rest of the prisoners.

Instructor Override: During the time of the beating the assaulting prisoner stops, puts his hands up, steps back to his seat and sits down.

- 2. Prisoner Breaks Free of Restraints:** When the scene starts, the trainee is already in the prisoner cage of the bus. A prisoner stands and breaks a hand free from his shackles. After breaking the hand free, he approaches the trainee.

Branch 1a: As the prisoner begins his approach he can be OC sprayed. He wipes off the spray and keeps coming. All the other prisoners are effected by the OC spray as well.

Branch 1b: The prisoner that keeps coming can be OC sprayed again. He then steps back and sits down covering his eyes. All the other prisoners are effected by the OC spray as well.

Instructor Override: As the prisoners begins his approach he can be shot with a taser.

Notes:

Currently taser is only supported as an instructor override branch.

TRANSPORT (BUS ATTACK)

DESCRIPTION: Shot from the point-of-view of the officer riding in the rear of the bus.

PROLOGUE: You see prisoners being loaded on a bus for transport then switch to the point of view of the rear officer as the driver gives his speech. The driver starts the bus and begins to move forward. As the bus pulls forward, a dump truck is seen pulling in front of the bus.

VARIATIONS:



Scenarios and Interactivity:

- 1. Hijackers Attack the Bus:** As the trainee exits the bus, a man is standing at the front door with an AR-15 yelling commands to the driver. After a few seconds the suspect turns towards the trainee and fires until the scene fades to black.

Branch 1a: The hijacker at the door giving commands to the driver goes down. A second suspect comes around the corner, shoots, and runs to the right. An officer rushes out of the bus and shoots the running suspect. Shortly after that, a second officer steps out of the bus to help secure the hijackers.

Branch 1b: The second suspect goes down and the scene ends.

Branch 2a: The suspect at the front door of the bus turns toward the trainee, goes down and a second hijacker comes around the corner, shoots and ducks back behind the front of the bus. An officer steps out of the bus with his gun drawn, pauses, looks around and then steps back onto the bus just as the second hijacker comes around the front of the bus to shoot again before the scene ends.

Branch 2b: The second suspect goes down and an officer steps out of the bus with his gun drawn to secure the area.

If missed: An officer steps out with his gun drawn.

Branch 2c: Officer can be shot just as he becomes visible in the doorway and until he steps onto the ground. If shot, he stumbles around the front of the bus. The second hijacker appears again, shoots and ducks back behind the bus before the scene ends.

Branch 2d: If shot, the second hijacker goes down and the scene ends.

If the officer is not shot: The second hijacker appears again, shoots and ducks back behind the bus before the scene ends.

Branch 2e: If shot, the second hijacker goes down and the scene ends.

Notes:

The element of surprise is crucial to this scenario. If the trainee waits until the suspect turns to shoot it's highly unlikely that he will survive.

TOWER (YARD INCIDENT)

DESCRIPTION: There is an incident involving two prisoners.

PROLOGUE: Scanning the prison main yard.

VARIATIONS:



Scenarios and Interactivity:

- 1. Inmate Stabs Fellow Inmate:** As an inmate walks, another approaches him from behind. As the approaching inmate gets closer a shank drops from his coat sleeve. When he reaches the unaware inmate he stabs him, drops the knife and continues walking.

Branch 1: Warning Shot – as the trainee’s view is momentarily blocked by the camera, a warning shot can be fired in the grass area. This warning shot can be fired up until just before the inmate raises his arm back to stab the other inmate. When the warning shot is fired, the inmate with the shank drops it and gets down on the ground. Shortly after that four officers enter the scene and secure both inmates.

Branch 2: Fatal Shot – as the inmate raises his arm up and until he stabs the other inmate he can be shot. The inmate drops to the pavement and the other inmate reacts.

- 2. Two Inmates Start a Fight:** As one inmate walks by, another approaches from the opposite direction. They meet and an argument starts. One inmate pushes the other and a scuffle begins. Two ground-patrol officers approach the two inmates. At that moment the inmate pulls a shank and confronts the two officers.

Branch 1: Fatal Shot – as the inmate threatens the officers with the shank, he can be shot.

Override Scene: Inmate Lunges at Officers - When the two guards enter the scene, one turns to motion to the tower that the inmate has a weapon. The inmate’s action can be changed at that moment. As the officer turns toward the tower the inmate lunges for the other officer. After stabbing the first officer he cuts the throat of the second officer.

Branch 1: Fatal Shot – as the inmate lunges for the first officer, he can be shot.

Branch 2: Fatal Shot – after stabbing the first officer and lunging for the second, the inmate can be shot.

TACTICAL EMERGENCY RESPONSE TEAM (JAIL DISTURBANCE 1)

DESCRIPTION: There is a jail disturbance. One prisoner is holding another prisoner hostage.

PROLOGUE: A team of Tactical Emergency Response Team (TERT) officers move in to defuse the hostage situation.

VARIATIONS:



Scenarios and Interactivity:

- 1. Prisoner Hostage:** At the end of the cellblock a prisoner is holding another prisoner at knifepoint. As a member of the team, the trainee has three seconds to take the shot after the team enters the cell and before the prisoner stabs his hostage. After the prisoner stabs the hostage he stands up, backs away and gives up.

Branch 1: If the prisoner with the shank is shot in the head or upper left torso before stabbing the hostage, he goes down.

Branch 2: If the hostage is shot in the upper part of his head, the hostage goes down. The prisoner then drops the knife and gives up.

Branch 2a: If the trainee waits to take the shot until just as the prisoner stands to give up, both the prisoner standing and the TERT officer behind him goes down.

Branch 2b: If the prisoner is shot after he is standing and backing away to give up, he goes down.

Branch 3: If a lower head or center mass torso shot is taken, both prisoners go down.

Branch 4: If the trainee waits to take the shot until just as the prisoner stands to give up, both the prisoner standing and the TERT officer behind him go down.

Branch 5: If the prisoner is shot after he is standing and backing away to give up, he goes down.

Notes:

TACTICAL EMERGENCY RESPONSE TEAM (JAIL DISTURBANCE 2)

DESCRIPTION: There is a jail disturbance. A prisoner is attempting to stab another prisoner in a cell at the end of the cellblock.

PROLOGUE: None

VARIATIONS:



Scenarios and Interactivity:

- 1. Irate Inmate (Deliberate Deployment):** As a member of the Tactical Emergency Response Team, the trainee moves in to defuse the situation at the end of the cellblock. Before arriving at the cellblock they will confront four other prisoners along the way. Whether they shoot or not determines if they get to the end of the cellblock to defuse the situation.

The first prisoner, wearing an orange jump suit, runs out with his hands up holding no weapon.

Branch: If this prisoner is shot, missed, or not shot the trainee continues. If a shot is taken at this prisoner the trainee must justify his or her actions during debrief.

The second prisoner is seen at the end of a long hallway.

Branch: If this prisoner is shot or not shot the trainee continues. If a shot is taken at this prisoner the trainee must justify his or her actions during debrief.

The third prisoner attacks from a side room with a shank.

Branch: the prisoner is shot the trainee continues. If the prisoner is missed or not shot, the scenario goes to black and ends.

The fourth prisoner is confronted at the end of the hall. He approaches from the doorway swinging a pipe.

Branch: If the prisoner is shot the trainee continues. If the prisoner is missed or not shot the scenario goes to black and ends.

At the end of the cellblock a prisoner is seen attempting to stab another prisoner. The attacking prisoner has his back to the trainee. The prisoner then turns around to face and confront the trainee.

With his back to the trainee:

Branch 1: If OC sprayed, he will react to the OC and give up. The other prisoners in the cell will react as well.

Branch 2: If shot, the prisoner will go down.

Instructor Override 1: The prisoner is shot with a beanbag.

Instructor Override 2: The prisoner is shot with a taser.

Facing the trainee:

Branch 1: If OC sprayed, he will react to the OC and give up. The other prisoners in the cell will react as well.

Branch 2: If shot, the prisoner will go down.

Instructor Override 1: The prisoner is shot with a beanbag.

Instructor Override 2: The prisoner is shot with a taser.

2. Irate Inmate (No Deployment): Starts with the trainee at the cellblock.

Branch 1: If OC sprayed, he will react to the OC and give up. The other prisoners in the cell will react as well.

Branch 2: If shot, the prisoner will go down.

Instructor Override 1: The prisoner is shot with a beanbag.

Instructor Override 2: The prisoner is shot with a taser.

Notes:

Currently taser and beanbag are supported as instructor override branches only.

MOBILE PATROL (SUSPICIOUS VEHICLE)

DESCRIPTION: There is a suspicious vehicle parked outside the wall on the prison grounds.

PROLOGUE: A mobile patrol officer is driving to the location of the suspicious vehicle.

VARIATIONS:



Scenarios and Interactivity:

- 1. Suspicious Vehicle:** Two men are parked in a car. The driver gets out to confront the trainee. If the driver is not persuaded to get back into the vehicle and leave the premises, he steps out from behind the door, shoots, steps forward, shoots again and runs off. The passenger then exits the vehicle with a shotgun, shoots several times and runs off.

Branch 1a: Fatal and Wound Shot – if the driver is shot as he steps from behind the door he goes down. The passenger then exits the vehicle with a shotgun, shoots several times and runs off.

Branch 1b: Fatal – if the passenger is shot, he goes down and the scene ends. This branch happens if the driver is shot in the head when stepping out from behind the vehicle door.

Branch 1b: Wound – If the passenger is shot, he goes down. There is a short time laps before the driver sits up and shoots again. This branch happens if the driver is shot in the torso area when stepping out from behind the vehicle door.

Branch 1c: Fatal – if the driver is shot again, he is knocked backwards to the ground.

If the driver is missed as he steps from behind the door, he steps forward and shoots again.

Branch 2a: Fatal – if he is shot moving forward he goes down. The passenger then exits the vehicle with a shotgun, shoots several times and runs off.

Branch 2b: Fatal – If the passenger is shot, he goes down and the scene ends.

Instructor Override: The driver gets back into the vehicle and they drive off.

Notes: