

MOBILE PATROL (DRUNK MAN)

DESCRIPTION: While on patrol, you see a man along the perimeter of the facility and you stop to investigate.

PROLOGUE: You are driving on perimeter road and see a suspicious man.



Main Scene:

As the trainee approaches it is obvious the man is intoxicated. He asks how to get into the prison to visit a buddy of his. The trainee stops the vehicle and gets out, staying at the door. The man begins to approach and eventually works his way to the vehicle and bangs on the vehicle. The suspect has no weapon and is not acting in a threatening manner.

Instructor Override: Suspect walks away after instructed where the entrance is.

OC Spray: Suspect is sprayed with OC.

Notes:

MASTER CONTROL (CRAZY LADY)

DESCRIPTION: There is a report of a lady in the flower beds. She has parked her car on the sidewalk in front of the entrance to the building. You have been sent out to deal with the situation.

PROLOGUE: You approach and take cover behind the parked vehicle on the sidewalk.



Interactivity:

The woman is admiring the flowers, she notices the trainee and continues to admire them. She gets up and walks towards more flowers she sees in the distance.

Instructor Override: The lady acknowledges the trainee and moves her car.

Notes:

SECURITY (ANGRY INMATE)

DESCRIPTION: You are waiting for a door to be opened when an inmate approaches you and asks you some questions.

PROLOGUE: No prologue.



Interactivity:

The inmate is angry because he has not received his personal property and a change of clothes. He has been there a week and wants to know what the trainee can do for him.

Instructor Override: The inmate is satisfied and walks away.

Notes:

TERT (FIGHT IN RECREATION ENCLOSURE)

DESCRIPTION: You have been deployed to an indoor recreation yard where a fight has broken out between two inmates.

PROLOGUE: No Prologue



Interactivity:

The fight unfolds as one inmate attacks another and takes him to the ground. If nothing is done, the attacking inmate chokes the other inmate to death and gives up.

OC Spray: The attacking inmate can be sprayed with OC Spray.

PepperBall Override: The attacking inmate can be shot with PepperBall

PepperBall Branch: The attacking inmate can be shot with PepperBall

Taser Override: The attacking inmate can be shot with a Taser.

Taser Branch: The attacking inmate can be shot with a Taser.

Notes:

TERT (INMATE BARRICADES IN HIS CELL)

DESCRIPTION: You have just responded to a stabbing. One inmate is down and another looks guilty.

PROLOGUE: No Prologue



Interactivity:

The inmate returns to his cell and barricades himself in the corner with the mattress. He throws various items at the trainee and then comes to the door of the cell. After threatening the trainee, he lunges with the shank.

PepperBall Override: The wall above the inmate can be shot with PepperBall.

PepperBall Branch: The wall above the inmate can be shot with Pepper Ball.

PepperBall Override: The inmate can be shot with PepperBall while standing in the doorway.

PepperBall Branch: The inmate can be shot with Pepper Ball while standing in the doorway.

OC Spray: The inmate can be sprayed with OC while standing in the doorway.

Taser Override: The inmate can be shot with a Taser while standing in the doorway.

Taser Branch: The inmate can be shot with a Taser while standing in the doorway.

Notes:

TERT (INMATE OUT ON THE TIER)

DESCRIPTION: You are responding to a report of an inmate out of his cell on the Tier.

PROLOGUE: As you approach the cell block, you are greeted by a fellow officer that briefs you.

You see the inmate through the window.



Interactivity:

As the door to the cell block opens, the inmate begins yelling at the trainee. If proper action is not taken the inmate continues to yell then it ends.

Instructor Override: The inmate returns to his cell.

Taser Override: The inmate is shot with a Taser.

Taser Branch: The inmate is shot with a Taser

PepperBall Override: The inmate can be shot with PepperBall.

PepperBall Branch: The inmate can be shot with Pepper ball.

Notes:

TOWER (YARD INCIDENT ONE)

DESCRIPTION: You are on watch in the tower when a fight between two inmates breaks out.

PROLOGUE: You survey the yard and check your monitor.



Interactivity:

As the fight breaks out the inmates flee. The attacking inmate tackles the other to the ground chokes him to death.

Instructor Override: The inmates hit the ground.

Notes:

TOWER (YARD INCIDENT TWO)

DESCRIPTION: An officer on the ground confronts a table of card players about gambling. One of the inmates stands up and starts a fight.

PROLOGUE: You survey the yard and check your monitor.



Interactivity:

After confronted by an officer, an inmate stands and starts a fight with the officer. The inmate beats up the officer and knocks him unconscious.

Instructor Override: The inmates all hit the ground.

Bullet Trap Shot: All the inmates hit the ground when a warning shot is fired.

Notes: