

Patrol 7

SINGLE SCREEN SCENARIOS

Assault with Deadly Weapon (Vehicle)



Prologue: You and your partner pull a vehicle over for speeding.

Situation: You watch for traffic as your partner makes contact with the driver. As your partner returns to the patrol unit, he notices a vehicle approaching and moves forward to investigate. A black sedan parks about 40 feet behind the patrol unit. Your partner turns to you and says, "It's not a unit."

Action: As he looks back at the sedan, it accelerates, striking him on the legs. The vehicle then speeds away from the scene.

Branching:

Verbal Intervention

Instructor Override: (Suspicious Car Takes Off) Your partner moves away from the oncoming vehicle, which speeds away from the scene.

Officer Shoots

Shot Hits Driver: The driver slumps over the steering wheel.

Shot Hits The Windshield: The vehicle swerves away, does a 180 and speeds away from the scene.

Note:

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Basic Traffic Stop



Prologue: Verbal instructions.

Situation: The officer exits the patrol unit and approaches.

Action: During the course of the conversation, the passenger exits the vehicle, approaches in a threatening manner and throws a punch.

Branching:

Instructor Override: (Subject Complies) The Subject puts his hands up and complies.

Default outcome: The subject approaches with clenched fists and throws a punch.

OC Branch: The subject staggers back, recovers from the OC spray and attacks again.

OC Effective

Scene goes to black.

Instructor Override:

Before scene fades to black, can override back to subject approaches with clenched fists and throws a punch. If this override is taken, trainee can use OC spray again or trainer can select the baton override below.

Baton Ineffective

Instructor Override: (Subject Hit with baton, Attacks Again) Subject reacts and attacks again. This override will continue to loop until subject is shot.

Fatal Branch: The subject slumps to the ground.

Baton Ineffective

Instructor Override: (Subject Hit with baton, Attacks Again) Subject reacts and attacks again.

Fatal Branch: The subject slumps to the ground.

Note: This subject may become compliant or he may escalate the contact into a violent confrontation. Should the latter circumstance occur, the use of pepper spray is always

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ineffective (because the subject is wearing sun glasses) and the trainer can keep the baton ineffective, requiring the trainee to use a firearm to neutralize the threat.

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Building Entry #1



Prologue: Verbal instructions.

Situation: The trainee is part of an entry team responding to a business in search of a robbery suspect.

Action: As you proceed down the hallway, you startle a subject that comes around a corner at the end of the hallway.

Branching:

Default outcome: The subject enters into view at the end of the hallway. His left arm and hand are hidden behind the corner.

Instructor Override: (Subject Shows Hands, Complies) The subject raises his hands above his head in compliance with the trainee.

Instructor Override: (Subject Shows Hands, Attacks) The subject attacks with his fists.

OC Branch: The subject reacts to the spray.

OC Effective: Scenario ends.

Instructor Override: (OC Ineffective) Man attacks again.

If the OC is missed, the man completes the attack on the officer.

Instructor Override: (Subject Shows Hands, Screwdriver) The subject reveals a screwdriver in his left hand and proceeds to attack.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Wound Branch: The subject staggers back, drops the screwdriver and re-attacks with his fists.

Fatal Branch: The subject slumps to the ground and the scenario ends.

OC Branch: The subject reacts to the spray.

OC Effective: Scenario ends.

Instructor Override: (OC Ineffective) Man attacks again. If the OC is missed, the man completes the attack on the officer.

Subject eventually raises his hidden hand, shoots and runs off.

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Missed Shot: The subject runs off and returns to shoot.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Looping Scene: Subject returning will continue to loop until the officer shoots the subject or the instructor stops the scenario.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Instructor Override: (Subject with Trash Can, Subject 3 Shoots) A janitor appears pushing a garbage can.

Instructor Override: (Subject with Trash Can, Complies) The janitor complies with the trainee, raising his hands above his head and scenario ends.

The janitor leaves. A hidden subject pops up and fires a shotgun at the trainee.

Missed Shot: The subject shoots at the trainee.

Looping Scene: The scene will continue to loop until the officer shoots the subject or the instructor stops the scenario.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Fatal Branch: The subject falls to the ground and the scenario ends.

Note: The **Instructor Override: (OC Ineffective)** can be taken as many times as the instructor deems necessary. To end the scenario, don't take the instructor override.

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Building Entry #2



Prologue: Verbal instructions.

Situation: The trainee is part of an entry team that has just entered a room. There is a subject digging through a filing cabinet.

Action: The trainee confronts the subject and attempts to end the situation.

Branching:

Officer fails to give good commands

Default outcome: If the officer fails to give good commands, the subject reaches for the gun on the filing cabinet and shoots at the trainee.

Missed Shot: The subject shoots at the trainee.

Looping Scene: The scene will continue to loop until the officer shoots the subject or the instructor stops the scenario.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Officer gives good commands

Instructor Override: (Subject Complies) The Subject puts his hands up and becomes compliant.

Instructor Override: (Subject Attacks) The subject attacks with his fists.

OC Branch: The subject reacts to the spray.

OC Effective: Scenario ends.

Instructor Override: (OC Ineffective) Man attacks again.

If OC is misses, the man completes the attack on the officer.

Note: The **Instructor Override: (OC Ineffective)** can be taken as many times as the instructor deems necessary. To end the scenario, don't take the instructor override.

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Car Jacking



Prologue: As an off duty officer, you pull into a parking garage and park.

Situation: Off-duty officer is stopping at the mall. As the officer parks in a multi-level parking garage, a lone subject is seen walking away with his hands in his pockets.

Action: Officer gets out of the car and is shot at by the suspect.

Branching: **Officer shoots**

Looping Scene: If the officer misses the subject, the scene loops until the subject is hit or the instructor stops the scenario.

Fatal Branch: If shot, the subject falls to the ground and the scenario ends.

Wound Branch: If the subject is wounded, the subject stumbles backwards, falls down, firing again.

Fatal Branch: (Immediately after wound branch) If second shot is in the heart area, the subject falls to the ground and the scenario ends.

Instructor Override: (Officer Takes Cover) Officer takes cover behind a post.

The subjects shoot again at the officer.

Looping Scene: If the officer misses the subject or wounds him, the scene loops until the subject is hit fatally or the instructor stops the scenario.

Fatal Branch: If shot, the subject falls to the ground and the scenario ends.

Looping Scene: If the officer misses the subject, the scene loops until the subject is hit fatally or the instructor stops the scenario.

Fatal Branch: If shot in the head or heart area the subject slumps to the ground and the scenario ends.

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Domestic Violence Call



Prologue: Verbal instructions.

Situation: You respond as backup to a domestic violence call. Approaching the residence, the front door is open and single female subject is visibly sitting on the couch. As you stop at the entrance, a wounded officer staggers from a bedroom into the kitchen and falls to the floor.

After the scene fades to black, the trainer initiates a discussion with the trainee to determine how he or she would respond to the situation. Based on the response, the trainer would choose from the following options; **“Ask the wounded officer to crawl out,” “Assist the wounded officer,” “Provide cover as the backup officer assists the wounded officer,” or “Provide cover as the backup officer handcuffs the female, then assists the wounded officer.”**

Officer chooses “Ask Wounded Officer to Crawl Out”

Instructor Override: Ask Wounded Officer to Crawl Out

Action: While moving in to help the wounded officer, an armed subject appears in the hallway, points a gun at the trainee and begins shooting.

Missed Shot: The subject shoots at the trainee.

Looping Scene: The scene will continue to loop until the officer shoots the subject or the instructor stops the scenario.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Officer chooses “Assist the Wounded Officer”

Instructor Override: Assist the Wounded Officer

Action: While moving in to help the wounded officer, an armed subject appears in the hallway, points a gun at the trainee and begins shooting.

Missed Shot: The subject shoots at the trainee.

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Looping Scene: The scene will continue to loop until the officer shoots the subject or the instructor stops the scenario.

Fatal Branch: Subject slumps to the ground and the scenario ends.

Fatal Branch: Subject slumps to the ground and the scenario ends.

Officer chooses “Provide Cover for Backup Officer”

Instructor Override: Provide Cover for Backup Officer

Action: The trainee calls for backup and maintains the cover position as the backup officer assists the wounded officer out of the residence. An armed subject appears in the hallway, points a gun at the trainee and begins shooting. After the trainee neutralizes the threat, the female sitting on the couch attacks with a knife.

Missed Shot: The subject shoots at the trainee.

Looping Scene: The scene will continue to loop until the officer shoots the subject or the instructor stops the scenario.

Fatal Branch: Subject slumps to the ground and the scenario ends.

The female subject attacks with a knife.

Fatal Branch: Female slumps to the ground.

Fatal Branch: Subject slumps to the ground and the scenario ends.

The female subject attacks with a knife.

Fatal Branch: Female slumps to the ground.

Wound Branch: The subject slumps to the ground and the scenario ends.

The female subject attacks with a knife.

Fatal Branch: Female slumps to the ground.

Officer chooses “Provide Cover Backup As Officer Handcuffs Female”

Instructor Override: Provide Cover Backup As Officer Handcuffs Female

Action: The trainee calls for backup and maintains the cover position while the backup officer handcuffs the female and then assists the wounded officer out of the residence.

Instructor Override: (Subject Comes Out, Attacks) A suspect appears from a bedroom threatening with clenched fists and attacks.

Instructor Override: (Subject Complies) Subject is compliant.

OC Branch: The subject staggers backward.

If the instructor does not feel that the OC should be effective, an override can be taken and the subject will attack again after reacting to the OC spray.

Instructor Override: (Subject Sprayed, Attacks Again) Subject will attack again.

Default outcome: An armed subject appears in the hallway, points the gun at the trainee and begins shooting.

Missed Shot: The subject shoots at the trainee.

Looping Scene: The scene will continue to loop until the officer shoots the subject or the instructor stops the scenario.

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Fatal Branch: Subject slumps to the ground and the scenario ends.
Fatal Branch: The subject slumps to the ground and the scenario ends.

Note:

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Officer Taken Hostage



Prologue: Verbal instructions.

Situation: You are the backup officer responding to a disturbance call at a local business. As you approach the argument, one of the employees produces a gun and takes the officer hostage.

Action: The subject threatens the hostage and the trainee. The subject shoots the hostage and attempts to shoot the trainee.

Branching:

Missed Shot: The subject shoots the hostage and shoots at the trainee.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Instructor Override: (Subject Shoots Hostage 1) If the officer draws his weapon, the subject tells him to put the gun away. In response to poor or no commands from the trainee, he shoots the hostage then shoots at the trainee.

Officer gives good commands

Instructor Override: (Good Commands) Subject continues to complain and the scenario fades to black. At this time the trainee is given the opportunity to decide what he wants to do, take the Shot, Duck, or Stall (see scenarios below). These choices can be selected in the scenario list while the scenario stays black.

Officer chooses “Duck”

Instructor Override: Duck

The trainee should ask the hostage if he is ok, calling him by the trainee’s last name. The hostage responds by saying he is ok, using his own last name (Jones) when referring to the trainee. The trainee should then ask the armed subject a question, and at the moment he starts to answer, the hostage officer will drop to the ground, allowing a clear shot.

Missed or no Shot: The subject shoots at the trainee.

Looping Scene: The scene will continue to loop until the officer shoots the

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subject or the instructor stops the scenario.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Officer chooses “Stall”

Instructor Override: Stall

The armed subject decides to leave the scene with the hostage. He moves away and out of view.

Officer chooses “Take the Shot”

Instructor Override: Take the Shot

The armed subject threatens the hostage, finally shoots him and turns the gun on the trainee.

Missed Shot: The subject shoots the hostage and shoots at the trainee.

Looping Scene: The scene will continue to loop until the officer shoots the subject or the instructor stops the scenario.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Fatal Branch: The subject slumps to the ground and the scenario ends.

Notes: Subject is wearing body armor.

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Restaurant 211



Prologue: You pull into your favorite restaurant for a meal break. A man approaches your patrol car.

Situation: While on duty, you drive into a restaurant parking lot for a meal break. A male subject approaches your patrol car. As you get out, he says that a man with a gun is robbing the restaurant.

Action: The suspect runs out of the restaurant towards the officer, he pauses and runs back in. He comes back out with a hostage and heads away from the officer.

Branching:

Officer challenges the subject early

Default outcome: Subject runs back in the restaurant and comes back out with the hostage.

Missed Shot: Man runs back in the restaurant and comes back out with the hostage.

Fatal Branch: Subject runs towards officer from the restaurant. The scene fades to black and the scenario ends.

Fatal Branch: Subject running back into the restaurant falls to the ground and the scenario ends.

Wound Branch: Subject staggers back into the restaurant and comes back out with the hostage.

Instructor Override: (Man Runs Back in to get Hostage) Man runs back in the restaurant and comes back out with the hostage.

Instructor Override: (Man Shoots) The subject shoots at the officer.

Looping Scene: The scene will continue to loop until the officer shoots the subject or the instructor stops the scenario.

Fatal Branch: Subject slumps to the ground and the scenario ends.

Wound Branch: Subject stumbles backwards and returns fire.

Looping Scene: The scene will continue to loop until the officer shoots the subject or the instructor stops the scenario.

Fatal Branch: Subject slumps to the ground and the scenario ends.

Notes:

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Solo Accident



Prologue: Verbal instructions as you approach the accident.

Situation: You are responding to a call of a non-injury accident at an apartment complex.

Action: As you walk around the accident, you see a subject on the ground and a subject holding a bat. The subject with the bat is yelling and threatening the subject on the ground.

Branching:

Default outcome: The subject attacks the trainee with the baseball bat.

Fatal Branch: The subject falls to the ground and the scenario ends.

Officer gives good commands

Instructor Override: (Subject Drops Bat, Complies) The subject complies by putting his hands over his head.

Officer fails to give good commands

Instructor Override: (Subject Drops Bat, Approaches) The subject drops the bat and attacks with his fists.

OC Branch: The subject reacts to the spray.

OC Effective: Scenario ends.

Instructor Override: (OC Ineffective) Man attacks again.

If OC is missed, the man completes attack on officer.

Instructor Override: (Subject Runs, Subject on Ground Shoots) The subject drops the bat and runs away. The other subject pulls a gun, shoots at the fleeing subject, then turns and shoots at the trainee.

Looping Scene: The scene will continue to loop until the subject is shot by the officer or the scenario is stopped by the instructor.

Fatal Branch: Subject falls to the ground and the scenario ends.

Note: The **Instructor Override: (OC Ineffective)** can be taken as many times as the instructor deems necessary. To end the scenario, don't take the instructor override.

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Subject in Custody



Prologue: Verbal instructions.

Situation: While on patrol, you take a subject into custody who is wanted on an outstanding warrant.

Action: The handcuffed subject is in the back of the patrol car. An armed subject approaches off-camera. The camera pans to the approaching subject, who yells “Stop right there, put your hands up.” The handcuffed subject exits the patrol car, walks up next to the armed subject.

Branching:

Default outcome: The two men run off, around the building.

Fatal Branch: (As subject turns his head towards the man in custody) Subject falls to the ground and the scenario ends.

Instructor Override: (Man Shoots) The man shoots at the trainee.

Officer shoots

Looping Scene: If the officer misses the subject, the scene loops until the subject is hit or the instructor stops the scenario.

Fatal Branch: Subject falls to the ground and the scenario ends.

Wound Branch: The subject stumbles backwards, falls down, and fires again.

Looping Scene: If the officer misses the subject, the scene loops until the subject is hit or the instructor stops the scenario.

Fatal Branch: Subject falls to the ground and the scenario ends.

Instructor Override: (Man Shoots 2) The man shoots at the trainee while the other man is in the scene.

Looping Scene: If the officer misses the subject, the scene loops until the subject is hit or the instructor stops the scenario.

Fatal Branch: Subject falls to the ground and the scenario ends.

Notes: Subject is wearing body armor.