

Patrol 8

SINGLE SCREEN SCENARIOS

Man in Field (Samurai)



Prologue: Verbal instructions.

Situation: Officer has stopped a vehicle and is talking to a woman. A man is heard yelling in a nearby field.

Action: Officer continues to talk with woman who becomes concerned when she notices the man has a sword. The officer turns to confront the man.

Branching:

Officer fails to give good commands

Default outcome: If the officer fails to give good commands, the male continues towards the officer and attacks with the sword.

Fatal Branch: The man reacts to gunfire and the threat is neutralized.
If the officer misses, the man completes the attack on the officer.

Officer gives good commands

Instructor Override: (Comply) The man drops the sword but threatens physical attack.

OC Branch: The man reacts to the OC spray.

OC Effective: Scenario ends.

Instructor Override: (OC Ineffective) The man attacks again.

If OC spray misses the man, he 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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Off-Duty 211



Prologue: Verbal instructions.

Situation: An off-duty officer and son are shopping at a local store.

Action: His son points to a subject at the counter and says, “He’s got a gun.” As the officer looks towards the counter, the subject is seen holding a gun on the sales clerk demanding money.

Branching:

Officer is a good witness

Default outcome: After getting money from the clerk, the subject begins to back out of the store as a second subject appears with a gun. They both exit the store and the scenario ends.

Officer shoots

Looping Scene: If the officer misses the subject, the scene continues to loop until the subject is hit or the instructor stops the scenario by taking the **Instructor Override** (see below).

Officer challenges

Instructor Override: (Subject Complies, Second Subject Shoots) The subject surrenders as a second subject appears and shoots at the officer.

Shot Branch: If the second subject is shot, the scene immediately goes to black and the scenario ends.

Officer shoots

Fatal Branch: The subject falls to the ground as the second subject appears and shoots at the officer.

Shot Branch: If the second subject is shot, the scene immediately goes to black and the scenario ends.

Note:

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Robbery Suspect



Prologue: Verbal instructions.

Situation: Two subjects in a vehicle

Action: The driver exits with hands partially raised while a second subject remains in the vehicle.

Branching:

Officer gives good commands

Default outcome: (Subject Fires) After a long pause with his hands partially raised, the driver slowly raises his hands, turning his head back and forth. After a few moments the passenger exits the vehicle and runs while the driver turns to fire at the officer.

Looping Scene: (Subject Fires) The scene will continue to loop until the driver is shot by the officer or the scenario is stopped by the instructor.

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

Officer fails to give good commands

Instructor Override: (Subject Turns and Fires): The passenger exits the vehicle and runs while the driver turns to fire at officer.

Looping Scene: (Subject Fires) The scene will continue to loop until the driver is shot by the officer or the scenario is stopped by the instructor.

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

Note:

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Stolen Vehicle



Prologue: Vehicle pursuit.

Situation: Officer pursues subject into a driveway.

Action: Two subjects exit, one left and one right. A third subject leans out of the driver's side and fires a single shotgun round. After the subject throws out the shotgun and gets out with his hands up, a subject appears from behind the bushes.

Branching:

Office gives good commands

Instructor Override: (Subject Surrenders) The subject behind the bushes puts his hands up and drops the gun.

Officer fails to give good commands

Default outcome: (Subject Behind Bushes Shoots) Subject behind the bushes steps out and shoots

Fatal Branch: Subject falls to the ground and the scenario ends
If the subject is missed, the scenario ends.

Note:

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Target Practice



Situation: Metal target practice on an outdoor range.

Action: The officer is instructed to shoot metal plate targets from left to right in order. As each plate is hit a metal ping is heard as it falls backwards. There is an infinite amount of time available to shoot the next plate and continue.

Branching:

Branch 1: Plate 1 falls and the next plate is available to shoot.

Loop Scene: The scenario will loop until the next plate is shot or the instructor stops the scenario.

Branch 2: Plate 2 falls and the next plate is available to shoot.

Loop Scene: The scenario will loop until the next plate is shot or the instructor stops the scenario.

Branch 3: Plate 3 falls and the next plate is available to shoot.

Loop Scene: The scenario will loop until the next plate is shot or the instructor stops the scenario.

Branch 4: Plate 4 falls and the scenario ends.

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Traffic Stop



Prologue: Verbal instructions.

Situation: A subject exits a vehicle and wanders into the road.

Action: The subject gets out of the vehicle and wanders into the road, obviously upset. The subject is almost hit by oncoming traffic then turns to angrily confront the officer.

Branching:

Officer gives good commands

Instructor Override (Comply): The subject moves to the curb, gives his license and registration to officer.

Officer fails to give good commands

Default outcome: If the officer fails to give good commands, the subject moves angrily toward the officer.

Instructor Override (Comply): If the officer gives good commands at this point, the subject moves to curb, gives his license and registration to the officer.

OC Branch: Subject reacts to the OC spray and falls. The scenario ends.

Instructor Override (OC Ineffective): Subject attacks again.

Instructor Override (OC Effective) Subject falls and the scenario ends.

If OC is not sprayed or misses, the subject completes the attack on the officer.

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

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SINGLE SCREEN SCENARIOS

Weapon Drills

Weak-Hand Reload - 12 Seconds



Strong-Hand Reload - 10 seconds



Two Hand Reload - 4 Seconds



Draw O.C.



Sitting Strong-Hand Reload



Sitting Weak-Hand Reload



Quickdraw - 1.5 Seconds



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SINGLE SCREEN SCENARIOS

Subject in Roadway



Prologue: Verbal instructions while approaching the subject.

Situation: While on patrol, you receive a call of a man walking in the roadway. You are the responding officer.

Action: The subject shows a gun, puts it to his head, and then asks the officer to shoot him.

Branching:

Default outcome: The subject shoots at the trainee.

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 slumps to the ground (wounded), and shoots again.

Fatal Branch: 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 or the instructor stops the scenario.

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

Instructor Override: (Subject Complies, Attacks with Weapon) The subject grabs the barrel of the gun in a complying manner, approaches, and attacks the trainee.

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

Wound Branch: The subject slumps to the ground (wounded), and shoots again.

Fatal Branch: 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 or the instructor stops the scenario.

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

Instructor Override: (Subject Drops Weapon, Approaches) The subject drops the gun 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 the attack on the officer.

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Officer gives good commands

Instructor Override: (Subject Drops Weapon, Complies) The subject puts his hands up and complies with the trainee.

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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SINGLE SCREEN SCENARIOS

Undercover



Prologue: You are driving along and happen upon a male and female subject.

Situation: The male subject is pointing a gun at the female subject who is prone in front of the male.

Action: The armed male subject is standing over the prone female. Her right hand is under her torso.

Default outcome: The scene goes into a loop with the man telling the trainee that he is a cop.

Branching:

ID Request

Instructor Override: (Loop - I Don't have ID) The male subject says he doesn't have ID.

Clear Weapon Request

Instructor Override: (Subject Complies) The woman shows her hands, the man drops the weapon and assumes a prone position.

The Subject Shoots

Instructor Override: (Subject Shoots) The man 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.

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

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

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

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Clear Weapon Request

Instructor Override: (Subject Complies) The woman shows her hands, the man drops the weapon and assumes a prone position.

Male Subject Flees

Instructor Override: (Subject Runs Away) The man runs away from the trainee.

Note: The trainee's responses in relationship to instructor overrides have been color coded in this document to clarify the flow of this scenario. Red is for the first level, blue is the second and green is the third level depending on the override taken.

These overrides appear twice in the PRISim software as they are available before the default outcome as well as during the looping scene.