

# Patrol 9

## SINGLE SCREEN SCENARIOS

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### Behavioral Emergency 1



**Prologue:** The trainee enters a waiting area with a partner where an upset subject argues with other individuals.

**Scenario Action:** As the partner moves bystanders away from the upset subject, the subject raises a knife to his throat. He moves to the far end of the counter pauses then turns to face the trainee. He moves midway between the trainee and end of the counter then returns his attention to the partner in the far corner while backing up towards the trainee. As he reaches the trainee he turns around and pauses before cutting his throat.

#### **Branching**

##### **While the subject is at the far end of the counter:**

**Fatal Shot Branch:** The subject falls to the ground.

**Instructor Override: (Beanbag – Effective)** The subject falls to the ground screaming.

**Instructor Override: (PepperBall – Effective)** The subject falls to the ground screaming.

##### **Additional branching capabilities available with PRISim 4.3:**

**Beanbag Fatal Branch: Head and Heart** The subject falls to the ground.

**Beanbag Effective Branch:** The subject falls to the ground screaming.

**PepperBall Ineffective Branch:** If only one PepperBall shot is taken by the trainee the subject reacts to the single shot then runs away.

**PepperBall Effective Branch:** If a minimum of two shots is taken, the subject falls to the ground screaming and coughing.

**Miss Branch:** Subject reacts by ducking and running off.

##### **While the subject is midway and facing the trainee:**

**Fatal Shot Branch:** The subject falls to the ground.

**OC Spray Ineffective Branch:** If OC is sprayed the subject reacts and runs away.

**Instructor Override: (PepperBall Effective Branch)** If several shots are taken, the subject falls to the ground screaming.

**Instructor Override: (Man complies)** The subject complies by putting down the weapon and surrendering.

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**Instructor Override:** (Taser - Effective) The subject falls to the ground screaming.

**Additional branching capabilities available with PRISim 4.3:**

**Beanbag Fatal Branch: Head, Heart, Groin, Torso and Limb** The subject falls to the ground.

**PepperBall Ineffective Branch:** If only one PepperBall shot is taken the subject reacts to the shot then runs away.

**PepperBall Effective Branch:** If a minimum of two shots is taken, the subject falls to the ground screaming and coughing.

**Taser Effective Branch:** The subject falls to the ground screaming.

**Miss Branch:** Subject reacts by ducking and running off.

**While the subject is closest to and facing the trainee:**

**Fatal Shot Branch:** The subject falls to the ground.

**OC Spray Effective Branch:** The subject backs away rubbing his eyes.

**Instructor Override:** (Subject OC Sprayed, Attacks) The subject attacks with a knife after being OC Sprayed.

**OC Spray Effective Branch:** The subject backs away rubbing his eyes.

**Fatal Shot Branch:** The subject falls to the ground.

**Instructor Override:** (Woman Appears) A woman enters through a door behind the subject. She attempts to intervene and help the subject. She approaches too close and the subject lunges to stab her.

**Instructor Override:** (Woman Backs Off) The woman backs away and the subject puts down the knife and surrenders.

**Instructor Override:** (PepperBall - Effective) The subject falls to the ground screaming.

**Instructor Override:** (Taser - Effective) The subject falls to the ground screaming.

**Additional branching capabilities available with PRISim 4.3:**

**Beanbag Fatal Branch: Head, Heart, Groin, Torso and Limb** The subject falls to the ground.

**PepperBall Ineffective Branch:** If only one PepperBall shot is taken the subject reacts to the shot then runs away.

**PepperBall Effective Branch:** If a minimum of two shots is taken, the subject falls to the ground screaming and coughing.

**Taser Effective Branch:** The subject falls to the ground screaming.

**Miss Branch:** Subject reacts by ducking and running off.

**Note:**

There is no branching available while the subject backs up towards the trainee.

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## Behavioral Emergency 2



**Prologue:** The trainee walks down a hall and then approaches a waiting area doorway. A subject can be seen through a window. He is yelling at the receptionist.

**Situation Action:** As the door opens the subject is yelling at the receptionist. He turns briefly to yell at the trainee and then returns his attention to the receptionist. After a few moments he turns his body towards the trainee. At the moment he rotates his body, bystanders in the scene run and a weapon becomes visible. He stares at the trainee for several moments then raises the weapon and shoots then runs out the door.

### **Branching**

**After the bystanders exit the scene and the weapon is visible:**

**Instructor Override: (Subject Turns)** The subject turns towards the trainee. After several moments he then raises the weapon, shoots then runs out the door.

**While the subject is facing the counter:**

**Fatal Shot Branch:** The subject falls to the ground.

**While the subject is standing holding the weapon by his side and staring at the trainee:**

**Fatal Shot Branch:** The subject falls to the ground.

**While the subject is shooting at the trainee:**

**Fatal Shot Branch:** The subject falls to the ground.

**Additional branching capabilities available with PRISim 4.3:**

**While the subject is standing holding the weapon by his side and staring at the trainee:**

**Miss Branch:** If subject is missed he will immediately raise the gun and shoot before running out the door.

**Fatal Shot Branch:** The subject falls to the ground.

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**Instructor Override: (Subject Complies)** The subject puts down the weapon and surrenders.

**Instructor Override: (Subject Complies and Grabs a Stapler)** The subject puts down the weapon as if surrendering. He then picks up a stapler, backs away to the door and begins threatening the trainee.

**While the subject is standing at the back door holding the stapler:**

**Fatal Shot Branch:** The subject falls to the ground.

**Wound Shot Branch: Left Side Torso Shot** The subject spins to his left and falls to the ground.

**Wound Shot Branch: Right Side Torso Shot** The subject spins to his right and falls to the ground.

**Instructor Override: (PepperBall - Effective)** The subject kneels on the ground screaming.

**Additional branching capabilities available with PRISim 4.3:**

**Beanbag Fatal Branch: Head, Heart and Groin** The subject falls to the ground.

**Beanbag Effective Branch: Subject Left Side Torso and Limb Shot** The subject spins to his left and falls to the ground.

**Beanbag Effective Branch: Subject Right Side Torso and Limb Shot** The subject spins to his right and falls to the ground.

**PepperBall Ineffective Branch:** If only one PepperBall shot is taken by the trainee the subject reacts and runs away.

**PepperBall Effective Branch:** If a minimum of two shots is taken, the subject falls to the ground screaming and coughing.

**Miss Branch:** Subject reacts by ducking and running off.

**While the subject is standing at the halfway point holding the stapler:**

**Fatal Shot Branch:** The subject falls to the ground.

**OC Spray Effective Branch:** The subject backs away rubbing his eyes.

**Instructor Override: (Subject OC Sprayed, Attacks)** The subject attacks after being OC Sprayed.

**OC Spray Effective Branch:** The subject backs away rubbing his eyes.

**Instructor Override: (Taser - Effective)** The subject falls to the ground screaming.

**Additional branching capabilities available with PRISim 4.3:**

**Beanbag Fatal Branch: Head, Heart, Groin, Torso and Limb** The subject falls to the ground.

**Taser Effective Branch:** The subject falls to the ground screaming.

**Miss Branch:** Subject reacts by ducking and running off.

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**Instructor Override: (Subject Turns and Shoots)** The subject turns towards the trainee. He immediately raises the weapon and shoots then runs out the door.

**While the subject is holding the weapon by his side:**

**Fatal Shot Branch:** The subject falls to the ground.

**While the subject is shooting at the trainee:**

**Fatal Shot Branch:** The subject falls to the ground.

**After the subject returns to face the counter up until the point just before he raises the weapon to shoot:**

**Instructor Override: (Subject Complies)** The subject puts down the weapon and surrenders.

**Instructor Override: (Subject Complies and Grabs a Stapler)** The subject puts down the weapon as if surrendering. He then picks up a stapler, backs away to the door and begins threatening the trainee.

**While the subject is standing at the back door holding the stapler:**

**Fatal Shot Branch:** The subject falls to the ground.

**Wound Shot Branch: Left Side Torso Shot** The subject spins to his left and falls to the ground.

**Wound Shot Branch: Right Side Torso Shot** The subject spins to his right and falls to the ground.

**Instructor Override: (PepperBall - Effective)** The subject kneels on the ground screaming.

**Additional branching capabilities available with PRISim 4.3:**

**Beanbag Fatal Branch: Head, Heart and Groin** The subject falls to the ground.

**Beanbag Effective Branch: Subject Left Side Torso and Limb Shot** The subject spins to his left and falls to the ground.

**Beanbag Effective Branch: Subject Right Side Torso and Limb Shot** The subject spins to his right and falls to the ground.

**PepperBall Ineffective Branch:** If only one PepperBall shot is taken by the trainee the subject reacts and runs away.

**PepperBall Effective Branch:** If a minimum of two shots is taken, the subject falls to the ground screaming and coughing.

**Miss Branch:** Subject reacts by ducking and running off.

**While the subject is standing at the halfway point holding the stapler:**

**Fatal Shot Branch:** The subject falls to the ground.

**OC Spray Effective Branch:** The subject backs away rubbing his eyes.

**Instructor Override: (Subject OC Sprayed, Attacks)** The subject attacks after being OC Sprayed.

**OC Spray Effective Branch:** The subject backs away rubbing his eyes.

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**Instructor Override:** (Taser - Effective) The subject falls to the ground screaming.

**Additional branching capabilities available with PRISim 4.3:**

**Beanbag Fatal Branch: Head, Heart, Groin, Torso and Limb** The subject falls to the ground.

**Taser Effective Branch:** The subject falls to the ground screaming.

**Miss Branch:** Subject reacts by ducking and running off.

**Note:**

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### Behavioral Emergency 3



**Prologue:** The trainee approaches a doctor. The doctor informs the trainee that the woman on the gurney has a bag and will not give it up.

**Situation Action:** While rolling back and forth on the gurney, the woman repeatedly says she is not going to give up the bag. The woman says there is a gun in her bag and gets up in front of the gurney as the doctor runs out of the scene. After pausing for several moments she runs towards and then past the trainee.

#### **Branching**

##### **While rolling back and forth on the gurney:**

**Woman Gets Off the Gurney – Front:** The woman says there is a gun in her bag and gets up in front of the gurney as the doctor runs out of the scene. After pausing for several moments she runs towards and then past the trainee.

**Instructor Override: (Woman Shoots Doctor)** She sits up and shoots the doctor and then the trainee.

**After shooting the doctor while the woman is shooting at the trainee:**

**Fatal Shot Branch:** The woman will fall back on the gurney.

**Instructor Override: (Woman Gives Up the Bag)** The woman eventually gives the bag to the doctor and he brings it to the trainee.

**Instructor Override: (Woman Gets Off the Gurney - Back)** The woman gets up from the gurney on the back side and says she has a gun in the bag. She backs away and the doctor runs out of room. She backs up against the wall with her hand in the bag saying, “I’ll use it, I’ll use it, stay away.” After a few moments she runs out of the room.

**While the woman is at the back wall:**

**Fatal Shot Branch:** The woman falls to the ground.

**Instructor Override: (PepperBall - Effective)** The woman falls to the ground screaming and coughing.

**Instructor Override: (Woman Jumps Down Behind Gurney)** The woman ducks

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down behind the gurney where she stays for several moments before the scene ends.

**While the woman is behind the gurney:**

**Instructor Override: (PepperBall - Ineffective)** The scene goes into a infinite loop where the women stays behind the gurney until the instructor overrides or stops the scene.

**While the woman is behind the gurney:**

**Instructor Override: (PepperBall - Effective)** The woman reacts as if she has been OC Spayed and then surrenders.

**Additional branching capabilities available with PRISim 4.3:**

**PepperBall Effective Branch:**

If a minimum of two shots is taken at the floor in front of the gurney, the gurney itself or the back wall, the woman reacts as if she has been OC Spayed and then surrenders.

**Instructor Override: (PepperBall - Effective)** The woman reacts as if she has been OC Spayed and then surrenders.

**Additional branching capabilities available with PRISim 4.3:**

**PepperBall Effective Branch:**

If a minimum of two shots is taken at the front of the gurney, the gurney itself or the back wall, the woman reacts as if she has been OC Spayed and then surrenders.

**Additional branching capabilities available with PRISim 4.3:**

**PepperBall Ineffective Branch:** If only one PepperBall shot is taken by the trainee the woman reacts to the shot then runs away.

**PepperBall Effective Branch:** If a minimum of two shots is taken, the subject falls to the ground screaming and coughing.

**Beanbag Effective Branch: Subject Left Side Torso and Limb Shot** The woman spins to his left and falls to the ground.

**Beanbag Effective Branch: Subject Right Side Torso and Limb Shot** The woman spins to his right and falls to the ground.

**Miss Branch:** The woman ducks down behind the gurney where she stays for several moments before the scene ends.

**While the woman is behind the gurney:**

**Instructor Override: (PepperBall - Ineffective)** The scene goes into an infinite loop where the women stays behind the gurney until the instructor overrides or stops the scene.

**While the woman is behind the gurney:**

**Instructor Override: (PepperBall - Effective)** The woman reacts as

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if she has been OC Spayed and then surrenders.

**PepperBall Effective Branch:**

If a minimum of two shots is taken at the front of the gurney, the gurney itself or the back wall, the woman reacts as if she has been OC Spayed and then surrenders.

**Instructor Override: (PepperBall - Effective)** The woman reacts as if she has been OC Spayed and then surrenders.

**PepperBall Effective Branch:**

If a minimum of two shots is taken at the front of the gurney, the gurney itself or the back wall, the woman reacts as if she has been OC Spayed and then surrenders.

**While the woman is standing in front of the gurney before running:**

**Fatal Shot Branch:** The woman falls to the ground.

**OC Spray Effective:** The woman kneels on the ground and begins to cough as she drops the bag.

**Instructor Override: (Taser - Effective)** The woman drops to the ground screaming.

**Additional branching capabilities available with PRISim 4.3:**

**Taser Effective Branch:** The woman drops to the ground screaming.

**Miss Branch:** The woman ducks and then runs out of the room.

**While the woman is running towards the trainee:**

**Fatal Shot Branch:** The woman falls to the ground.

**OC Spray Effective:** The woman backs and kneels on the ground. As she begins to cough she drops the bag.

**Additional branching capabilities available with PRISim 4.3:**

**Taser Effective Branch:** The woman drops to the ground screaming obscenities.

**Miss Branch:** The woman stops, quickly backs up and then runs out of the room.

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## Drug Interdiction



**Prologue:** The trainee approaches a smoking shack.

**Situation Action:** A man stands, opens the door, and begins to confront the trainee. There is a second man seated behind him. During this confrontation the main subject states that he is going to stick you with a needle and that he has AIDS. After a few moments he throws the syringe.

### **Branching**

**While the man is confronting the trainee and holding the syringe:**

**Fatal Shot Branch:** The main subject falls to the ground and the second subject remains seated.

**OC Spray Branch Effective:** The main subject covers his face with his hands and backs off coughing. The spray also affects the second subject.

**Instructor Override: (OC Spray - Ineffective)** The main subject stops rubbing his eyes, raises up to confront the trainee and throws the syringe.

**While the main subject is standing holding the syringe:**

**Fatal Shot Branch:** The main subject falls to the ground and the second subject remains seated.

**OC Spray Branch Effective:** The main subject covers his face with his hands and backs off coughing. The spray also affects the second subject.

**Instructor Override: (OC Spray - Ineffective)** The main subject stops rubbing his eyes, raises up to confront the trainee and then throws the syringe.

**While the main subject is standing and holding the syringe:**

**Fatal Shot Branch:** The main subject falls to the ground and the second subject remains seated.

**While main subject is raising his hand to throw the syringe:**

**Fatal Shot Branch:** The main subject falls to the ground and the second subject remains seated.

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**Instructor Override: (Man Sits Down, Attacks Again)** Subject complies and sits down. After a few moments he stands and attacks trainee with his fists.

**OC Spray Branch Effective:** Subject backs away holding his face and coughing. As he sits down the second subject picks up a knife and attacks the trainee.

**Fatal Shot Branch:** The second subject falls to the ground and the main subject remains seated.

**Instructor Override: (Subject is Compliant)** Both subjects raise their hands and comply.

**Instructor Override: (Taser - Effective)** The main subject drops the syringe and falls to the ground screaming. The second subject remains seated.

**While main subject is raising his hand to and throwing the syringe:**

**Fatal Shot Branch:** The main subject falls to the ground and the second subject remains seated.

**Additional branching capabilities available with PRISim 4.3:**

**Taser Effective Branch:** The main subject drops the syringe and falls to the ground screaming. The second subject remains seated.

**Miss Branch:** Subject reacts by ducking then throws the syringe.

**While the main subject is standing and holding the syringe:**

**Fatal Shot Branch:** The main subject falls to the ground and the second subject remains seated.

**While main subject is raising his hand to throw the syringe:**

**Fatal Shot Branch:** The main subject falls to the ground and the second subject remains seated.

**Instructor Override: (Man Sits Down, Attacks Again)** Subject complies and sits down. After a few moments he stands and attacks trainee with his fists.

**OC Spray Branch Effective:** Subject backs away holding his face and coughing. As he sits down the second subject picks up a knife and attacks the trainee.

**Fatal Shot Branch:** The second subject falls to the ground and the main subject remains seated.

**Instructor Override: (Subject is Compliant)** Both subjects raise their hands and comply.

**Instructor Override: (Taser - Effective)** The main subject drops the syringe and falls to the ground screaming. The second subject remains seated.

**While main subject is raising his hand to throw the syringe:**

**Fatal Shot Branch:** The main subject falls to the ground and the second subject remains seated.

**Additional branching capabilities available with PRISim 4.3:**

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**Taser Effective Branch:** The main subject drops the syringe and falls to the ground screaming. The second subject remains seated.

**Miss Branch:** Subject reacts by ducking then throws the syringe.

**While the main subject is standing and holding the syringe:**

**Fatal Shot Branch:** The main subject falls to the ground and the second subject remains seated.

**While main subject is raising his hand to and throwing the syringe:**

**Fatal Shot Branch:** The main subject falls to the ground and the second subject remains seated.

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## Reaction Skills



**Situation Action:** There are 22 reaction skill-building exercises in this situation. Each situation shows a subject drawing and shooting with different motions and timing sequences.

### Branching

As soon as the subject moves he can be shot. The scene immediate branches to black if the subject is shot.

- Gun By Side - Subject Draws
- Gun By Side - Subject Steps Left
- Gun By Side - Subject Steps Right
- Gun Raised - Quarter Turn Left (Loop)
- Gun Raised - Quarter Turn Right (Loop)
- Gun Raised - Subject Draws (Loop)
- Gun Raised - Subject Steps Left (Loop)
- Gun Raised - Subject Steps Right (Loop)
- Subject Draws
- Subject Kneels
- Subject Kneels Left
- Subject Kneels Right
- Subject Moves Left
- Subject Moves Left to Right
- Subject Moves Right
- Subject Moves Right to Left
- Subject Steps Left
- Subject Steps Right
- Walking Backwards - Subject Steps Left
- Walking Backwards - Subject Steps Right
- Walking Facing - Subject Steps Left
- Walking Facing - Subject Steps Right

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**Note:**

The scenarios with “(Loop)” at the end of the title will infinitely loop with the subject stationary until the instructor chooses to have the subject shoot. The instructor does this by selecting an instructor override during the looping scene. Once the subject starts shooting the scene will infinitely loop until he is shot or the instructor stops the scenario.

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#### Vehicle Stop



**Prologue:** The trainee follows a vehicle into a parking structure. The vehicle pulls into a stall as trainee approaches.

**Situation Action:** The trainee exits the patrol vehicle and takes a cover position behind an adjacent vehicle. The two subjects, a driver and passenger, sit for several moments in the vehicle before the driver places his hands outside the driver side window. While the driver is holding his hands out of the window the passenger opens his door. The driver exits the vehicle to confront the trainee as he yells at the passenger. The passenger then exits the vehicle. With his right hand concealed behind his back he slowly moves towards a cement pillar. The driver then yells, “Don’t do it, No” and then runs out of the scene. By that time the passenger is almost completely behind the pillar. Moments later he steps out, raises his gun to shoot at the trainee, then runs off.

#### **Branching**

##### **While the two subjects are still in the vehicle:**

**Instructor Override: (Driver Shoots)** The driver shows his hands as the passenger quickly exits the vehicle and runs off. A few moments after that the driver swings open his door, kneels to the ground and shoots at the trainee before running off.

**Fatal Shot Branch:** The driver falls to the ground.

**Instructor Override: (Driver Approaches Angrily)** As two bystanders enter the scene, the driver shows his hands. Moments later the passenger quickly exits the vehicle and runs off. The bystanders continue walking through in the background as the driver exits the vehicle to confront the trainee. The driver reaches the back of the vehicle and pauses for several moments, becoming more agitated, before attacking the trainee.

##### **While the driver pauses at the back of the vehicle:**

**OC Spray Effective Branch:** The driver backs away coughing and choking with his hands over his face.

**Instructor Override: (Taser - Effective)** The driver falls to the ground.

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#### **Additional branching capabilities available with PRISim 4.3:**

**Taser Effective Branch:** The driver falls to the ground screaming.

**Instructor Override: (Taser - Ineffective)** The driver breaks free of the taser prongs and runs off.

#### **While the passenger is shooting at the trainee:**

**Fatal Shot Branch:** The passenger falls to the ground.

**Note:**