Force Options Simulator

Statement of Purpose:

The purpose of this training is to meet the Perishable Skills Program, firearms requirement as mandated by California Code of Regulations 1005. Participants will review and understand relevant case law decisions and current laws regarding the use of force. Participants will be presented with a variety of scenarios that may require the implementation of a force option. The use of de-escalation and verbal tactics are emphasized with the goal of voluntary compliance by the suspect.

The skills emphasized will include: when to use force, the appropriate force option to employ, de-escalation, the actual use of the chosen force option and the justification.

Learning Objectives:

- Students will demonstrate when a force option is appropriate based on the scenario
- Students will demonstrate the ability to request additional resources as dictated by the scenario
- Students will understand relevant case law as it relates to the use of force
- Students will demonstrate improved verbal skills emphasizing de-escalation

Course Title: Force Options Simulator – 4 hour

I. Introduction / Registration **(10 minutes)**

A. Administrative Duties
1. Course Roster
2. Course objectives

B. Course Overview
1. Introduction
a. Instructors
i. All instructors must be P.O.S.T. certified FOSI
ii. One instructor and one safety officer at all times
b. Location Orientation
i. Restroom location
ii. Break room/refreshment overview
2. Course requirements
a. Safety Policies and Procedures
b. Equipment needs

II. Firearms Safety and Course Safety Procedures **PSP Requirement (c) (10 minutes)**

A. Four Cardinal Rules of Firearms Safety
1. Treat all firearms as if they are loaded.
2. Always keep your firearm pointed in the safest possible direction.
3. Keep your finger outside the trigger guard until you are on target and ready to fire.
4. be sure of your target and what is beyond it prior to firing.

B. Simulator Safety Procedures
1. No live weapons are allowed in the simulator room. This includes:
a. Firearms or ammunition
b. Knives
c. Spray
d. TASERs
2. Movement within the simulation area
a. Proximity to walls and objects
b. Proximity to the screen

C. Simulator Operation Demonstration
1. Realism of training
a. Interact with the screen just like a real person
b. Only get out what you put in
2. Equipment Operation
a. Operate equipment like you would in the field
b. Radio traffic should be as real as possible

III. Laws regarding the Police Use of Force **PSP Requirement (h) (j) (45 minutes)**

A. Federal
1. Title 18, USC Section 242 (criminal statue)
2. Title 42, USC Section 1983 (civil statue)

B. California Penal Code
1. PC 196 – Justifiable Homicide by a Public Officer
2. PC 197 – Justifiable Homicide by any Person
3. PC 198 – Justifiable Homicide / Sufficiency of Fear
4. PC 198.5 – Protection of the home
5. PC 835 & 835a – Method of arrest and amount of restraint
6. SB 230
7. AB 392

C. Case law
1. Tennessee v. Garner
2. Graham v. Connor
3. L.B.P.O.A. v. Long Beach
4. Peterson v. Long Beach

5. Forrester v. City of San Diego
6. Downs v. U.S.
7. Scott v. Henrich
8. Reed v. Hoy

D. Liability Issues
1. Case Law
2. Civil Law
3. Departmental Policies
4. Training Records
5. Skill level of Officer

E. Liability Prevention / Needs Assessments
1. Agency legal update needs
2. Agency skills in tactics and force options training

F. Skills Assessment **PSP Requirements (a) (b) (c) (d) (e)**
1. Time
2. Familiarity with equipment
3. Accuracy
4. Safety
5. Multiple target skills
6. Motor skills

G. Needs Assessments **PSP Requirement (h)**
1. Agency legal update needs
2. Agency skills in tactics and force options needs
3. Agency equipment assessments
4. Maintenance needs

IV. Use of Force Considerations **PSP Requirement (i) (15 minutes)**

A. Force Options
1. Uniform Presence
2. Verbal Commands
3. Control Holds / Hands
4. Chemical Agents
5. Impact Weapons
6. Electronic Weapons
7. Less Lethal Weapons systems
8. Lethal Force

B. Pre-Assaultive Behavior

1. Constantly reassess the suspect for signs of pending aggression.
2. Verbalizations
3. Body Language
4. Overly compliant

C. Officer's response to "Pre-Assaultive Behaviors"
1. Gain Distance
2. Deploy a reasonable force option in preparation to the suspect's most likely attack.
3. Communicate with suspect

V. Weapons / Tactics Fundamentals **(25 minutes)**

A. Equipment Selection **PSP Requirement (c)**
1. Handgun
a. Department policy is main dictating factor
2. Safety Equipment
3. Needs assessment
4. Configuration of equipment on duty belt
a. Which side of the body (or center)
b. Policy mandates

B. Firearms Unloading **PSP Requirement (f)**
1. Proper methods for safely unloading handgun
2. Weapon type
3. Range safety protocol
4. Three step weapons check

C. Stoppages (Interruptions in the cycle of operation)
1. In-battery stoppages
2. Out of battery stoppages
3. Double feed

D. Marksmanship Fundamentals **PSP Requirement (d)**
1. Stance
2. Grip
3. Breathing
4. Trigger control
5. Sight Alignment
6. Sight Picture
7. Follow through
8. Non-dominant hand procedures
9. Accuracy standards

E. Assessments **PSP Requirements (a) (b) (d) (e) (g)**
1. Speed of acquiring target

2. Speed of threat assessment
3. Speed of engagement
4. Accuracy under set time limit
5. Performance under semi-stressful conditions
6. Ability to transition between force options
7. Proper use of O.C. spray
8. De-brief after each scenario

F. Multiple Targets **PSP Requirements (a) (b) (e)**
1. Speed of threat assessment
2. Speed of target transitions
3. Speed of engagement
4. Performance under semi-stressful conditions
5. Ability to assess threat level of each target
6. Pausing on each target

G. Officer Tactics **PSP Requirements (a) (b) (e) (i)**
1. Officer Safety
a. Field of fire
b. Area of responsibility
c. Covering partner during reloading and weapon clearing
d. Back stop issues
2. Communication
a. Verbal challenges
b. Proper circumstances
c. Ability to recall circumstances
d. Ability to explain choice of force option employed
3. Movement
a. Officer safety
b. Fields of fire
c. Area of responsibility
4. Use of cover / concealment
a. Difference between cover and concealment
b. Demonstrate proper use of cover
c. Commanding corners
d. Slicing the pie

VI. Possible Scenarios Presented **PSP Requirement (a) (120 minutes)**

A. Practical Application Simulator Scenarios
1. Home Bedroom Rape
2. LL Abandoned Warehouse
3. LL Barricade Suspect OC-PB-T
4. LL Barricade Suspect PB-BB
5. LL Business Dispute PB-BB-OC-T
6. LL Female with Knife OC-T-PB
7. LL Female with Knife PB-BB

8. LL Mentally Disturbed Person PB-OC-T
9. LL Parking Lot Accident PB-OC-T
10. LL Terminated Employee PB-BB-OC
11. Night Parking Lot
12. Assault with Deadly Weapon - Motorcycle
13. Assault with Deadly Weapon - Passenger
14. Assault with Deadly Weapon – Solo
15. Assault with Deadly Weapon – Vehicle
16. ATM Robbery
17. Beating of Pedestrian on Highway
18. Driving under Influence – Biker
19. Basic Traffic Stop
20. Building Entry #1
21. Domestic Violence – Officer Down
22. Solo Vehicle Accident
23. Subject in Roadway
24. Traffic Stop
25. Shotgun shooter
26. Three suspects walking
27. Man in Field
28. School Suicide

VII. Testing Procedures **(10 minutes)**

A. Demonstrative
1. Performance in scenarios
2. Articulation of events in scenario
a. What did you see?
b. What did you do?
c. Why did you do it?

VIII. Course Evaluations **(5 minutes)**

A. Written Evaluations
1. Individual course / instructor evaluation / POST Evaluation
2. Questions/Comments/Discussion

B. Performance Evaluations
1. Individual verbal evaluations during scenario debriefing

2. Questions/Comments/D