Critical Incident/Active Shooter

Summary: This scenario is designed to provide the Sheriff's Explorer with the basic principles concerning active shooter procedures. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the active shooter scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

Definitions:

Active shooter- is defined as an armed person who has used deadly physical force on other persons and continues to do so while having unrestricted access to additional victims.

Safety Guidelines:

Explorers will be armed with functional Simunition pistols and facemask or another form of a training firearm and a face-mask. Optional protective vests, gloves, and protective neck collars will be available. Explorers will be required to keep the face-mask on at all times throughout the scenario or risk the entire team being disqualified. Explorers will treat all weapons in this scenario as real and will not shoot anything or anyone, without just cause or following the "use of force" rules. Just like real life, explorers will be responsible and accountable for all rounds fired and where they impact. This scenario should NOT be considered who can empty all the rounds the fastest, or who can shoot the most rounds downrange, using the "spray & pray" tactic. Explorers will aim and acquire the best shot placement as fast as possible and engage when the circumstances dictate the explorer should fire. Explorers should avoid all crossfire situations or "lasering" situations (the act of pointing your firearm muzzle at one of your teammates) as this can be points deducted especially if an explorer shoots one of their own teammates. The explores trigger finger should remain off the trigger until they are ready to engage a target.

Scenario: The team will act as law enforcement responding to a report of an active shooter at a local school or other facility. The scenario will consist of at least one active shooter and may contain victims (unharmed, injured and deceased). The Explorer team must locate the active shooter(s) and stop the threat by engaging the suspect. The scenario will end when the area is cleared of all threats and the team informs the safety officer that the building is clear. The time limit for the scenario should not exceed fifteen minutes.

Team Objectives:

- Coordinating movements as a contact team.
- Primary and secondary search of location.
- Engaging and /or disarming any potential active shooter(s).
- Following all arrest and search protocols.
- Communication with dispatch the locations of any injured person(s).

Formations:

There are many different techniques, and tactics that are useful in these types of critical incidents. The most common is the four man team and they use the "Diamond" formation. The leader of the formation is called the "Point". The nest two explores will be just behind the point on the left and right sides. The primary responsibilities of these two cover the direction they are facing. The last and most important is the "Rear Guard". The responsibility of the Rear Guard is to cover the team from the rear to ensure they are not attracted from behind.

A five person team may be used with the team leader being placed in the center and the point guard directly in front of the team leader.

Four man Team
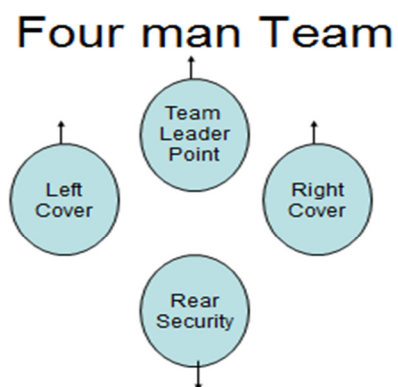
Five man Team
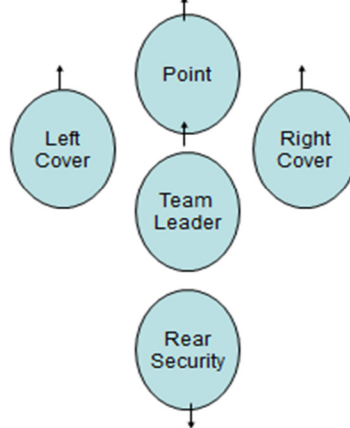
Communications:

Explores should be able to communicate with their dispatch center that they have assembled a "Contact Team". The team leader should advise dispatch that that they are entering an active shooter location by advising which door they are entering from. The team leader should also inform dispatch of any pertinent information during the scenario such as Suspect description, injured persons location. The team leader should also inform dispatch of any suspects that have been shot or detained.
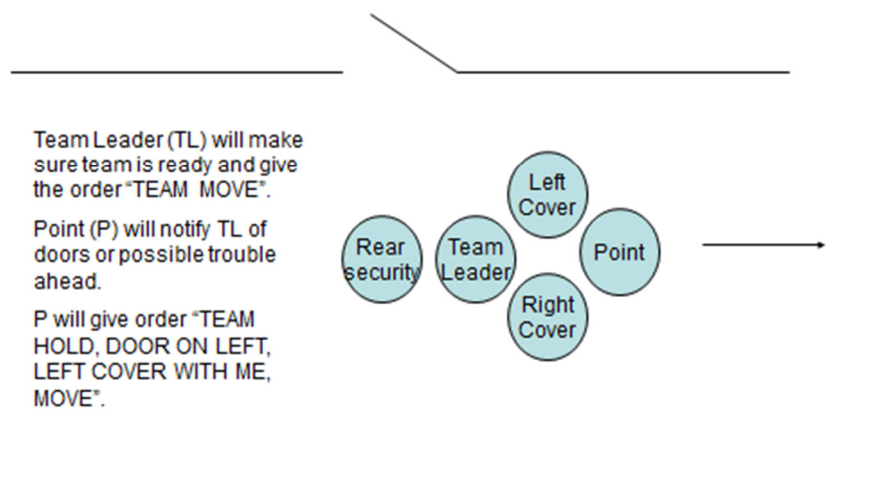
Identifying Target of Search

a) Number sides of structure(side 1 through side 4)

1. Sides are numbered clockwise.

2. Windows and doors are numbered left to right on each side.

3. Floors are numbered top to bottom. (floor number 1 being the top floor)
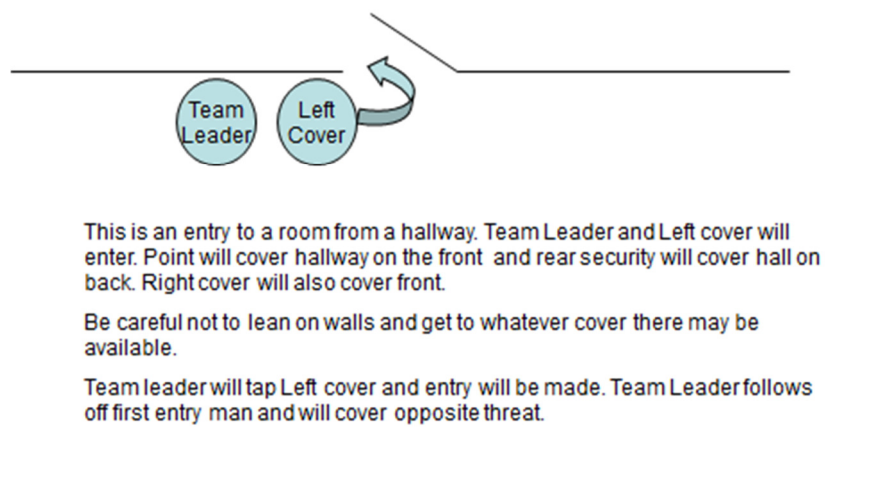
Team Entry and Movement:

The Explore team should enter the building using a" Dynamic Entry" technique. The team should move from the doorway as soon as possible and stay out of the fatal Funnel. The team will then start clearing the building searching for the suspect. The team leader should determine which explorers enter rooms to clear while the hallways are maintained for security. If shots are fired or the suspect is seen the team should move to contact to engage the suspect.
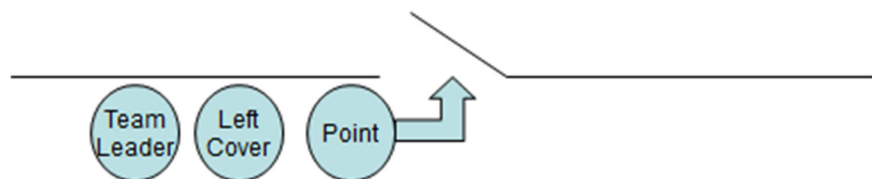
Hallway Movement

Team Leader (TL) will make sure team is ready and give the order "TEAM MOVE".

Point (P) will notify TL of doors or possible trouble ahead.

P will give order "TEAM HOLD, DOOR ON LEFT, LEFT COVER WITH ME, MOVE".

Rear security   Team Leader   Left Cover   Right Cover   Point

Entry Set-up / Two man entry

Team Leader   Left Cover

This is an entry to a room from a hallway. Team Leader and Left cover will enter. Point will cover hallway on the front and rear security will cover hall on back. Right cover will also cover front.

Be careful not to lean on walls and get to whatever cover there may be available.

Team leader will tap Left cover and entry will be made. Team Leader follows off first entry man and will cover opposite threat.
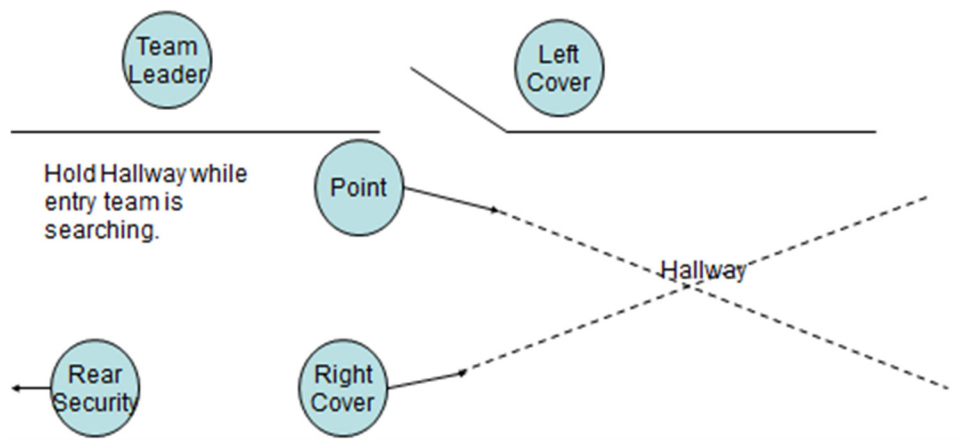
Entry Set-up / Three man entry

This is an entry to a room from a hallway. P, TL and LC will enter. RC will cover hallway on the front and RS will cover hall on back. Be careful not to lean on walls and get to whatever cover there may be available.
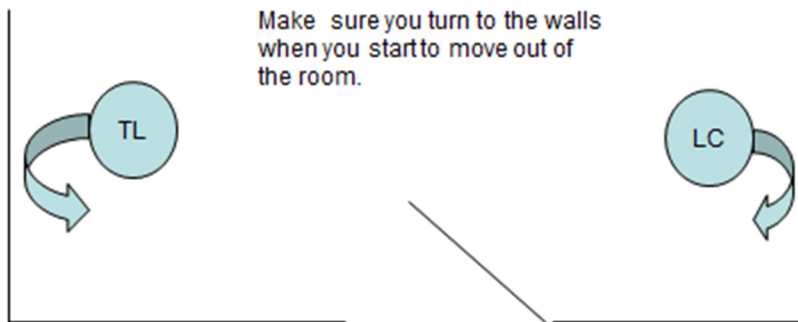
TL will tap/ LC, LC will tap P and entry will be made. LC follows off P and TL follows off LC (entry man and will cover opposite threat).

There will be not reason to talk, before entry. Do not worry about hook or cross entries.

Entry Set-up / Two man entry

Hold Hallway while entry team is searching.

Exit from Room

Make sure you turn to the walls when you start to move out of the room.

TL

LC

Once inside room, you will run the walls and go to center. There should be no cover fire or covering of the others area.

You will announce, "RIGHT CLEAR" and "LEFT CLEAR". If three man entry is made, "CENTER CLEAR" will be announced.

First man in will announce "COMING OUT" and the last man out will announce "LAST MAN OUT"

Injured Persons or victims:

In these scenarios, the explorer team may encounter injured or uninjured persons who are screaming for help/rescue. The team leader will need to relay information to the dispatch center of the location(s) of the injured persons so that a "rescue" team can be sent to retrieve the injured persons. *Please note, the primary responsibility of the "contact" team is not to treat or rescue the injured, but to locate and stop the suspect from using deadly force on any other victims.* Explorers should attempt to gather intel from any persons they encounter about the shooter, number of shooters, location of shooters, types of firearms, or any other information they can provide to give you an advantage.

Suspects:

Explorers when making contact with the active shooter suspect(s) will need to be prepared to either "shoot or don't shoot." Explorers should be trained and understand basic fundamental law and the "use of deadly force" on when suspect(s) can be shot. Explorers should remember they are acting as Law Enforcement Officers in these scenarios and would be subject to the same rules of law if they were to fire on a real person. Explorers must be able to justify and articulate their reasons for their specific actions (whether they shot or didn't shoot). Also the contact team should act appropriately by securing the suspect(s), firearm(s), and all potential evidence. Explorers should also document any verbal statements that were said by the suspect(s) prior to their arrest/detention.

Deductions:

The major deductions that can make your team lose points will be allowing a hostage or explorer on your team to be killed by the suspect(s) or by friendly-fire. Also for placing your team in cross-fire situations, or team members "lasering" each other (pointing the barrel of your firearm at someone on your team). Your team can be automatically disqualified for any safety violation such as: face-mask removal, gun play, or any unsafe firearm practices determined by the Safety Officer.