

COMPETITOR INFORMATION

Purpose This event tests the team's ability to plan and execute a SWAT callout. The event will challenge each team's ability to plan an operation, entry or callout techniques, movement through the structure, and apprehension of any suspects or safe recovery of the downed officer.

Description This event will consist of a 6-person team. The team leader must be designated and identified to the judge. The event scenario will be either a shots already fired call or an officer down call. The scenario will require the use of critical thinking skills. The performance will be timed and evaluated according to the event guidelines.

Dress Code Competitors shall wear a uniform consistent with current standards in law enforcement patrol (including tactical operations). Competitors shall wear matching gear. Tennis shoes are not allowed.

Maximum Teams 1

Competitors Per Team 6

- Event Rules**
- Competitors in this event must be active members of the Texas Public Service Association and in good standing with the Texas Public Service Association.
 - Competitors must be familiar with and adhere to the Texas Public Service Association Bylaws and Code of Conduct.
 - Plagiarism, copyright violation and falsification of information are prohibited. Any attempt to gain an unfair advantage will not be tolerated. Violation of the code of conduct or bylaws will result in disqualification and revocation of Texas Public Service Association membership.
 - The scenario is a secret topic. Professional ethics demand that competitors DO NOT discuss or reveal the secret topic until after the event has concluded. Violation of the ethics rules will result in disqualification and revocation of Texas Public Service Association membership.
 - Upon the team's arrival at the staging area, the event moderator will give them a brief overview of the information pertinent to the scenario. The scenario shall be the same for each team. No exceptions.
 - A fifteen (15) minute maximum time limit has been set for the scenario, this time includes the planning and execution. Timing will begin when the event moderator calls "start".
 - The team leader must advise the judge that the "Scene is Secure" in order to stop the time.

- Competitors will be stopped at the end of the fifteen (15) minute time limit by the event moderator if the Team Leader has not advised the Judge the scene is secure.
- If a team has not successfully secured the scene within the 15 minute time frame, the team will receive a "Did Not Finish" (DNF) and be disqualified (DQ).
- All long guns must have a working sling that is used by the member(s) who are using that type of weapon in the event.
- Teams are prohibited from breaking glass, windows, doors, etc, during the event. Such activity will result in a DQ and the competitor's school being responsible for any damages.
- Flash bangs, live munitions, or any type of projectiles are prohibited during the event. Use of any of these items will result in a DQ and the competitor's school being responsible for any damages.
- Teams are prohibited from causing injury to any of the actors, this will result in a DQ.
- Unusual assaults or tactics may not be used during the event, if the team is unsure they should consult the Judge before the event begins.
- In the event the "Index" command is given by any judge or event supervisor, all competitors will immediately stop what they are doing, holster any weapon and await further instruction.

- Event Procedures**
1. Competitor(s)/Team(s) will report to their respective event when called for or at a set reporting time.
 2. Competitor(s)/Team(s) must check in with event management upon arrival and present photo identification for verification.
 3. Competitor(s)/Team(s) will be directed (by room moderator) into the event room.
 4. Instructions will be given (by room moderator) to the Competitor(s)/Team(s).
 5. The room moderator will set a timer for fifteen (15) minutes.
 6. When the moderator starts the timer and calls "start", teams will begin their planning and execution of the event.
 7. The moderator will call "time" when the fifteen (15) minute timer sounds.

- Competitor Supplies**
- Photo Identification (See [Policies](#) for more information)
 - All equipment/materials needed to complete the event.

EVENT MANAGEMENT INFORMATION

- Event Personnel**
- **Event Manager:** Manages the competitors, makes sure the event is running on time, i.e. runs the event outside the “room”.
 - **Room Moderator:** Provides quality assurance for the event by ensuring that the guidelines are followed, all event documents are complete, and is the timekeeper if applicable. The room moderator operates inside the event room during the competition.
 - **2x Judges:** Judges the competition
 - **1-5x Actor(s):** Will simulate needed scenarios accurately portraying real life events.
- Event Facilities**
- Multiple Connected Rooms (False walls may be used)
 - Timer
 - Rubric/Score Sheets
 - Writing Utensil

SCORING INFORMATION

CRITERIA	LOWEST POINTS	HIGHEST POINTS
Safety		
Ability to eliminate any threats	0	5
Priority of fire (being online)	0	5
Teammates communicated properly with each other during entire scenario	0	5
Officers covered for each other	0	5
Muzzling/Lasering any operator, evaluator, or spectator	0	5
No placing finger in trigger well outside of target engagement	0	5
Technique		
Use of appropriate tactics to contain the problem	0	5
Teammates smoothly worked together (all participated)	0	5
Tactically effected a surrender	0	5
Determines if anyone is in harm's way (victims vs suspects)	0	5
Appropriate shoot/don't shoot decisions	0	5
Apprehension Technique		
Use of appropriate verbal commands	0	5
Verbal commands were understandable	0	5
Searched suspect(s) appropriate for tactical operation	0	5
Properly secures any weapons	0	5
All handcuffs used were double locked	0	1
Operation Conclusion		

Designated team leader reports in custody details (male/female, number)	0	5
Designated team leader advised the scene was secure in order to stop time	0	5

All points are assumed to be scaled low to high, with high being the best unless specified by Yes/No or other scoring procedure.