

COMPETITOR INFORMATION

Purpose Competitors will be able to effectively demonstrate an activation of the cell extraction team. This event will allow each member of the team to demonstrate their specific responsibility on the team. Higher-order thinking skills will be incorporated as appropriate to control the inmate and maintain the safety of the officers. The event will help students develop skill sets that will challenge them in real-world law enforcement scenarios

Description This event will consist of an activation of the cell extraction team after an inmate has refused to comply with detention officers in a jail setting. The event will utilize a six (6) person team, with each member having designated duties as described below. The team will be required to deescalate the situation and safely extract the inmate from the cell. 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 (including tactical operations, however a training firearm is not allowed). Competitors shall wear matching gear.

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.
 - Position responsibilities as follows:
 - Team Leader - Verbal Commands and signals entrance of team
 - First Position - Shield guard
 - Second Position - Left Arm/body
 - Third Position - Right Arm/body
 - Fourth Position - Left Leg/body
 - Fifth Position - Right Leg/body

- A fifteen (15) minute maximum time limit has been set for the scenario. Timing will begin when the moderator advises the team leader to begin.
- Time will stop when the team has removed the inmate from the cell and placed him/her in the designated area.
- Competitors will be stopped at the end of the fifteen (15) minute time limit if the inmate has not been placed in the designated area.
- If a team has not successfully placed the inmate in the designated area within the fifteen (15) minute time frame, the team will receive a “Did Not Finish” (DNF) and be disqualified (DQ).
- The Team Leader must first reasonably attempt to gain compliance with the inmate prior to advising the team to enter the cell and use force.
- 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.
- Ties are not allowed, Judge’s decision is final.
-
-

- 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)
 - Handcuffs

- Leg Irons
- Riot Shield

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.
 - **1-2x Judges:** Judges the competition
 - **1x Actor(s):** Will simulate needed scenarios accurately portraying real life events.
- Event Facilities**
- Large Room or Jail Cell
- Event Equipment**
- Materials needed to create/represent a mock jail cell
 - Timer
- Event Materials**
- Rubric/Score Sheets
 - Writing Utensil

SCORING INFORMATION

CRITERIA	LOWEST POINTS	HIGHEST POINTS
Team Leader		
Team Leader developed a plan with teammates prior to start	0	1
Team Leader gave clear commands	0	5
Team Leader gave the opportunity for compliance with proper verbalization	0	5
Team Leader showed authority and a command presence	0	5
Team leader advised team when to enter the cell	0	1
Ensured team was stacked in proper entry order	0	1
First Position - Shield Man		
Makes direct contact with the subject pinning subject against the wall, floor or bunk using the shield as protection	0	5
Applied pressure center mass on the subject while trying to avoid striking the subject in the face or head with the top of the shield	0	5
After the 2nd and 3rd members are set in their position, the shield man moves the shield and assists other team members if needed	0	5
Second Position - Left Arm/Body		
Immediately gained control of subjects left arm/body	0	5
Controlled the subjects left arm and maintain it until the subject was secured in handcuffs	0	5
Assisted team member with handcuffing	0	1
Third Position - Right Arm/Body		
Immediately gained control of subjects right arm/body	0	5
Controlled the subjects left arm and maintain it until the subject was secured in handcuffs	0	5
Applied handcuffs in a fluid/smooth manner	0	5

Double locked handcuffs	0	1
Fourth Position - Left Leg/Body		
Immediately gained control of subjects left leg/body	0	5
Controlled the subjects left leg and maintain it until the subject was secured in leg irons	0	5
Assisted team member with leg irons	0	1
Fifth Position - Right Leg/Body		
Immediately gained control of subjects right leg/body	0	5
Controlled the subjects right leg and maintain it until the subject was secured in leg irons	0	5
Applied leg irons in a fluid/smooth manner	0	5
Double locked leg irons	0	1
Conclusion		
Team communicated well with each other during event	0	5
Once inmate was secured, verbal commands were given to inform the inmate what he/she needed to do	0	5
Inmate was safely removed and taken to the designated area	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.