



Scenario Title: Patrol - Loud Noise Complaint Scenario #: 01-0923

**Scenario Type: Domestic Disturbance**

**Scenario Objective:** To evaluate officers deadly force decision making ability, officers use of cover (if available), officers professional communication skills, use of effective empty hand controls.

Officers should enter residence and identify assault in progress. Officers should identify threat of great bodily harm/death to victim and take immediate action to stop the threat and stabilize the scene.

**Scenario Overview:** Officer's will respond to a loud noise complaint, that is actually an assault taking place between two siblings. Officer's should respond with appropriate use of force and be able to justify their actions. There are three different versions that are based on the role player's actions. One version is not an assault but a medical emergency.

**Scenario Equipment:**

<i>Student</i>	<b>Quantity</b>	<i>Instructor</i>	<b>Quantity</b>
<b>Training guns functional</b>	<b>2</b>	<b>Training guns functional</b>	<b>0</b>
<b>Training guns non-functional</b>	<b>0</b>	<b>Training guns non-functional</b>	<b>0</b>
<b>Ballistic protection</b>	<b>2</b>	<b>Ballistic protection</b>	<b>2</b>
<b>Student training suits</b>	<b>2</b>	<b>Instructor training suits</b>	<b>2</b>
<b>Training Batons</b>	<b>2</b>	<b>Prop Knives</b>	<b>0</b>
<b>Less lethal – Electrical pulse</b>	<b>2</b>	<b>Video Equipment</b>	<b>1</b>
<b>Less Lethal</b>	<b>0</b>	<b>First Aid Kit</b>	<b>1</b>
<b>Inert O.C.</b>	<b>2</b>	<b>Barrier tape “Do Not Cross”</b>	<b>2</b>
<b>Training Cuffs</b>	<b>2</b>	<b>Safety Vests &amp; Signs</b>	<b>2   1</b>
<b>Radios</b>	<b>2</b>		

**Special Equipment:** A simulated metal pipe.



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**Student Instructions (dispatch):**

**Verbal – Two officers are dispatched to a loud noise complaint. An elderly woman came home and heard two brothers arguing in the adjacent apartment. The door was ajar and she witnessed one brother pushing the other brother. She indicated that they are always fighting and wanted the noise to stop immediately. The complainant wishes to remain anonymous.**

**Written – If asked by student officers, dispatch has found three previous contacts at the possible suspect location. Two were for loud noise complaints and one was a theft complaint made by the suspects. If asked for background history on suspects, advise that only one name found in the files for that address. That subject has a valid DL, 3 entries on the CIBR (2 - Possession of Marijuana; 1 - Disorderly Conduct). No other information known.**



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**Role Player(s) Instructions (RP1, RP2, RP3,...):**

**Version #1**

**Role Player #1- You will be lying on the floor on your back. Role Player #2 will be sitting on top of RP#1 straddling RP#1's midsection. RP#1 will offer mild resistance while RP#2 continues assaulting you, hitting you about the head area with a simulated metal pipe. Upon seeing the responding officers enter, RP#1 will become unconscious. RP#1 will remain in an unconscious state for the remainder of the scenario.**

**Role Player #2- You will be on top of RP#1. You will be assaulting RP#1 with a simulated metal pipe, hitting RP#1 about the head area. Your back will be towards the door or the entry point of the responding officers. You will be yelling at RP#1 stating "I have had enough! I am tired of listening to you!" Upon seeing the officers, you will initially ignore and continue to hit RP#1.**

**- If the officers respond with deadly force (firearm), you will react by falling to your side and act injured. If you receive a "head shot" you will fall over to your side and remain motionless.**

**- If the officers go "hands-on" you will offer mild resistance by attempting to pull away from them. If the officers escalate in force, you will comply and allow yourself to be controlled with whatever force option they choose. If you are able to pull away from the responding officers, you will continue your assault RP#1.**

**- If the officers respond with verbal skills only, continue the assault for approx 10-15 seconds, then stand up and walk around in an agitated state but do not assault the officers.**

**CONTINUE THIS COURSE OF ACTION UNTIL THE "STAND DOWN" COMMAND IS GIVEN.**

**Version #2**

**Role Player #1 - Lying unconscious on the ground, on your back.**

**Role Player #2 - You will be on top of RP#1 straddling RP#1 midsection. You will be yelling "NO! NO! Not again!, simulating CPR. Your back will be towards the door or the entry point of the responding officers. You will continue this until physically removed by the officers. You will offer mild resistance attempting to pull away from the officers so that you can continue to revive RP#1.**

**- If the officers do not physically remove you, start yelling at officers to "Help, Save my brother!" and "Call an ambulance!"**

**If the officers remove you and offer good communication skills, comply with officers until "STAND DOWN" command is given.**

**Version #3**

**Role Player #1 - Lying unconscious on the ground, on your back.**

**Role Player #2 - You will be on top of RP#1, physically assaulting him by punching at him in the head area. Your back will be towards the door or entry point of the**

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(make additional copies as needed)



responding officers. Upon seeing officers, immediately get up and walk around in an agitated state. Attempt to leave the room.

- If officers go "hand on" comply immediately with their application of force.
- If the officers do not physically control you and you are able to leave, run out the door and wait for the "Standown!" command.

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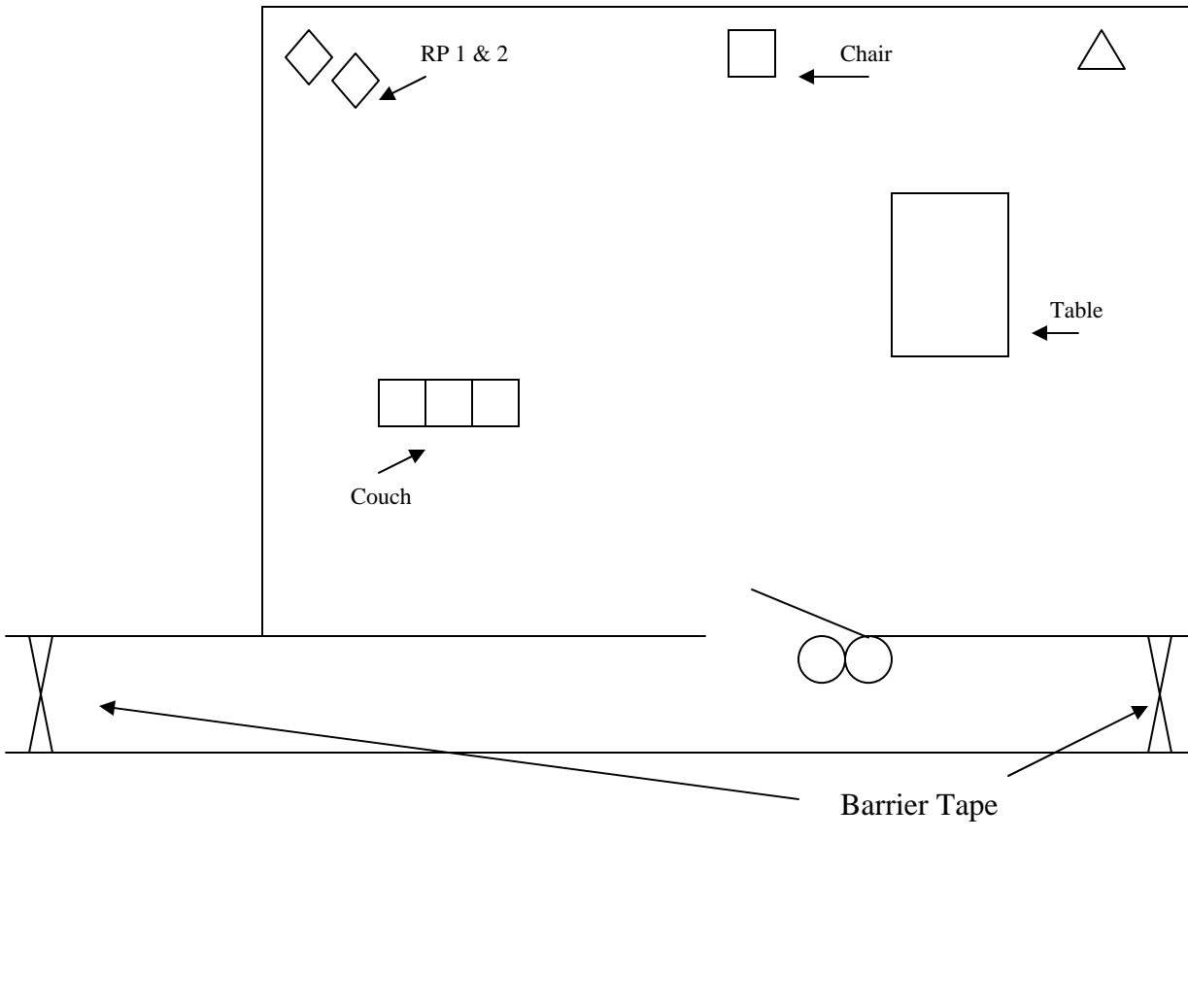
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**What Role Players are not allowed to do:** At no time will the role players physically assault the officers. The only resistance allowed by the roler player is to mildly pull away from the officers.

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**Diagram of Scenario**



-  Role Player #
-  Officer #
-  Props
-  Video
-  Other