

BORDER CHALLENGE



Active Shooter

LIMITS: 12 Students per team, 1 per school



Team School							
Team leader member 1				Team member			
Team member 2				Team member			
Team member 3				Team member			
Team member 4				Team member			
Team member 5				10			
Team member 6				Team member			
				11			
				Team member			
				12			
I. APPROACH AND FIRST CONTACT				II. IDENTIFICATION OF ACTIVE THREAT			
A.	Rapid approach to entry point using most cover	0-10		A.	Rapid identification and location of	0-10	
B.	Team movement is fluid	0-5		B.	Communication with command on number of , and needs for victims (EMS, Fire, ETC.)	0-5	
C.	Entry of premises/ dynamic entry	0-5		C.	Isolate and control threat to stop further violence (less than 10 minutes from point of	0-10	
Sub. Total		0-20		Sub. Total		0-25	
III. ARREST OF SUSPECT(S)				IV. EXPLOSIVE HAZARDS			
A.	Advise subject(s) of being under arrest	0-2		A.	Officers located all explosive hazards	0-15	
B.	Order subject(s) to come to you with hands up walking	0-3		B.	Officers located all explosive hazards	0-10	
C.	Secure subject(s) / handcuffed in back	0-5		C.	Officers notify command post of explosive hazard and request EOD Team. (if IED is remote controlled, radio transmission must be made behind concrete and around a corner of	0-15	
D.	Search subject(s) completely	0-5		Sub. Total		0-40	
Sub. Total		0-15					



V. PROFESSIONALISM				VI. SAFETY			
A.	Proper use of force	0-5		A.	Stays behind available cover when possible	0-5	
B.	Each officer does assigned job	0-5		B.	Weapons kept from subject(s)	0-3	
C.	Vocal commands are understandable	0-5		C.	All suspect(s) handcuffed	0-5	
D.	Officers stay in control	0-5		D.	Observation of scene from beginning to end for responder safety issues	0-5	
Sub. Total		0-20		E.	Officers cover all points of likely opposition	0-10	
Sub. Total						0-25	
DEADLY ERRORS							
Handcuff not double locked (per cuff)						X-5	
(Officer down score sheet needs to be filled out in order for team to recover half the points detected)						X-15 X-25	
WEAPON MUZZLING OFFICER DOWN (25 pts per officer)							
GRAND TOTAL (max Score 105)							
Comments:							
If any portion of score sheet does not apply to scenario, all teams will be given MAX points on that section for consistency except Officer Down.							
Head Judge:				Date:		Time:	
Judge:				Date:		Time:	

Officer Down Score Sheet

Suspect(s) covered	0-5	
Get injured officer to cover and render aid, call out officer down over radio with location	0-5	
Safely extricate injured officer from scene	0-5	
Sub. Total	0-15	