Active Shooter Score Sheet

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Team | | |  | |  | | Score | | |  | | | | | | | | |
|  | | |  | | | |  | | |  | | | | | | | | |
|  | | |  | | | |  | | |  | | | | | | | | |
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| **I. Approach and First Contact** | | | | | | | **II. Identification of Active Threat** | | | | | | | | | | | |
| A. | Rapid approach to entry point using most cover available | | | 0-10 | |  | A. | Rapid identification and location of active threat | | | | | 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 entry) | | | | | 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 | |  | 1. Officers located all explosive hazards 0-15 \_\_\_\_\_\_ 2. Officers identify type of IED 0-10 \_\_\_\_\_\_ 3. Officers notify command post of 0-15 \_\_\_\_\_\_\_\_   explosive hazard and request  EOD Team. (if IED is remote  controlled, radio transmission must  be made behind concrete and around  a corner of cover | | | | | | | | | | | |
| B. | | Order subject(s) to come to you with hands up walking backwards | | 0-3 | |  |
| C. | | Secure subject(s) / handcuffed in back | | 0-5 | |  |
| D. | | Search subject(s) completely | | 0-5 | |  |
| 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 | | |  | |
|  | |  | |  | |  | E. | | Officers cover all points of likely opposition | | | | | 0-10 | | |  | |
| Sub. Total | | | | 0-20 | |  | Sub. Total | | | | | | | 0-25 | | |  | |
|  | | | | | | | **Sub. Total ( I – V )** | | | | | | |  | | | | |
|  | | | | | | | **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)** | | | | | | | **Deadly errors-weapon muzzling**  **Officer down -25 points per officer**  **Add Officer Down Score if Applicable** | | | | | | | **\_\_X-15**  **\_\_X-25**  \_\_X15 | | | |  |
|  | | | | | | | **Grand Total** (max Score 105 points) | | | | | | | |  | | | |
| 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 | |  | |