Active Shooter Score Sheet

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Team |  |  | Score |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| **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 mustbe made behind concrete and arounda 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 |  |