Burglary in Progress

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Team** | | |  | | | **#** | | | **Score** | | | |  | | | | | | | | |
|  | | |  | | | | | |  | | | |  | | | | | | | | |
|  | | |  | | | | | |  | | | |  | | | | | | | | |
| **I. Advance on Point of Entry:** | | | | | | | | | **II. Entry:** | | | | | | | | | | | | |
| A. | Use of cover | | | 0-5 | | |  | | A. | | Use best point of entry | | | | | 0-5 | | | |  | |
| B. | Speed / Stealth | | | 0-5 | | |  | | B. | | Door opening | | | | | 0-5 | | | |  | |
| C. | Environment awareness | | | 0-5 | | |  | | C. | | First room check prior to entering | | | | | 0-5 | | | |  | |
|  | Sub. Total | | | 0-15 | | |  | |  | | Sub. Total | | | | | 0-15 | | | |  | |
| **III. Room Search:** | | | | | | | | | **IV. Techniques Used:** | | | | | | | | | | | | |
| A. | All rooms cleared | | | 0-5 | | |  | | A. | | Use of quick peek | | | | | 0-5 | | | |  | |
| B. | Suspect(s) backed to officer; officer use of cover | | | 0-5 | | |  | | B. | | Use of cutting the pie | | | | | 0-5 | | | |  | |
| C. | Suspect(s) removed to secure area | | | 0-5 | | |  | | C. | |  | | | | |  | | | |  | |
| D. | All rooms secured prior to advancing (**none passed without securing)** | | | 0-5 | | |  | | D. | | Use of flashlights | | | | | 0-5 | | | |  | |
| E. | Each room checked prior to entry with search techniques | | | 0-5 | | |  | | E. | | Use of dynamic entry | | | | | 0-5 | | | |  | |
|  | Sub. Total | | | 0-25 | | |  | |  | | Sub. Total | | | | | 0-25 | | | |  | |
| **V. Safety:** | | | | | | | | | **VI. Professionalism:** | | | | | | | | | | | | |
| A. | | Use of cover | | | 0-5 | | |  | A. | | | Efficiency | | | | | 0-5 | | | |  |
| B. | | Handling of prisoners | | | 0-10 | | |  | B. | | | Authority | | | | | 0-5 | | | |  |
| C. | | Officers covering for each other | | | 0-5 | | |  | C. | | | Attitude | | | | | 0-10 | | | |  |
| D. | | Speed (not to fast or slow) | | | 0-5 | | |  |  | | | Sub. Total | | | | | 0-20 | | | |  |
|  | | Sub. Total | | | 0-25 | | |  | **Sub-Total (I. – VI.)** | | | | | | | | | | | | |
|  | | | | | | | | | **Handcuff not double-locked (per cuff)** | | | | | | **--5** | | | |  | | |
| If officers are shot during scenario, the officer down score sheet will be filled out to help recover half the points deducted | | | | | | | | | **Deadly errors-weapon muzzling**  **Officer down -25 points per officer**  **Add Officer Down Score if Applicable** | | | | | | **--X-15**  **-25** | | | |  | | |
|  | | | | | | | | | **Grand Total (Max Score 125)** | | | | | | | | |  | | | |
| **Comments:** | | | | | | | | | | | | | | | | | | | | | |
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| If any portion of score sheet does not apply to scenario, all teams will be given MAX points on that section for consistency except for officer down score sheet. | | | | | | | | | | | | | | | | | | | | | |
| **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 | |  | |