Hostage Negotiation Extraction Score Sheet

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| **Team** | | |  | | # | | Score | | |  | | | | | |
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| **I. Initial Approach** | | | | | | | **II. Positioning** | | | | | | | | |
| A. | | Team uses most appropriate entry point | | 0-5 | |  | A. | Suspect(s) covered | | | | | 0-5 |  | |
| B. | | Locate suspect(s) and Hostage(s) | | 0-5 | |  | B. | Get injured hostage(s) to cover and render aid | | | | | 0-5 |  | |
| C. | | Use of cover on initial approach | | 0-5 | |  | C. | Safely extricate injured hostage(s) from scene | | | | | 0-5 |  | |
| Sub. Total | | | | 0-15 | |  | Sub. Total | | | | | | 0-15 |  | |
| **III. Arrest of subject(s)** | | | | | | | **IV. Search of Premises for other Suspect(s)** | | | | | | | | |
| A. | Advise subject(s) of being under arrest | | | 0-3 | |  | A. | One officer continues to call out to points of likely opposition | | | | | 0-5 |  | |
| B. | Order subject(s) out from cover | | | 0-4 | |  | B. | Use of light, quick peeks, cutting pie | | | | | 0-5 |  | |
| C. | Order subject(s) to come to you with hands up, walking backwards | | | 0-3 | |  | C. | Entry of premises, Dynamic Entry | | | | | 0-5 |  | |
| D. | Secure subject(s), handcuffed in back | | | 0-5 | |  | D. | Fluid movements of team, switching from cover to contact | | | | | 0-5 |  | |
| E. | Search subject(s) completely | | | 0-10 | |  | Sub. Total | | | | | | 0-20 |  | |
| Sub. Total | | | | 0-25 | |  |
| **V. Professionalism** | | | | | | | **VI. Safety** | | | | | | | | |
| A. | One person in charge | | | 0-5 | |  | A. | Stays behind available cover | | | | | 0-5 | |  |
| B. | Proper use of force | | | 0-5 | |  | B. | Weapons kept from subject(s) | | | | | 0-5 | |  |
| C. | Each officer does assigned job | | | 0-5 | |  | C. | Subject(s) kept secure | | | | | 0-5 | |  |
| D. | Vocal commands are understandable | | | 0-5 | |  | D. | Observation of scene from beginning to end for officer safety issues | | | | | 0-5 | |  |
| E. | Officers stay in control | | | 0-5 | |  | E. | Correct technique used to remove hostage(s). | | | | | 0-5 | |  |
| Sub. Total | | | | 0-25 | |  | Sub. Total | | | | | | 0-25 | |  |
| Comments: | | | | | | | **Sub. Total ( I – VI )** | | | | | |  | | |
|  | | | | | | | **Handcuff not double locked (per cuff)** | | | | | **X-5** | | |  |
|  | | | | | | | **Deadly Errors (Muzzling)** | | | | | **x-5** | | |  |
|  | | | | | | | **Grand Total (max score 125 points)** | | | | | |  | | |
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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. | | | | | | | | | | | | | | | |
| ***Note: explorers who commit deadly errors will be immobilized and remaining officers will have to deal with additional officers down.*** | | | | | | | | | | | | | | | |
| **Head Judge:** | | | | | | | | | **Date:** | | **Time:** | | | | |
| **Judge:** | | | | | | | | | **Date:** | | **Time:** | | | | |