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:** |