

## AUTO BREAK IN

**DESCRIPTION:** Trainee discovers a person who appears to be breaking into a vehicle.

**PROLOGUE:** None

**VARIATIONS:**

Citizen reports possible crime in progress.

Routine patrol (observation)



### Scenarios and Interactivity:

1. Suspect has gun (Doesn't Shoot): suspect surrenders (No Shoot)

Fatal Branch: man collapses

2. Suspect has gun (Shoots): suspect shoots and runs

Fatal Branch: man collapses

3. Suspect has gun (Tucked in Jeans): suspect surrenders

Override Scene: man has gun in hand but surrenders

Fatal Branch: man collapses

### Notes:

This situation is similar to "Foot Pursuit for Warrant" but has no prologue.

## FELONY ARREST AT HOTEL

**DESCRIPTION:** Apprehension of suspect in a hotel room with other individuals involved.

**PROLOGUE:** After being shown a picture of the person to arrest, the trainee enters a hotel room to apprehend the suspect.

**VARIATIONS:**

- Do not show prologue and devise outcome for training needs.



**Scenarios and Interactivity:**

1. Suspect and Woman Shoot: man grabs gun, shoots, and runs into adjacent room; woman shoots and hides  
Fatal Branch: man collapses, woman shoots then hides  
Fatal Branch: woman collapses  
Fatal Branch: woman collapses
2. Woman Shoots: woman shoots  
Fatal Branch: woman collapses
3. Suspect Shoots: suspect shoots, woman surrenders  
Fatal Branch: man collapses, woman surrenders
4. Suspect Gives Up: suspect surrenders (No Shoot)
5. Suspect on Bed: suspect reaches for “cigarettes”, then shoots and runs into other room  
Override Scene: suspect gets cigarettes and surrenders  
Fatal Branch: suspect collapses

**Notes:**

## FELONY ARREST IN BAR

**DESCRIPTION:** Arresting a known or wanted person in a bar with several patrons involved.

**PROLOGUE:** After being shown a picture of the person to arrest, the trainee enters a bar to apprehend the suspect

**VARIATIONS:**

- No prologue. Off duty officer is watching what happens and advised to get involved when he thinks he should.



**Scenarios and Interactivity:**

1. Suspect runs: man escapes out back door (No Shoot)
2. Suspect Hides Hands (Has Knife): man shows hands , has a knife and approaches  
Override Scene: No Knife – man shows hands with no knife and surrenders  
Override Scene: Suspect Gives Up - man drops knife and surrenders  
Fatal Branch: man approaching with knife collapses
3. Suspect Pulls Gun: suspect shoots at other officers, turns, shoots at trainee and runs  
Fatal Branch: man collapses  
Fatal Branch: woman in black collapses  
There is no Fatal Branch for man shooting at trainee
4. Woman Shoots: woman shoots, man and woman flee  
Fatal Branch: woman collapses

**Notes:**

The prologue is quite long.

## FELONY WARRANT INTERFERENCE

**DESCRIPTION:** An individual interferes while attempting to serve a warrant.

**PROLOGUE:** After being shown a picture of the person to arrest, the trainee enters a house to apprehend the suspect

**VARIATIONS:**



### Scenarios and Interactivity:

1. Suspect Runs into Side Room: suspect grabs gun and ducks into side room, shoots from side room, second man shoots

Fatal Branch: suspect ducks into side room and then collapses, second man shoots.

Wound Branch: suspect ducks into side room, pops out shooting, then starts to give up as second man steps into the back door way, shoots and runs off.

Fatal Branch: second man collapses, shooting again.

Fatal Branch: second man shooting again collapses.

If suspect is not shot before running into the side room the overrides below can be taken. If no override the suspect will start to give up as the second man steps into the back door way, shoots and runs off.

Fatal Branch: second man collapses, shooting again.

Fatal Branch: second man shooting again collapses.

Override Scene: Puts Gun on Table—suspect lays gun on table and then surrenders.

Override Scene: Shows Hands and Gives Up—suspect reveals hands and surrenders.

Override Scene: Pop out shooting—suspect shoots from side room, second man shoots.

Fatal Branch: second man collapses, shooting again.

Fatal Branch: second man shooting again collapses.

2. Suspect Enters: suspect grabs gun and shoots, ducks into side room.

Fatal Branch: suspect ducks into side room and then collapses from side room.

Override Scene: Man Gives Up – man steps to the right and lays down on the floor.

Override Scene: Suspect Puts hands on Head and Turns – suspect stepping to the right, stays standing, puts his hands on his head and turns around

3. Suspect Enters and Runs: suspect enters room, retreats, and runs off (No Shoot)

**Notes:**

The instructor should become thoroughly familiar with this situation before training, as it contains many Override Scenes and Branches.

## FELONY TRAFFIC STOP BACKUP

**DESCRIPTION:** A vehicle with several occupants is stopped.

**PROLOGUE:** Trainee responds as backup to a traffic stop.

**VARIATIONS:**

- Simple failure to stop.
- Armed and wanted suspect.



### Scenarios and Interactivity:

1. All Three Shoot: as the driver steps out the front passenger shoots at the back up officer to the left; as the driver ducks back into car the rear passenger steps out, shoots and runs behind the car; the driver then leans out and shoots ducking back in to the front seat; finally the rear passenger pops up shooting two more times behind the car

Fatal Branch: Passenger in front seat collapses

Fatal Branch: rear passenger collapses

Fatal Branch: driver collapses

2. Suspect Shoots: suspect shoots and runs  
Fatal Branch: man collapses
3. Several Shots Fired: suspect surrenders  
Fatal Branch: man collapses
4. Shot Fired: suspect surrenders  
Fatal Branch: man collapses
5. Suspect Runs with Rifle: Suspect runs away with rifle in hand  
Fatal Branch: man collapses
6. Suspect Runs: Suspect runs away (No Shoot)

### Notes:

Scenario 1, depending who is shot and when determines the outcome of the scenario. If all suspects are shot consecutively the scenario ends quickly. If one or more of the three suspects is missed the scenario continues until ending with the last shot of the suspect behind the car.

Scenarios 3 and 4 contain the sound of shots being fired that can confuse the trainee into shooting innocents.

## FOOT PURSUIT FOR WARRANT

**DESCRIPTION:** Apprehending a wanted suspect.

**PROLOGUE:** Trainee's partner spots the suspect and says, "That's our guy."

**VARIATIONS:**

- Felony suspect armed and dangerous wanted for murder



### Scenarios and Interactivity:

1. Suspect runs: man runs behind building when he spots officers; man has gun but surrenders

Fatal Branch: man is collapsed around the corner

Wound Branch: man is on the ground around the corner, he then crawls forward and shoots again.

2. Suspect has gun (Tucked in Jeans): suspect surrenders

Override Scene: man has gun in hand but surrenders

Fatal Branch: man collapses

3. Suspect has gun (Shoots): suspect shoots and runs

Fatal Branch: man collapses

4. Suspect has gun (Doesn't Shoot): suspect surrenders (No Shoot)

Fatal Branch: man collapses

### Notes:

Scenario 1, depending on if the man is shot or not shot while running determines the outcome as you round the corner

This situation is similar to "Auto Break In".

## **HOSTAGE IN MEDICAL FACILITY**

**DESCRIPTION:** An individual is escorted into a building where others are present.

**PROLOGUE:** Two plainclothes officers and the trainee escort an individual into a building.

**VARIATIONS:**

- Off duty officer following behind officers and prisoner.



**Scenarios and Interactivity:**

1. Inmate Grabs Woman and Runs: prisoner uses woman as shield and escapes  
Fatal Branch: man and woman collapse
2. Inmate Grabs Gun and Shoots: inmate acquires gun, shoots, and flees  
Fatal Branch: prisoner collapses  
Wound Branch: prisoner collapses and shoots again from the floor  
Fatal Branch: prisoner shooting again collapses
3. Woman Stands and Shoots: woman shoots and flees with prisoner  
Fatal Branch: woman collapses

**Notes:**

## PRISONER ESCAPES AMBULANCE

**DESCRIPTION:** A prisoner takes a hostage, then tries to escape with an accomplice in a car.

**PROLOGUE:** Unit follows an ambulance and stops when the ambulance stops suddenly.

**VARIATIONS:**

- Tell the trainee the ambulance has no stops.



### Scenarios and Interactivity:

1. Driver Shoots: Driver of car shoots, prisoner and accomplice escape.  
Fatal Branch: Driver collapses, prisoner surrenders.
2. Prisoner and Hostage Jump in Car: Prisoner uses hostage as shield, both escape in car.  
Fatal Branch: Man collapses.
3. Prisoner Shoots Hostage: Prisoner shoots hostage, then surrenders.  
Fatal Branch: Man collapses.
4. Car Door Locked: Prisoner uses hostage as shield; car door is locked and car drives off; prisoner surrenders.  
Fatal Branch: Man collapses.
5. Prisoner Jumps in Car: Prisoner uses hostage as shield, escapes in car.  
Fatal Branch: Prisoner collapses.

### Notes:

In Scenario 1, the branch is after the driver shoots.

In Scenario 2, as the prisoner turns to the left with the hostage he exposes his upper body for a clear shot.

Scenario 3, as the prisoner and the hostage step out of the ambulance there is a brief moment, before shooting the hostage, when he exposes his head for a clear shot