

The Building Search event tasks competitors with securing a building with an open door. Participants will coordinate their actions to safely enter, search, and secure the premises, making critical decisions along the way.

Entry Requirements

- Teams must be composed of 4 members.
- Chapters can only register 1 teams to compete.

Materials

Only the below materials are permitted in the competition.

- **Photo Identification** Reference [the rulebook \(https://tpsa.info/rulebook\)](https://tpsa.info/rulebook) for details

Procedures and Timeline

- **Check In (10 min Time Limit)** Competitors must check in to their event at their designated **check-in time**. Competitors that arrive **ten (10) minutes** after their designated check-in time will be marked as no-shows and not be allowed to compete out of respect for the time commitment made by our judges and volunteers.
- **Pre-Event Briefing (5 min Time Limit)** After check-in, competitors will be guided to the designated event area. Once there, the moderator will provide a comprehensive briefing, detailing the event's instructions, rules, and procedures. This briefing ensures that each competitor is well-informed and prepared for the subsequent stages of the competition.
- **Roleplay (15 min Time Limit)**
 1. A fifteen (15) minute maximum time limit has been set for the scenario, this time includes the planning and execution. Timing will begin when the Judge advises the Lead Officer to start.
 2. The Lead Officer must advise dispatch (the judge) that the "Scene is Secure/Suspect(s) in custody" in order to stop the time.
 3. Competitors will be stopped at the end of the fifteen (15) minute time limit by the event moderator if the Lead Officer has not advised dispatch and judge that the scene is secure/suspect(s) in custody.
 4. If a team has not successfully completed the search within the 15 minute time frame, the team will be scored on the portions of the search completed. All incomplete tasks will not be graded or points will be deducted.
- **Evaluation and Scoring (5 min Time Limit)** After the completion of the event, judges will convene to assess each competitor's/team's performance based on a standardized rubric. This stage is conducted without the presence of the competitors. Judges will evaluate the criteria outlined in the rubric to ensure a fair and objective scoring process. Once all assessments are finalized, scores will be recorded for each competitor/team.

Safety Protocols

- **Policies** Competitors in this event must be active members of the Texas Public Safety Association and in good standing with the Texas Public Safety Association. Competitors must be familiar with and adhere to the Texas Safety Service Association Bylaws and Code of Conduct. Plagiarism, copyright violation and falsification of information are prohibited. Any attempt to gain an unfair advantage will not be tolerated. Violation of the code of conduct or bylaws will result in disqualification and revocation of Texas Public Safety Association membership. The scenario is a secret topic. Professional ethics demand that competitors DO NOT discuss or reveal the secret topic until after the event has concluded. Violation of the ethics rules will result in disqualification and revocation of Texas Public Safety Association membership. Hostage negotiation scenarios or no-win scenarios are prohibited for this event. Teams are prohibited from breaking glass, windows, doors, etc, during the event. Such activity will result in a DQ and the competitor's school being responsible for any damages. Flash bangs, live munitions, or any type of projectiles are prohibited during the event. Use of any of these items will result in a DQ and the competitor's school being responsible for any damages. Teams are prohibited from causing injury to any of the actors, this will result in a DQ. Competitors will hand off detained suspects to a "ghost officer" by verbalizing this action to the judge. The actors will be considered out of "play" after this has happened. If at any point during the event, an actor is within arms reach of the competitor, and the competitor is displaying unsafe firearm safety procedures, the actor may attempt to disarm the officer by grabbing the firearm. This may not result in a struggle, and the actor shall not fight for the firearm. Actors must be compliant with commands given by competitors except as stated above. Judges will wear reflective vests and shall not be given commands by competitors.

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Advance on Point of Entry						
Advise ment to Dispatch Competitors will simulate notifications to dispatch. The competitors will advise dispatch that the building search team is to be on the scene, request backup to secure the perimeter (ghost officers), and to have dispatch secure the channel.	0 No communication with dispatch	1 Competitors advise that the building search team is on the scene, but fails to request backup, secure channels and requests from auxiliary agencies	4 Competitors advise that the building search team is on the scene, but fails to request backup, or secure channel, or auxiliary agencies (Does 2 of the 4)	5 Competitors advise that the building search team is on the scene, but fails to request backup, or secure channel, or auxiliary agencies (Does 3 of the 4)	7 Competitors advise that the building search team is on the scene, but fails to request backup, or secure channel, or auxiliary agencies (Does 4 of the 4)	Opts
Tactical Movement Students must demonstrate an accepted tactical movement to target. Students must utilize (not limited to) a stack, diamond, or heavy head type of formation. Students must cover all angles at all times (720 degrees). The number one (1) priority is officer safety. Students are not required to have a rear guard walk backwards but must have a rear guard checking the rear threat.	0 Students moved to the target with no tactical formation or movement.	4 Students used unsafe movements but may have resembled some form of tactic, or failed to check for rear threats during their approach and/or movement.	6 Competitors moved in formation but failed to maintain tactical formation and/or failed to check rear guard	8 Competitors moved in formation and showed tactical movement but did not execute tactics the entirety of the scenario	10 Competitors demonstrated and executed tactical formation, and continued to check all angles throughout the scenario	Opts
Room Entry						
Room entry Competitors will be required to enter a room using accepted tactics. The competitors will demonstrate a "fill and flow" style of entry (fill and flow: is in relation to officers/operators entering a room. If one flows to the right, another fills a spot to the left, etc. The competitors will maintain tactical spacing (not bunching up on each other, and/or not on the same line of fire). Competitors must demonstrate crisscross, button hook, or some modified room entry tactics. Competitors also demonstrated a "threshold evaluation" and did not stay in the "fatal funnel."	0 The competitors did not demonstrate any tactical entry.	2 The competitors failed to use accepted tactics entering the room but were able to maintain a fill and flow style and appropriate spacing once in the room, but failed to stay on same line of fire.	6 Competitors showed an attempt to use tactics entering the room but failed to demonstrate the knowledge and execution needed for the tactics.	8 Competitors demonstrated knowledge of the required tactics but failed to execute throughout the entirety of the scenario	10 Competitors demonstrated room entry tactics nearly flawlessly.	Opts
Team Communication Competitors communicated their tactics to enter the room and communicated information to the rest of the team of what the threshold evaluation revealed. Competitors will maintain communication once in the room. They will communicate with one another during the entirety of the scenario. They will communicate in a professional, clear and concise way.	0 There was no communication with teammates.	2 Competitors had little to no communication during the scenario. The communication was not clear, concise or professional	6 Competitors communicated during the scenario but the communication was one sided and it was not professional.	8 Competitors communicated as a team but the communication was not professional, concise or clear the entire time.	10 Competitors communicated the entire scenario as a team and the communication was professional, clear, and concise	Opts
Use of Lighting (flashlights) Competitors will be moving through halls and rooms and may have to use flashlights. Competitors may also use a light switch to turn the lights on within the room. Competitors must use proper lighting and flashlight techniques throughout the event.	0 Competitors did not deploy or use flashlights or may not have turned the lights on with the light switch.	1 Competitors deployed flashlights but were lighting up each other casting their shadows on the walls, giving up their tactical position.	2 Competitors deployed their flashlights, but either cast shadows on the walls of their team, or their weapon.	4 Competitors deployed their flashlights, did not cast a shadow on their weapons but may have cast shadows on team members.	6 Competitors deployed their flashlights, did not cast a shadow on their weapons or teams.	Opts
Search of Room/Suspect						

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Room Search post arrest Competitors search the room(s) for contraband and or weapons. Competitors communicate that they are searching and communicating when they locate the said contraband/weapons and secure them in a secure and safe manner. Contraband and or weapons shall not be left in the open. Weapons shall be made safe before securing (competitors must vocalize they are making the weapon safe).	0 No search of the room	1 Competitors searched the room but failed to communicate their actions and did not locate the contraband/weapons.	4 Competitors searched the room and communicated their actions but failed to either locate the contraband or properly secure it in a safe and secure manner. They may have secured the contraband but did not make the weapon safe before securing it.	5 Competitors searched the room and communicated their actions but failed to either locate the contraband or properly secure it in a secure and safe manner. They may have secured the contraband but did not make the weapon safe before securing it. Competitors completed almost all the required actions but may have failed to complete one of the actions.	6 Competitors communicated their actions of searching, secured the weapon/contraband and made the weapons safe.	Opts
Suspect(s) searched: body and clothing search method used Competitors shall be required to search multiple suspects in this event. They must demonstrate a methodical approach to the search. 1.The competitor must verbalize they are conducting systematic search. 2. locate all contraband/weapons on all the suspects	0 Competitors did not verbalize the search and did not locate any contraband	1 Competitors did not verbalize the search of the suspect and located less then 50% of the contraband	2 Competitors did verbalize the search of the suspect and located less then 50% of the contraband	4 Competitors did verbalize the search of the suspect and located 75% of the contraband	5 Competitors did verbalize the search of the suspect and located all of the contraband	Opts
Locate Suspect(s): hidden location of suspect(s) The team will locate all suspects involved in the scenario	0 No suspects were located	1 The team located some (minority) 25% of the suspects.	3 The team located half 50% of the suspects	5 The team located the majority 75% of the suspects.	6 The team located all the suspects. 100%	Opts
suspect(s) and items secured The team located and secured all weapons/contraband either hidden in the room or on the suspect. This section pertains to how the contraband and/or weapons are secured with the officers. Items left on counter, table etc. and not on or with an officer is not secured.	0 The team did not locate or secure any contraband or weapons	1 The team located and secured some (minority) of the weapons/contraband	2 The team located and secured half of the contraband/weapons	3 The team located and secured the majority of the contraband/weapons	4 The team located and secured all contraband/ weapons	Opts
Handcuffing						
Double locked Competitors shall double lock all handcuffs.	0 No handcuffs were double locked	1 Majority of handcuffs were NOT double locked	3 The majority of the handcuffs were double locked	4 All but one (1) of the handcuffs were double locked	5 All handcuffs were double locked	Opts
Handcuffing Technique Competitors demonstrated a smooth operation while handcuffing the suspect(s). Competitors did not fumble around while handcuffing and showed good officer safety tactics while handcuffing. Handcuffs must be applied at the appropriate tightness (two finger rule). Judges must take into consideration the age and size difference in suspects. I.E. for larger suspects there may need to have two cuffs applied in linear succession and for elder suspects competitors may need to be cuffed in front.	0 Competitors did not handcuff the suspects	1 Competitors handcuffed all suspects but did not demonstrate good tactics or handling of the cuffs and suspects	3 Competitors handcuffed all suspects and demonstrated good technique but may not have been smooth or handcuffed to tight or loose (two finger rule), or did not show officer safety tactics the whole time.	4 Competitors handcuffed all suspects, demonstrated good technique, and showed good officer safety tactics while handcuffing but did not apply the appropriate tightness or looseness (two finger rule).	5 Competitors handcuffed all suspects, demonstrated good technique, and showed good officer safety tactics while handcuffing and applied the appropriate tightness or looseness (two finger rule).	Opts
Officer Safety						

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Lasering/muzzle discipline Competitors shall not laser another competitor.	0 Competitors muzzled/lasered throughout the scenario with no regard to officer safety	1 Competitors lasered/muzzled multiple times and showed no discipline throughout the scenario	3 Competitors showed knowledge of what lasering/muzzle discipline is but still lasered two (2) times during the scenario.	4 Competitors showed knowledge of what lasering/muzzle discipline is but still lasered someone once (1) but no more.	5 Competitors did not laser or muzzle anyone during the entirety of the scenario	Opts
Priority of fire (cross fire) During the scenario, competitors maintained their own line of fire/sectors. Competitors were not on different firing planes (Sul) while facing the same direction. Competitors must maintain this while moving and while in the room after entry has been made, targets or sectors have been identified, and searching begins. Officers shift sectors and or Sul as searching officers moves through the cover's sector of fire.	0 Competitors showed no knowledge of the priority of the fire, maintaining the same firing line, had instances of crossfire throughout the scenario	1 Competitors showed no knowledge or discipline in preventing cross fire situations. Did not maintain any line of fire while moving or in the rooms but showed an attempt at some point during the scenario	3 Competitors showed knowledge of the priority of the fire, maintaining the same line of fire but failed to execute during the scenario	4 Competitors demonstrated a knowledge for maintaining the same line of fire and executed the tactic during the majority of the scenario.	5 Competitors demonstrated knowledge and executed the tactic and had no instances of cross fire during any part of the scenario.	Opts
Conclusion of Scenario						
Advise Dispatch Competitors will advise dispatch of the number of suspects in custody, male/female, and the scene is safe, and release the channel.	0 No conclusion communication with dispatch	1 Communicated to dispatch but only completed 1 of the 4 tasks.	3 Communicated to dispatch but only completed 2 of the 4 tasks.	5 Communicated with dispatch 3 of the 4 tasks	6 Communicated with dispatch all 4 of the tasks to end the scenario	Opts
Professionalism						
Dress Code	0 Does not fulfill the dress code requirements.		10 Fulfilled the dress code requirements.			Opts
Total Score: 0 /100 pts						