

In the Disturbance Call event, competitors respond to a simulated disturbance scenario. Participants will engage in de-escalation techniques, conduct interviews, and assess the situation to determine the appropriate course of action.

Entry Requirements

- Teams must be composed of 2 members.
- Chapters can only register 2 teams to compete.

Materials

Competitors can/should provide the following materials. Competitors are only permitted to bring in the below materials to the competition. TPSA does not provide the below materials.

- **Duty Gear** 1- training pistol, 1- set of handcuffs with key, duty belt with holsters to secure all equipment, and any additional optional training equipment (I.E. training taser, training o/c).
- **Photo Identification** Reference [the rulebook \(https://tpsa.info/rulebook\)](https://tpsa.info/rulebook) for details
- **3" x 5" memo book** 3" x 5" memo book to take written notes
- **Writing utensil** (Blue/ Black inkpen)

Supplemental Documents

- [Citation](#)
- [Victims Rights Notification](#)

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.
- **Scenario Briefing (5 min Time Limit)** The judge presents a detailed briefing of the scenario. The judge will read directly from the hard copy scenario document.
- **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.
- **Part 1 (15 min Time Limit)**
 1. The room moderator will set a timer for fifteen (15) minutes.
 2. When the room moderator starts the timer and calls "start", each team will:
 - De-escalate the scene
 - Interview all necessary parties
 - Complete citation (if applicable)
 - Arrests subjects (if applicable)
 3. The moderator will call "time" when the 15 minute timer sounds. Competitors who have not completed the interview/citation/arrest process when time is called will be scored as-is.
- **Part 2 (5 min Time Limit)** Suspects will be removed from handcuffs before beginning this part of the event.
 1. The room moderator will set a time for five (5) minutes.
 2. When the room moderators starts the time and calls "start", the Officer in Charge (competitor) will report a summary of the investigation and citation, arrest/non arrest decision(s) to the judge.
 3. Submit citation to judge for review (if applicable).
 4. Submit all notes to judge for review.
- **Evaluation and Scoring (5 min Time Limit)** After the completion of the event, the 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.

Rules

- **Command Compliance** Actors are required to adhere to all instructions and commands issued by competitors, and are expected to do so without any form of resistance or hesitation.

Safety Protocols

- **Emergency Stop Command: 'Index'** If the 'Index' command is issued by a judge, staff member, actor, or other designated authority, all competitors must immediately cease all activities and actions. This includes stopping any ongoing tasks, disengaging from any current simulations, and discontinuing any interactions with other participants. If an actor issues the 'Index' command while handcuffed, they must be immediately released from the handcuffs by the nearest competitor or event staff member. All competitors must promptly secure and holster any weapons they may be handling. After holstering, competitors should adopt a neutral, attentive posture and await further instructions from event officials. Failure to promptly and accurately comply with the 'Index' command may result in immediate disqualification and/or other appropriate actions as determined by event officials.
- **Property Damage** 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. Intentional property damage will result in chapter membership suspension.
- **Prohibited Materials** Flash bangs, live munitions, or any type of projectiles are prohibited during the event. Use of any prohibited item will result in disqualification. Any damages that result from the use of prohibited items will be the financial responsibility of the competitors school. The chapter's membership shall be suspended.
- **Jewelry** Rings must feature a continuous, even, and unadorned exterior surface. Necklaces must not be visible from the outside of the uniform. Bracelets may not be worn. Facial piercings must be removed or covered with a band-aid.
- **Hair** All hair must be secured out of the eyes for the duration of the event. Competitors with hair extending past the top of the shoulder shall wear their hair secured neatly in a bun or ponytail ensuring that no hair extends below the collar of the uniform. It is not an exception to the rule that a student's chosen hair style is too thick to be secured above the collar.
- **Pant Waist** Pants shall be secured at the waist.
- **Shoes** Competitors must wear closed-toe, closed- low-heel footwear for this event.
- **Fingernail Length** Competitors fingernails shall not extend past the tip of the finger.
- **Shirt Sleeves** Long sleeve shirts shall fit closely at the wrist and not extend past the wrist.
- **Pant Length** Pants shall not extend past the sole of the shoe.
- **Handcuffing and Restraints** Handcuffing shall be conducted in accordance with the current version of the TPSA rulebook.

Professional Dress Guidelines

To secure professionalism points, competitors should dress in attire that accurately reflects what professionals in the respective public safety careers would wear while performing the tasks associated with the event. Competitors are also expected to consult and follow the professional dress guidelines in the rulebook to qualify for points. Additionally, participation is contingent upon meeting all prescribed safety protocols.

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Professionalism						
Dress Code Does not fulfill the dress code requirements.	0		10			Opts
Proper Documentation						
Documentation The competitors will present Victims rights notification paperwork, and a TPSA citation to the judge for review prior to entering the scenario.	0		5		10	Opts
Team Function						
Lead Officer One officer in charge, the team identifies the lead officer to the judge prior to entering the scenario.	0	3	6		10	Opts
Teamwork Officers worked well as a team. The lead officer delegates responsibilities and both officers understand their role.	0	4	6	8	10	Opts
Command Presence						
Officer Communication Officers effectively and professionally communicated with all parties on scene.	0	4	6	8	10	Opts
Scene control Officers took and maintained control of the scene through the use of industry recognized de-escalation tactics.	0	4	6	8	10	Opts
Interview and Decision Making Process						
Use of Thorough Questioning Officers asked thorough questions to elicit responses about the incident from all parties on scene.	0	4	6	8	10	Opts

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
<p>Appropriate decision making process- citation or arrest</p> <p>Officers appropriately determined the nature of the offense and either issued a citation or made and arrest. This section is scenario driven. If scenarios is a Class C offense, I.E. loud music, class C assault, provocative speech or gestures etc., officers shall properly identify the victim, aggressor, witnesses, and the offense that occurred. Officer make an appropriate decision that a class c offense occurred and a citation is issued. or If the offense calls for an arrest, I.E. Domestic Assaults, felony assault, etc. Officers shall properly identify the victim, aggressor, witnesses, and the offence that occurred. Officer make an appropriate decision that an arrestable criminal offense has occurred and the correct suspect is placed under arrest, handcuffs applied when necessary and double locked them.</p>	<p>0</p> <p>Officers did not determine the nature of the offense and failed to issued a citation or make and arrest.</p>	<p>4</p> <p>Officers failed to appropriately determine the nature of the offense but did issue a citation or made an arrest.</p>	<p>6</p> <p>Officers appropriately determined the nature of the offense and either issued a citation or made and arrest and at least 50% of the required elements were completed successfully.</p>	<p>8</p> <p>Officers appropriately determined the nature of the offense and either issued a citation or made and arrest and 75% of the required elements were completed successfully.</p>	<p>10</p> <p>Officers appropriately determined the nature of the offense and either issued a citation or made and arrest ensuring that all required elements were completed successfully.</p>	<p>Opts</p>

Team/Officer Safety

<p>Officer Safety</p> <ol style="list-style-type: none"> 1. Proper personal officer safety used at all times (gun side away and prepared for necessary action). 2. Officers maintained visual contact with suspects and witnesses (didn't allow them to leave their sight). 3. Officers controlled suspects, not allowing them to place hands out of officers view. 4. Officers secured and cleared any weapons. (Clearing must be articulated) 5. Scene was checked for safety. 	<p>0</p> <p>Completed 0 to only 1 of the 5.</p>	<p>4</p> <p>Completed 2 of the 5.</p>	<p>7</p> <p>Completed 3 of the 5.</p>	<p>9</p> <p>Completed 4 of the 5.</p>	<p>10</p> <p>Completed 5 of the 5.</p>	<p>Opts</p>
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-------------------------------------------------	---------------------------------------	---------------------------------------	---------------------------------------	----------------------------------------	--------------------

OIC Communication with Judge(s)

<p>Communication with judge</p> <p>Officer in charge communicated proper offense and arrest/citation information to the judge.</p>	<p>0</p> <p>Competitors were not able to relay any information.</p>	<p>4</p> <p>Competitors relayed information and provided a detailed synopsis of the offense and arrest/citation, however not all information was accurate.</p>	<p>6</p> <p>Competitors relayed accurate information but failed to provide a synopsis of the offense and arrest/citation.</p>	<p>8</p> <p>Competitors relayed accurate information and provided a limited synopsis of the offense and arrest/citation. Competitors included probable cause information where applicable.</p>	<p>10</p> <p>Competitors relayed accurate information and provided a detailed synopsis of the offense and arrest/citation. Competitors included probable cause information where applicable.</p>	<p>Opts</p>
-------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------

Total Score: 0 /100 pts