

In the Felony Traffic Stop event, competitors are placed in a high-risk traffic stop scenario commonly linked to felony offenses. Utilizing patrol vehicles, participants will coordinate tasks such as issuing verbal commands, safely extracting, and detaining suspects. The goal is to safely detain simulated suspects while maintaining situational awareness and effective communication.

## 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.

- **Duty Gear** 1- training pistol, 1- set of handcuffs, duty belt with holsters to secure all equipment, and any additional optional training equipment (I.E. training taser, training o/c, non-working training radios).
- **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 (20 min Time Limit)**
  - Competitors ARE allowed to take written notes to use in the event as if the details are live on their vehicle computer system (I.E. license plate return or warrant attached to license plate.)
  - A physical address or description will be provided to each team so they can relay proper information to dispatch.
  - Time will begin once the student makes radio contact advising they are conducting a felony stop.
- **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.

## Rules

- **Suspects** There will be 2-3 actors (suspects) and the scenario will remain constant for each competing team.

## Safety Protocols

- **Respect for Safety Regulations** Competitors are expected to adhere to all general safety regulations of the venue and any additional rules provided by the moderators or judges.
- **Use of Props** Any props used during the event should be handled with care and safety in mind. No real weapons or items that could cause harm are permitted.
- **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.
- **Vehicle Operation Restriction** No actual driving of vehicles will be allowed during the event. All simulated actions should be conducted with stationary vehicles only.
- **Fingernail Length** Competitors are required to maintain short fingernails to prevent any accidental scratches or injuries during the role play.

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
<b>Professionalism</b>						
<b>Dress Code</b>	<p>0</p> <p>Does not fulfill the dress code requirements.</p>		<p>10</p> <p>Fulfills the dress code requirements.</p>			<b>Opts</b>
<b>Dispatch/Pre-Stop</b>						
<p><b>Notify Dispatch</b></p> <p>Competitors shall notify dispatch of the traffic stop. The competitor shall provide the following information:</p> <ol style="list-style-type: none"> <li>Unit #</li> <li>Felony Stop- Reason for stop (provided by Judge)</li> <li>Location</li> <li>Vehicle description (LP#/ Vehicle description)</li> <li>Number of Occupants</li> <li>Request backup</li> </ol>	<p>0</p> <p>The competitors did not notify dispatch of the Felony Traffic Stop.</p>	<p>2</p> <p>The competitors provided less than 50% of the required information to dispatch.</p>	<p>4</p> <p>The competitors provided at least 50% of the required information to dispatch.</p>	<p>6</p> <p>The competitors provided at least 75% of the required information to dispatch.</p>	<p>8</p> <p>The competitors provided 100% of the required information to dispatch.</p>	<b>Opts</b>
<p><b>Emergency equipment</b></p> <p>Competitors activated the overhead emergency lights to initiate the stop. The competitors must do this after notifying dispatch to receive the full points allotted.</p>	<p>0</p> <p>Did not activate overhead lights.</p>	<p>1</p> <p>Competitors activated overhead lights before notifying dispatch of the stop.</p>	<p>2</p> <p>Competitors activated emergency overhead lights after notifying dispatch of the stop.</p>			<b>Opts</b>
<b>Verbal Commands</b>						
<p><b>Communication for Suspect(s) to exit the vehicle</b></p> <p>Competitors shall communicate the minimum following (but not limited to) commands:</p> <ol style="list-style-type: none"> <li>Turn off the vehicle</li> <li>Take the keys out of the ignition and drop them out the window,</li> <li>Command the suspect to open the door from the exterior of the vehicle with the opposite hand</li> <li>Exit the vehicle with hands raised</li> </ol>	<p>0</p> <p>The officer did not give verbal commands.</p>	<p>2</p> <p>The officer gave less than 50% of the required verbal commands.</p>	<p>4</p> <p>The officer gave at least 50% of the required verbal commands.</p>	<p>6</p> <p>The officer gave at least 75% of the required verbal commands.</p>	<p>8</p> <p>The officer gave 100% of the required verbal commands.</p>	<b>Opts</b>
<p><b>Hands visible to officer (in the air)</b></p> <p>Officers must command the suspect to exit the vehicle, face away from the officers, and place hands in the air.</p>	<p>0</p> <p>The officer did not give any commands to place hands in the air.</p>	<p>1</p> <p>The officer gave less than 50% of the required verbal commands.</p>	<p>2</p> <p>The officer gave at least 50% of the required verbal commands.</p>	<p>3</p> <p>The officer gave at least 75% of the required verbal commands.</p>	<p>4</p> <p>The officer gave 100% of the required verbal commands.</p>	<b>Opts</b>
<p><b>Waistband-check for weapons</b></p> <p>Officers must command the suspect to reveal their waistband so that the officer can visually check for any weapons. The officer should ask the suspect with their (specific) hand to grab the collar of their shirt and pull the shirt up revealing their waistband. The officer then should instruct the suspect to turn 360 degrees by using any phrase to get the suspect to move in that motion. This shall be done while the suspect keeps their other hand in the air.</p>	<p>0</p> <p>The officer did not give any commands directing the suspect to reveal their waistband.</p>	<p>1</p> <p>The officer gave less than 50% of the required verbal commands.</p>	<p>2</p> <p>The officer gave at least 50% of the required verbal commands.</p>	<p>3</p> <p>The officer gave at least 75% of the required verbal commands.</p>	<p>4</p> <p>The officer gave 100% of the required verbal commands.</p>	<b>Opts</b>

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
<b>Call suspect back</b> Officers must command the suspect to walk towards their voice ( the suspect can walk backward or forward as long as officer safety is observed.)	<b>0</b> The officer did not command the suspect to walk towards their voice.		<b>1</b> The officer gave the initial command for the suspect to walk toward their voice but did not continue to direct the suspect back to the correct location.		<b>3</b> The officer gave the initial command and continued with commands until the suspect was properly positioned.	<b>Opts</b>
<b>Hands on</b> Officers shall go hands-on once the suspect is behind the headlights of the patrol vehicle. Behind the headlight includes, but is not limited to, bringing the suspect to the rear of the patrol vehicle.	<b>0</b> Went hands on prior to suspect being behind the headlights of the patrol vehicle.		<b>2</b> Went hands-on once the suspects were behind the headlights of the patrol vehicle.			<b>Opts</b>
<b>Verbal Commands</b> All commands must be loud, authoritative, concise, and effective. Only one officer may give the commands at a time.	<b>0</b> The commands given do not meet the standards of loud, authoritative, concise, and effective, and more than one officer gave commands at the same time.	<b>1</b> Less than 50% of the commands given were loud, authoritative, concise, and effective, and/or more than one officer gave commands at the same time.	<b>2</b> At least 50% of the commands given were loud, authoritative, concise, and effective. Only one officer gave the commands at a time.	<b>3</b> At least 75% of the commands given were loud, authoritative, concise, and effective. Only one officer gave the commands at a time.	<b>4</b> 100% of the commands given were loud, authoritative, concise, and effective. Only one officer gave the commands at a time.	<b>Opts</b>
<b>Tactical approach</b>						
<b>Suspect vehicle approach</b> Competitors must approach the vehicle in a tactical and safe manner. There are multiple ways a team can safely approach the vehicle. Competitors can approach with a "heavy head", "stacked", or another tactical approach. Competitors SHALL not laser/muzzle a team mate. The approach must have priority of officer safety. This is the key component to receive the maximum points.	<b>0</b> Competitors approached with no officer safety tactics.	<b>2</b> Competitors approached but failed to maintain officer safety, or muzzled each other.	<b>6</b> Competitors approached in a tactical and safe manner but the officer safety component broke down at some point during the approach. example: a competitor enters the fatal funnel with weapon at gun ready.	<b>8</b> Competitors approached in a tactical manner and maintained officer safety during nearly the entirety of the approach.	<b>10</b> Competitors approached in a tactical manner and maintained officer safety during the entirety of the approach.	<b>Opts</b>
<b>Search</b>						
<b>Search- Suspect</b> Competitors shall complete a full systematic search of each suspect prior to the completion of the event. Competitors may opt to complete an initial high-risk search for weapons prior to placing the suspect in the patrol car, and then return to conduct a secondary full systematic search.	<b>0</b> The competitors did not complete any suspect searches.	<b>1</b> The competitors completed an initial high-risk search for weapons on one or more suspects but failed to complete any secondary full systematic searches.	<b>2</b> The competitors performed an initial high-risk search for weapons on all suspects but failed to complete a secondary full systematic search on more than one suspect.	<b>4</b> The competitors performed an initial high-risk search for weapons on all suspects, but failed to complete a secondary full systematic search for one suspect.	<b>6</b> The competitors performed a full systematic search of each suspect prior to the completion of the event.	<b>Opts</b>
<b>Vehicle inventory</b> Competitors must search/inventory the suspect vehicle in a systematic fashion.	<b>0</b> The competitors did not search/inventory the vehicle.	<b>1</b> The competitors looked inside the vehicle for additional suspects but did not complete a systematic search/inventory.	<b>2</b> The competitors completed a search/inventory of the vehicle but did not complete it in a systematic fashion.		<b>5</b> The competitors completed a systematic search/inventory of the suspect vehicle.	<b>Opts</b>
<b>Contraband/Weapons- located</b>						
<b>Contraband/Weapons</b> The competitors will locate all weapons and contraband located on the suspect(s) and in the suspect vehicle.	<b>0</b> The competitors did not locate any contraband or weapons.	<b>2</b> The competitors located less than 50% of the contraband or weapons.	<b>4</b> The competitors located at least 50% of the contraband or weapons.	<b>6</b> The competitors located at least 75% of the contraband or weapons.	<b>8</b> The competitors located 100% of the contraband and weapons.	<b>Opts</b>

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
<b>Handling of contraband/weapons</b>						
<b>Contraband/Weapon</b> The competitors shall notify teammates when they locate contraband and/or weapons. The competitors will render all weapons safe and secure them. All contraband will be secured in a safe manner.	<b>0</b> The competitors did not follow guidelines for the located weapons and/or contraband.	<b>2</b> The competitors followed guidelines for less than 50% of the located weapons and/or contraband.	<b>6</b> The competitors followed guidelines for at least 50% of the located weapons and/or contraband.	<b>8</b> The competitors followed guidelines for at least 75% of the located weapons and/or contraband.	<b>10</b> The competitors followed guidelines for 100% of the located weapons and/or contraband.	<b>0pts</b>
<b>Handcuffing</b>						
<b>Handcuffing-double lock</b> All handcuffs must be applied in a safe manner and the double lock engaged.	<b>0</b> The competitors did not handcuff the suspect(s).	<b>1</b> The competitors handcuffed less than 50% of the suspects in a safe manner and/or failed to engage the double locks.	<b>2</b> The competitors handcuffed at least 50% of the suspects in a safe manner and engaged the double locks.	<b>3</b> The competitors handcuffed at least 75% of the suspects in a safe manner and engaged the double locks.	<b>4</b> The competitors handcuffed 100% of the suspects in a safe manner and engaged the double locks.	<b>0pts</b>
<b>Handcuffing- Appropriate sizing</b> The competitors will secure handcuffs on the suspect leaving a gap in which approximately two fingers may be inserted between the wrist and the handcuff.	<b>0</b> The competitors did not handcuff suspects.	<b>1</b> The competitors handcuffed less than 50% of the suspects following sizing guidelines.	<b>2</b> The competitors handcuffed at least 50% of the suspects following sizing guidelines.	<b>3</b> The competitors handcuffed at least 75% of the suspects following sizing guidelines.	<b>4</b> The competitors handcuffed 100% of the suspects following sizing guidelines.	<b>0pts</b>
<b>Dispatch (post stop)</b>						
<b>Dispatch (Disposition)</b> The competitors shall inform dispatch of the disposition of the stop. The competitors will advise the number of suspects in custody (Male/Female), and any weapons/contraband seized. Competitors will simulate checking weapons for stolen status.	<b>0</b> The competitors did not provide a disposition to dispatch.	<b>2</b> The competitors provided less than 50% of the required information to dispatch.	<b>4</b> The competitors provided at least 50% of the required information to dispatch.	<b>6</b> The competitors provided at least 75% of the required information to dispatch.	<b>8</b> The competitors provided 100% of the required information to dispatch.	<b>0pts</b>
<b>Total Score: 0 /100 pts</b>						