

The SWAT event immerses competitors in a high-stakes scenario requiring tactical planning and execution. Participants will respond to a simulated emergency, such as shots already fired or officer down, making critical decisions under pressure.

Entry Requirements

- Teams must be composed of 6 members.
- Chapters can only register 1 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.

- **Photo Identification** Reference [the rulebook](https://tpsa.info/rulebook) (<https://tpsa.info/rulebook>) for details
- **Duty Gear** 1- training pistol, 1-2 set(s) 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 spray, etc).
- **Long Guns with Sling**

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.
- **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.
- **Roleplay (20 min Time Limit)**
 1. A twenty (20) minute maximum time limit has been set for the scenario, this time includes two (two) minutes for the planning and eighteen (18) minutes for 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 twenty (20) 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 twenty (20) minute time frame, the team will be graded on the the criteria completed and receive no scores for criteria not met due to time being called.
- **Evaluation and Scoring (5 min Time Limit)** After the completion of the event, the Judges will convene to assess each Competitor's performance based on a standardized rubric. This stage is conducted without the presence of the Competitor. 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.

Rules

- **Scenario** Hostage negotiation scenarios or no-win scenarios are prohibited for this event.
- **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.
- **Detaining Suspects** Competitors will hand off detained suspects to a "ghost officer" by verbalizing this action to the judge. The suspects will be considered out of "play" after this has happened.

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.

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.
- **Firearm Handling** 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 shall not result in a struggle, and the actor shall not fight for the firearm.

- **Unusual Assaults or Tactics** Unusual assaults or tactics may not be used during the event, if the team is unsure they should consult the Judge before the event begins.
- **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.
- **Long Guns** All long guns must have a functional sling, utilized by participants handling these weapons.
- **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.
- **Searches** Searches shall be conducted in accordance with the current version of the TPSA rulebook.
- **Long Pants** Long pants must be worn secured at the waist and shall not extend past the sole of the shoe. No portion of the leg shall be visible.
- **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. If competitors have piercings beyond a single stud in each ear, they must cover these additional piercings with band-aids or wear clear studs to maintain a professional appearance.
- **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 Competitor's chosen hair style is too thick to be secured above the collar.
- **Shoes** Competitors must wear low-heeled, closed-toed footwear for this event.
- **Handcuffing and Restraints** Handcuffing shall be conducted in accordance with the current version of the TPSA rulebook.
- **Fingernail Length** Competitors' fingernails shall not extend past the tip of the finger and shall be free of any/all adornments. Color is not a factor.
- **Shirt Sleeves** IF Long sleeve shirts are worn, they shall fit closely at the wrist and not extend past the wrist.
- **Pant Length** Pants shall not extend past the sole of the shoe.

Judge Qualifications

- All judges have to be certified SWAT member (active or retired). Have completed the 60 hours T.C.O.L.E. # 3301 class.

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Dispatch Communication						
Advise on Scene Team lead advises dispatch they are on scene request secure channel, and asks if perimeter is secure.	0 Does not notify dispatch		2 Notifies dispatch of partial information		3 Notifies dispatch of all required information	
Safety						
Plan of action Competitors will be given the scenario and then given 2 minutes to create a plan of action (attack) to complete the scenario with appropriate tactics, and communication. The team lead will then execute the plan and adjust as needed.	0 Team did not create a plan of action (attack)		1 Team created a plan of action, but did not execute it properly.		2 Team communicated and executed their plan of action (attack)	
Priority of fire Students will demonstrate the following Officer Safety techniques: Maintaining priority of fire (being on the same firing line)	0 Competitors showed a complete failure of the safety of each other and did not demonstrate any officer safety tactics.	1 Competitors failed to maintain a priority of fire and did not stay on the same firing line	2 Competitors showed a knowledge of the tactic but did not maintain priority of fire throughout the scenario.	3 Competitors showed a knowledge of the tactic and maintained a priority of fire through the majority of the scenario.	4 Competitors showed and demonstrated a knowledge of this tactic and executed it flawlessly.	
Communication Competitors actively communicated to each other throughout the scenario. They communicated what they saw, heard, and did to one another in a clear and concise manner.	0 Competitors failed to communicate during the scenario.	1 Only one competitor on the team communicated during the scenario.	2 Competitors showed a glimpse of communication but did not flow through the entire scenario.	3 Competitors began the scenario communicating appropriately but the communication fell off as the scenario continued.	4 Competitors maintained communication throughout the entire scenario and the entire team participated in the communication.	
Officers covering each other Competitors will maintain cover for each other throughout the scenario as is reasonable. Competitors shall maintain a cover down range (long cover) and rear cover. Competitors are not expected to walk backwards but will be regularly checking rear.	0 Competitors failed to cover each other from the start.	1 Competitors made an attempt at covering but did not use safe tactics or appropriate cover.	3 Competitors showed a knowledge of this tactic but failed to execute throughout the scenario appropriately.	4 Competitors showed a knowledge of this tactic and covered one another the majority of the time throughout the scenario	5 Competitors executed this tactic through the entire scenario using good tactics.	

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Indexing Competitors shall not place their finger on the trigger unless engaging a suspect or target.	0 Competitors placed finger on trigger when not engaging target.		4 Competitors maintained trigger finger discipline the majority of the time.		5 Competitors maintained trigger finger discipline at all times.	
Lasering Competitors shall not laser each other during the scenario. Competitors must demonstrate proper muzzle control.	0 Competitors lasered each other and showed no muzzle discipline.		5 Competitors showed muzzle discipline but did muzzle each other 1-2 times.		10 Competitors executed and demonstrated proper muzzle control.	
Tactics						
Tactics-speed of approach Competitors will demonstrate and execute appropriate tactics throughout the scenario from start to finish. They moved to the target online, and moved with appropriate speed according to the scenario (direct to threat, if applicable). Active threat- moved fluidly and quickly (bypassing doors), direct to threat; Active person with a weapon or officer down. Passive call- the scenario is not active, serving a warrant for drugs, barricaded subject (no active shots). Competitors will not bypass doors or openings.	0 Competitors did not demonstrate appropriate tactics for the scenario.	1 Competitors showed a thought process but did not execute appropriate tactics (speed).	3 Competitors showed a thought process and attempted to execute appropriate tactics (speed).	4 Competitors showed a thought process and executed appropriate tactics but did not adapt as the scenario unfolds.	5 Competitors deployed and used appropriate tactics through the scenario. Competitors adapted to the situation as the scenario unfolded.	
Tactics- room entry Competitors will show appropriate room entry tactics. Fill and flow approach. Students will stack, split, enter the room with appropriate tactics while maintaining officer safety.	0 Competitors failed to use appropriate and safe tactics entering the room.	1 Competitors used poor tactics to enter the room but failed to maintain appropriate cover and distance once in the room.	3 Competitors used tactics to enter the room but failed to maintain appropriate cover and distance once in the room.	4 Competitors used good tactics to enter the room attempted to maintain cover and distance once in the room, but it broke down at times.	5 Competitors used good tactics to enter the room and maintained appropriate cover and distance once in the room	

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Tactics- renders first aid Competitors will assess injuries while verbalizing the nature and location of the injuries. When appropriate the competitor will verbalize that they are applying a tourniquet and state the time it was applied. No actual tourniquet will be used. The competitors will verbalize any additional first aid administered as it is being completed.	0 The competitor did not perform any first aid assessments.	1 The competitor verbalized less than 50% of the required first aid information to the judge.	2 The competitor verbalized at least 50% of the required first aid information to the judge.	3 The competitor verbalized at least 75% of the required first aid information to the judge.	4 The competitor verbalized 100% of the required first aid information to the judge.	
Appropriate shoot/ don't shoot decisions Competitors demonstrated appropriate shoot or don't shoot decision making based on the level of force continuum.	0 Used inappropriate decision, shot unarmed suspect/subject.		3 Attempted to use appropriate decision making, but shot/almost shot unarmed suspect/subject.		5 Used appropriate decision making based on the use of force continuum.	
Weapon Retention Competitors will not present their weapon to a suspect (get to close, where the suspect can grab it) or expose their gun (holstered) while searching the suspect.	0 Competitor had their weapon taken, or exposed their holstered weapon with no regards to the suspect. Did not take any steps to protect their weapon side such as hand covering or arm over their weapon.		5 Showed knowledge of appropriate weapon retention during the scenario.		10 Completed the scenario with appropriate tactics in regards to weapon retention.	
Apprehension tactics						
Verbal Commands Competitors used clear, concise and loud commands to apprehend the suspect.	0 Failed to appropriately communicate at any point while apprehending the suspect.	2 Communicated but failed to do so loud, clear, concise, and appropriately.	3 Communicated loud but was not appropriate and was not concise and clear.	4 Communicated loud and appropriately but was not concise and clear.	6 Communicated loud, appropriately, concise and clear.	
Search Competitors searched the suspects in a clear and methodical manner (top to bottom, bottom to top)	0 Did not search suspect.		3 Searched the suspect but not in a concise and methodical way.		5 Searched the suspect in a concise and methodical way (top to bottom, bottom to top)	

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Located all contraband and weapons Competitors located all the contraband in the scenario and on the suspects.	0 Located no contraband/weapons.		2 Located half of the contraband/weapons.		4 Located all weapons/contraband in the scenario.	
Properly Secure Contraband/Weapons Competitors properly secured contraband/weapons during the scenario. They made the weapons safe and safely secure the weapon. Contraband will be properly secured when in the direct care and custody of an officer in their vest, pocket, belt etc. and not left out in the open.	0 Failed to properly secure any item during the scenario.	1 Secured some contraband/weapon but failed to make the weapon safe.	3 Secured all contraband/weapons but failed to make weapons safe.		4 Secured all weapons and contraband, and made all weapons safe before securing.	
Handcuffing Competitors used appropriate handcuffing tactics and double locked all handcuffs. Handcuffs were not too tight or too loose. Competitors were fluid in handcuffing the suspects and did not fumble through the handcuffing. Handcuffs will be placed on and judged by the "2 finger" rule.	0 Failed to handcuff suspects	1 Handcuffed the suspects but failed to double lock, placed them on too tight, too loose, and was not fluid.	3 Handcuffed the suspects and double locked them but placed them too tight, too loose and not fluid.	4 Handcuffed the suspects and double locked them and were not too tight or loose but not fluid with the tactic.	5 Completed handcuffing near flawlessly.	
Operation Conclusion						
Team Leader reports in custody details (male/female, number) The designated team leader will notify dispatch of the in custody details and scene is secure.	0 Team lead did not notify dispatch.	1 Team lead notified dispatch but failed to communicate correctly in custody information or scene secure.	3 Team lead notified dispatch of in custody but failed to advise scene secure.		4 Team lead notified dispatch of all correct information and scene secure.	
Professionalism						
Professionalism This criterion evaluates the appropriateness of attire and the level of professional behavior displayed, considering industry standards relevant to the event.		2 Attire is inappropriate for the event and does not meet industry standards. Professional behavior is inconsistent.	5 Attire is mostly appropriate but may not fully meet industry standards. Professional behavior is generally acceptable.	8 Attire meets industry standards and is appropriate for the event. Professional behavior is consistent.	10 Attire meets industry standards and is appropriate for the event. Professional behavior is outstanding and goes above and beyond expectations. Attire quality is not a factor between Proficient and Exemplary.	

