

BURGLARY IN-PROGRESS

(Building Searches)

INTRODUCTION:

This scenario is designed to provide the explorers with the basic principles concerning burglary in-progress (building search) procedures. This scenario training manual is not all inclusive, but does suggest some specific techniques that should be used, although other methods can be just as equally effective. The focus of this training manual is to provide principles that are flexible and adaptable for the burglary in-progress scenarios. Following the basic principles in this manual should allow the law enforcement explorer to successfully handle these law enforcement competition scenarios safely and professionally.

TYPICAL SCENARIO:

Team will be dispatched to respond to: an alarm call; an open door at a location; or a burglary in-progress call. Team objectives may include: to work as a team to safely search the location to ensure no suspects are hiding inside or attempting to steal any property, make arrests, locate any evidence of the crime and conduct a thorough investigation. 100 point maximum score awarded.

TIME:

A typical burglary in-progress competition scenario is completed within an average of 15 minutes, depending on the scenario, number of rooms, room sizes, witnesses, complainants, victims and suspects. The maximum time limit is 20 minutes.

ORGANIZATION:

An explorer team is usually comprised of four (4) explorers, with one member being the team leader. This should be established prior to arriving at the scenario pre-briefing. The team leader will be one who will delegate responsibilities to the other members of the team and act as the "leader" throughout the scenario.

TEAMWORK:

The explorer team will need to show they are working together and that everyone is contributing to the team. Team members should show they are giving suggestions or their recommendations on how to accomplish tasks to their team leader to make the final decision. During the course of the “building search,” a four person team can split into two (2) search groups, if they have radio communication with each other. It should be noted that verbal communication when actively searching should be kept to a minimum as to not give away your position to any potential suspects. Pre-arranged hand signals between team members can be utilized.

WEAPON SAFETY SKILLS:

When searching any room or layout, explorers should have their firearms pointed out toward the direction they are searching/looking called “search” position. This is to ensure they can engage the suspect if they “jump” out at them. Another safe direction is keeping the firearm in a “low ready” position, but not pointed at the ground. At all times, the explorer must keep their trigger finger off the trigger but indexed along the side of the firearm. Explorers should avoid all crossfire situations or “lasering” situations (the act of pointing your firearm muzzle at one of your teammates) as this can be points deducted especially if an explorer shoots one of their own teammates. If flashlights are utilized, then explorers will need to be certain they do not “back-light” their partners or walk around with the flashlight on continuously as this can give away your position. A short burst of momentary light is all that is needed for an explorer to move from one spot to the next spot in their search of a dark area. If light switches are available in the room and the scenario doesn’t have any sort of power loss, then it is recommended that light switches be used by turning the lights on.

ARRIVAL:

Team leader should advise dispatch they are on scene or in the area and request they have a secure (closed) radio channel during their search. The team leader should also request all information available from dispatch on the call.

APPROACH:

The explorer team should utilize some type of fast but safe “tactical” style approach to the location door. The explorer team should be ready to make their entry into the location, without compromising their team, such as standing in front of glass windows/doors, where they can be readily seen by the occupants inside. One member of the team should yell out loudly “SHERIFF OFFICE” or your agency name and instruct any persons to come out with their hands up.

ENTRY:

Typically the team will enter the structure in a smooth orderly entry, but quiet as possible. Team members will search all areas where a human body can hide, as quickly, safely but quietly as possible. Team members needs to ensure they do not stop in the “fatal funnel” of doorways, but keep moving forward until all rooms are cleared using a tactically safe method. Also team members needs to keep their trigger fingers indexed (off the trigger) while entering the premise and during the search. This is a firearm safety issue, and points can be deducted. Most importantly, when turning corners, explorers should utilize the “cutting the pie” method or the “quick-peek” method before proceeding. This is an officer safety issue and points can be deducted for turning corners too quickly without checking to see if a suspect is waiting to shoot the explorers as they round a corner.

ENCOUNTERING A SUSPECT(S):

When the team members encounter a suspect(s) or a threat they should deal with it in an appropriate manner. The team members should give loud clear instructions for the suspect to follow. Only one team member should give verbal commands to the suspect(s). When all suspects are secured the team leader will designate a team member to stay with the suspects while the building is finished being cleared. When the building is determined by the team leader as being cleared of all threats the team leader will inform dispatch.

FRISK/SEARCH:

A “terry” frisk or full search of the suspect(s) might be conducted by the explorers, but it should be noted, at the end of the scenario the Judge may ask each individual explorer to articulate to the judge the reason for the frisk or search. If any weapons, contraband, or narcotics were found during a frisk or search of the suspect(s), the explorers must be able to charge the correct individual with the correct offense related to the correct item(s) found in their possession.

Helpful hint: Always be thorough when doing a terry frisk or a full search.

IDENTITY & ARREST OF SUSPECT(S):

The team will start the process of trying to establish the identity of any potential suspects. If any suspects are located, explorers will need to check these individuals through FCIC/NCIC by providing their full name, date of birth, sex, race, and driver license number (if known)., The explorers may be required to determine their probable cause to make an arrest using Florida Statutes. Remember that if suspect(s) are being questioned in relation to the offense of crime they will need to have their Miranda Warning (rights) read to them. Explorers should always confirm that the suspect understood their rights by having them sign the Miranda Warning

card. The explorer should then ask if they want to answer any of their questions. It is strongly recommended for Explorers to write the suspects statements down on their field notepad.

ENDING SCENARIO:

The Scenario will end when the Lead Explorer contacts dispatch and advises them of any suspects that are arrested and charges. The lead explorer may have to explain to the judge why the suspect was or was not charged and the probable cause for the charges.

DEDUCTIONS:

Loss of points can be obtained by unjustified discharge of weapons, unnecessary roughness of the suspect(s), or explorer killed by defendant or other suspects or explorers, missing or not locating hiding suspects.

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