

handling skill, marksmanship and how team reacts to the gunman. After scenario, instructor will check deputy team to see if they were hit by the Simuntion.

EXERCISE TWO:

Single deputy response:

The deputy will need to search for a little while after hearing the gunshot. Bad guy should be at some distance, however, a blank gun will be firing intermittently to get deputy moving towards the gunfire, passing dead students and others running by him. This should provide "real time" Intel for the deputy.

Suspect will drop gun and raise hands to surrender prior to responding deputy making contact so that there is no overlap and cause for deputy to shoot. The single deputy should hold the suspect at gun point and prone the suspect out, with regards to the gun on the ground in front of the suspect and any potential weapons still on the suspect. (Suspect should put a second handgun in their waistband behind their back).

WATCH:

Instructors should watch deputy to see if they go to place suspect into handcuffs. It is dangerous to do so by themselves. Once a deputy goes to put handcuffs on, they will holster their gun and at this point they become vulnerable to another suspect hidden in unchecked areas or the suspect they are trying to cuff could turn and fight.

SAY:

There is no reason to give up a good position of cover. You need to ask yourself "has the shooting stopped? Is this the same suspect I was chasing? Am I in a good position? Do you feel comfortable leaving cover to secure the suspect?" Discuss "Predator mode".

Remember, the cavalry is on their way, so it's better to hold, than to expose yourself to unknown threats. (If staff