

Santa Clara County Sheriff's Office
Force Options Simulator Redacted Outline
2270-21065-
Rev. 01/05/2021

Course: FORCE OPTIONS SIMULATOR (21065)
(Perishable Skills Program, Tactical Firearms, Category I)

Hours: 4.0 hours

Objective: This course will provide peace officers with the skills and knowledge necessary to effectively improve decision making skills related to Use of Force. This includes increasing knowledge in current use of force law and improving skills in tactics/selection of appropriate force options by utilization of simulator.

I. Introduction

I. (a), (c)

A. Goals and objectives

1. Improve decision making skills related to Use of Force.
2. Increase knowledge in current use of force law
3. Improve skills in tactics/selection of appropriate force options by utilization of simulator
4. Improve documentation of use of force incident

B. Classroom use/safety issues

1. Classroom schedule
2. Simulator schedule
3. Safety issues

II. Legal Standards

I. (h), (i), (j)

A. Core Transactions

1. Consensual Encounter
2. Detention
3. Arrest

B. Objectively Reasonable Force PC § 835a / AB392

1. When may peace officer use objectively reasonable force?
2. Conditions of retreat and aggression
3. Seriousness of Uses of Force
4. Physical, mental health, developmental and intellectual disabilities
5. Deadly force defined
6. Imminent defined
7. Totality of Circumstances and tactics used
8. PC § 196 amended

C. Case Law and their impact on objectively reasonable force and deadly force

1. Graham v. Connor (now codified within PC § 835a)
2. Tennessee v. Garner
3. Forrett v. Richardson
4. Hayes v. San Diego (creating exigency)

Santa Clara County Sheriff's Office
Force Options Simulator Redacted Outline
2270-21065-
Rev. 01/05/2021

5. Alexander v. San Francisco (creating exigency, type of crime involved)
- D. Supporting Case Law Decisions
 1. "Officers need not avail themselves to lesser alternatives of force. The test is one of reasonableness, not escalation."
 2. Scott v. Henrich (9th Circuit 1994):
 3. Reed v. Hoy (9th Circuit 1989)
 4. Scott v. Mcpherson – duty to warn
- E. Basis of Deadly Force
 1. Objective and reasonable belief his/her life is or another's is in imminent danger of death, or serious injury
 2. Based on the totality of the circumstances known to the officer at the time of his/her actions
 3. Means, Motive and Opportunity
- E. Department Policy/ Changes / SB230
 1. Officers must know and follow their department policy.
 2. Failure to follow department policy can lead to civil and administrative liability.
 3. Specific policy issues; for example shooting at:
 - a) Moving vehicles
 - b) Juveniles
 - c) Non-violent fleeing felons
 - d) Warning shots
 - e) Shooting from a moving vehicle
 - f) Impact weapon limitations
 - g) Duty to intervene

III. Force Options and their use

I. (a), (i), (j), (k)

- A. Listed options available:
 - a) Uniform Presence
 - b) Verbal /De-escalation
 - c) Hands / Control Hold
 - d) Chemical agents
 - e) Impact weapons
 - f) Less lethal weapons

B. Redacted

IV. Officer Safety

I. (e), (i)

- A. Recognizing "Pre-Assaultive Behavior"
 1. Constantly reassess the suspect for signs of pending aggressions.
 2. Verbalizations.
 3. Body language.

Santa Clara County Sheriff's Office
Force Options Simulator Redacted Outline
2270-21065-
Rev. 01/05/2021

4. Often more indicative than verbalizations
 5. Overly compliant.
- B. Officer response to "Pre-Assaultive Behavior"
1. Gain distance (equates to more options).
 2. Deploy a reasonable force option in preparation for the suspect's most likely attack; gives officer an advantage on the reactionary gap
 3. Communicate with suspect
 4. Processing of emotions and stress response (fight, flight, freeze)
 5. Maintaining mental toughness

V. Force Options Simulator

I. (a), (b), (c), (d), (e), (f)

A. Weapons Safety

1. Four Basic Safety Rules

- a) Guns are always loaded, and should be treated that way.
- b) Never allow muzzle to cover anything you are not willing to destroy.
- c) Keep finger off trigger until ready to shoot (indexing).
- d) Be sure of your target background, and foreground.

B. Simulator weapons familiarization

1. Safety Briefing

2. Weapons Check

3. Weapons Clearing

- a. Point the weapon in a safe direction
- b. Engage safety if applicable
- c. Remove the source of ammunition
- d. Manually run the action several times
- e. Lock the action open
- f. Visually check the chamber and magazine (well)
- g. Physically check the chamber and magazine (well)

4. Describe the proper weapon malfunction clearing procedure

h. Simple Malfunction

- i. Re-seat the magazine (Tap)
- ii. Run the action (Tap)
- iii. Reassess both weapon and possible threat

i. Complex

- i. Complete Tap, Rack, Reassess
- ii. Lock action open
- iii. Remove the magazine
- iv. Run the action several times
- v. Re-insert magazine
- vi. Run the action, loading the firearm

C. Fundamentals of Shooting

Redacted

Santa Clara County Sheriff's Office
Force Options Simulator Redacted Outline
2270-21065-
Rev. 01/05/2021

D. Target Acquisition

1. Center of mass
2. Responsible for all rounds down range
3. Pick-up front sight

E. Target Analysis

Redacted

F. Exercise demonstration

1. Exercise participants responsibilities
2. Redacted
3. Timing
4. De-brief procedure

G. Tactical Over-view

1. Surroundings
2. Familiarity with equipment
3. Lateral movement
4. Cover
5. Concealment
6. Distance to enhance tactical advantage

H. Communications

1. Communicate with fellow officers.
2. Communicate with suspect.
3. Communicate with dispatch, however only when safe to do so.

VI. Judgment and decision making exercises: Student participation portion.

Redacted