

OPOTA Advanced Training

Refresher Training

Scenario One: Suspect Confrontation

Performance Standards

Event	Standard Required to Pass
Event 1 - Dead Hang	Maintain the prescribed dead hang for 30 continuous seconds.
Events 2-4 (Continuous)	Complete Events 2 through 4 continuously in less than 4 minutes, 30 seconds.

Timing clarification: The recovery period following Event 1 is not included in the Events 2-4 timed portion. The Events 2-4 clock begins with the participant's first movement initiating the sit-up and stops when the entire rescue dummy crosses the designated finish line.

Prerequisite: Participants must have completed the state firearms qualification course before participating in this scenario.

Scenario script: Scenario narrative/instructor script is presented in italics.

Suspect Confrontation

You are responding to a call involving a suspect who is attempting to flee from officers.

As you approach the suspect, the suspect suddenly attempts to escape. During the initial confrontation, the suspect grabs you and pushes you to the ground. You must maintain control of yourself, recover from the encounter, and continue the pursuit.

Event 1: Dead Hang

Before the physical confrontation, you must negotiate an obstacle requiring you to grasp and hang from a horizontal bar, simulating the upper-body strength and grip demands associated with climbing, negotiating barriers, or maintaining control during a physical encounter. Also essential in weapon retention from a suspect who just knocked you to the ground.

Training Task

- Approach the horizontal bar.
- Instructors will provide equipment to assist you in reaching the bar but may not physically assist you onto the bar.
- Using a pronated (overhand) grip, with the palms facing away from the participant, grasp the bar with both hands.
- Hang from the bar with both arms fully extended for 30 continuous seconds.
- Both hands must remain on the bar for the entire 30 seconds. The participant's feet may not contact the floor, step, or other support during the timed hang.
- The provided equipment may be used when dismounting the bar after the timed hang is complete.

Event Criteria

- No one may physically assist the participant onto the bar.
- A chin-up (supinated) grip or split/mixed grip is prohibited.

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- Use of a prohibited grip, loss of either hand from the bar, or contact of the feet with a supporting surface during the timed hang constitutes an unsuccessful attempt.
- The participant will be permitted one additional attempt to complete Event 1.

Scenario Transition

At the completion of the dead hang, the participant may take up to two minutes to recover if needed. This recovery period is not included in the Events 2-4 timed portion. The participant is then directed to the ground.

The suspect breaks away and runs.

Event 2: Officer Recovery from Ground and Foot Pursuit (Sit-Up and Slalom)

You have been pushed to the ground by a suspect and are lying on your back. The suspect remains in close proximity and continues to present a potential threat. Maintain control of the training pistol in the prescribed defensive position while recovering from the ground. Recover from the ground and rise to your feet without using your hands or arms against the ground for assistance while maintaining focus on the threat ahead. As you regain your footing to re-engage the suspect, the suspect turns and flees.

Safety Requirement

- Only a dedicated inert/non-firing training pistol may be used during this scenario.
- No live firearm or live ammunition is permitted in the designated scenario area.
- Participants must keep the trigger finger indexed outside the trigger guard unless otherwise specifically directed by the instructor.

Training Task

- Begin by lying on your back in a supine position, with your knees bent and both feet flat on the ground.
- While remaining supine, hold the training pistol with both hands and point it between your legs toward the designated suspect target, with the sights aligned on the target. Keep your trigger finger indexed outside the trigger guard.
- The Events 2-4 scenario clock begins with the participant's first movement initiating the sit-up.
- Perform a sit-up without using your hands or arms to push against the ground or otherwise assist your movement. If either hand or arm contacts the ground for assistance, the instructor will stop the attempt. The participant will be permitted one additional attempt.
- From the seated position, rise to a standing position without assistance while maintaining safe control of the training pistol.
- After standing, simulate holstering by safely transitioning the training pistol to the instructor, then immediately begin the foot pursuit as directed.

The suspect runs through an area containing a series of cones representing obstacles such as parked vehicles, barriers, landscaping, or other objects that may be encountered during a real-world foot pursuit.

Slalom

- Run to the right of the first cone.
- Weave to the left of the second cone, continuing the prescribed alternating pattern until crossing the 100-foot line.
- Turn around.

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- Weave back through the cones, beginning to the left of the first cone and then to the right of the second.
- Continue until reaching the start line.
- Turn around again.
- Repeat the original pattern, beginning to the right of the first cone and alternating through the course until crossing the 100-foot line.
- Continue immediately to the stair-climb scenario.

Event Criteria

- Missing a cone or taking the wrong side of a cone requires the participant to restart that portion of the scenario. The scenario clock continues to run.

Scenario Transition

You continue pursuing the suspect. The suspect enters a multi-story structure attempting to escape. You follow the suspect into the building.

Event 3: Building Pursuit (Stair Climb)

The suspect has entered a multi-story structure. You must pursue the suspect through multiple levels of the building. The stairwell represents the changing elevation and physical demands associated with a building-based foot pursuit.

Training Task

Beginning at the bottom of the stairwell:

1. Climb 4 flights of stairs to the second floor.
2. Descend 4 flights to the basement.
3. Climb 4 flights back to the second floor.
4. Descend 4 flights to the basement.
5. Climb 4 flights to the second floor.
6. Descend 4 flights to the basement.
7. Climb 2 flights to the first floor.
8. Immediately continue running to the victim-rescue scenario.

Course set up clarification: For this scenario, a 'flight' is the designated stair segment established by the instructor for this course. Instructors will brief and demonstrate the required stair route before testing begins. The prescribed route above is the controlling course standard.

Event Criteria

- Skipping steps while ascending the stairs is acceptable.
- Skipping steps while descending is prohibited.
- Jumping down to a landing or floor while skipping steps is prohibited.
- If a participant trips during a descent, no penalty will be assessed if an instructor determines the trip was genuine.
- More than two trips during stair descent will end the attempt and constitute an unsuccessful Events 2-4 attempt.

Scenario Transition

As you return to the first floor, you encounter the suspect and a victim. The suspect has assaulted the victim and continues to flee from the area. The victim is injured and unable to move without assistance. You must immediately transition from the pursuit to assisting the victim.

Event 4: Victim Rescue (Dummy Drag)

The victim is lying on the ground and needs to be moved away from the immediate area of danger. You must quickly establish a functional grip and move the victim to a safer location.

Training Task

- Begin standing behind the victim/dummy.
- Secure the dummy under the armpits using an underhook grab.
- Lift and drag, or drag, the dummy for 40 feet.
- The Events 2-4 time stops when the entire rescue dummy crosses the designated finish line.

Event Criteria

- Dragging the dummy by a limb while running is prohibited.
- Dragging the dummy by a limb while running will end the attempt and constitute an unsuccessful Events 2-4 attempt.

Scenario-Based Training Purpose

This scenario is designed to connect individual physical skills to the demands of a rapidly evolving law enforcement incident.

Recover → Pursue → Navigate → Climb → Descend → Pursue → Rescue

- Recover from a compromised position without assistance.
- Quickly regain a standing position following a physical confrontation.
- Transition from ground recovery into a foot pursuit.
- Change direction while navigating obstacles.
- Maintain physical effort through repeated stair ascents and descents.
- Transition immediately from pursuit to a rescue task.
- Establish a functional grip on an incapacitated person.
- Move a victim away from an immediate area of danger.
- Continue making appropriate decisions while physically fatigued.¹

Evaluator Criteria and Remediation

- Event 1 is evaluated independently from Events 2-4. A successful Event 1 requires a 30-second continuous dead hang using the prescribed grip and body position.
- Events 2-4 are one continuous timed event and must be completed in less than or equal to 4 minutes, 30 seconds.
- Unless a specific event rule states otherwise, an instructor may stop an attempt for an unsafe act, failure to follow the prescribed course, or inability to continue safely.
- A participant who is unsuccessful on Event 1 may reattempt Event 1 one additional time.
- A participant who is unsuccessful during Events 2-4 must reattempt Events 2-4 as a complete continuous timed sequence.
- Participants who do not successfully complete the applicable standard during the scheduled scenario period may remain for the remainder of the training day and reattempt the applicable event after class has been dismissed, as directed by the instructor.
- A student must report any physical or medical emergency promptly so proper medical attention may be provided.

¹ Remember, we are not training you to be an officer, we are verifying you still have the competencies of the required essential functions to perform the duties of a peace officer.

Training Concept

The incident does not stop when the officer gets knocked down. The officer must recover, move, pursue, and respond to the next threat or need.

This is one of a series of drills students must participate in to receive a certificate of completion. This drill is limited to 2 attempts as is the final written exam and the firearms qualifications. Other drills tested will allow for multiple attempts time permitting. But each skill tested must be passed to receive a certificate of training.