

San Bernardino County Sheriff's Department Regional Training Center  
Driving/Force Options Simulator Training Program - PSP  
Expanded Course Outline

**DRIVING SIMULATORS**

**I. Registration and Orientation**

A. Registration

1. Class Documentation
2. Safety Briefing

B. Program Purpose and Philosophy

1. Create a positive attitude toward vehicle operation
2. Increase officer survival and public safety
3. Increase awareness as a driver

**II. Classroom Presentation**

A. Liability Issues

1. Lawsuits
2. Disciplinary action
3. Monetary losses and loss due to injuries
4. Vehicle and equipment loss

B. Defensive Driving

**Ilc,f**

1. The Defensive Driver
  - a. Avoids collisions regardless of right of way
  - b. Recognizes hazards
  - c. Reacts properly to hazards
  - d. Maintains a professional attitude
2. Recognizing Dangerous Attitudes
  - a. Overconfidence
  - b. Self-righteousness
  - c. Impatience
  - d. Pre-occupation

C. Intersection Analysis

**Ilc,f**

1. Scan intersection for dangerous areas
2. Focus on danger areas as you approach
3. Move your vehicle to the best roadway position to see danger
4. Slow or stop as necessary for safety

D. Emergency vehicle operation regulations

**Ilc,f**

1. Vehicle code section (21052 cvc)
  - a. Routine driving (non code-3)
  - b. Obey all "rules of the road"
2. Violation of "rules of the road" when not Code-3 may present liability problems if in an accident
3. Proper lighting
4. Proper audio signal (siren)

5. Conditions that allow for a code-3 response
  - a. Fire
  - b. Emergency
  - c. Rescue
  - d. Pursuit (FERP)
6. Vehicle code section (21056 cvc)
  - a. Drive with due regard for others
  - b. Regardless of Right of Way
7. Vehicle code section (21806 cvc)
  - a. Other motorists duty to yield
  - b. Knowledge of approach
  - c. See emergency light and hear siren
- E. Emergency driving policy and procedures legal provision **Ilc,f**
  1. State law
    - a. 21055 CVC (Exemption)
    - b. 21056 CVC (Due Regard)
    - c. Agency policy (17004.7 CVC)
    - d. Case Law (Sac. Co. v Lewis)
  2. Vehicle Code Section 21056 CVC
    - a. Section 21055 does not relieve the driver of a vehicle from the duty to drive with due regard for the safety of all persons using the highway, nor protect him from the consequences of an arbitrary exercise of the privileges granted in that section.
  3. Vehicle Code Section 17004.7 CVC (Agency Policy) Department policy must include;
    - a. Supervisory control
    - b. Designation of primary unit and total units involved
    - c. Coordination with other jurisdictions
    - d. Guidelines for initiation and termination
- F. Passing other Vehicles (Code-3)
  1. 21806 cvc requires motorists to pull to right and stop for emergency vehicles operating code-3
  2. Allow motorists time to hear, see, react
  3. Pass on the left when possible and safe
  4. If you must pass on the right, slow down to allow yourself time to react
    - a. Collision avoidance
  5. Maintain a high visual horizon
  6. Maintain a safe space cushion
  7. Anticipate other's actions
  8. Look through turns before entry
  9. Consider steering to the rear of the conflict vehicle
  10. Drive around the problem
- G. Pursuits **Ilc, f, h, I**
  1. Type of offense
  2. Speeds involved
  3. Public safety
  4. Officer safety

5. Traffic volume (pedestrians)
  6. Time of day
  7. Weather/road conditions
  8. Familiarity with the area
- H. Emotional Factors
1. Siren syndrome
    - a. Physiological
  2. Adrenaline rush
  3. Need for self-control
  4. Post-pursuit discipline
- I. Termination of Pursuits **Ilc, f**
1. Decision to pursue not irreversible
  2. Based on all factors (past, current, future)
  3. Unreasonable danger
    - a. Speed
    - b. Traffic volume
    - c. Maneuvering required
    - d. Capability of the driver and vehicle
- J. Vehicle Operation Tactics **Ilc, f, h, I**
1. Close distance before attempting stop – Consider potential immunity & liability issues
  2. Consider backing off if an air unit is present
  3. Offensive tactics (attempt to stop by)
    - a. Boxing in
    - b. P.I.T.
    - c. Heading off
    - d. Road spikes
    - e. Driving alongside
    - f. Ramming
  4. Pursuits are following actions:
    - a. No caravanning or paralleling by non-involved units
    - b. NO passing unless requested
    - c. Spacing of units to ensure safety
    - d. Proper braking distance
    - e. Sufficient reaction time/distance
  5. Options:
    - a. Roadblocks
      - a. Last resort
      - b. Generally ineffective
    - b. Road spikes
      - a. Time and availability of equipment
      - b. Controlled direction of travel
      - c. Potential danger to pursuing units
  6. Blocking public access
    - a. Intersections
    - b. On and off ramps
      - a. For public and officer safety
      - b. Coordination/communication between units

- c. No guarantee of safety through intersections
- K. General pursuit considerations **Ilc, f**
  - 1. All persons involved are held accountable
  - 2. Balance need for apprehension vs. risk created
  - 3. Roll of the supervisor should be well defined and understood
  - 4. Primary and secondary units only, unless additional authorized
  - 5. Use of firearms and deadly force limited and policy issue
- L. Safe Driving Tactics **Ilc, f, h, I**
  - 1. Activation of lights and siren
    - a. Close distance before activation if possible
    - b. Vary siren pitch approaching intersections
- M. Radio use while driving
  - 1. Use while driving in a straight line
- N. Stay calm and speak clearly
  - 1. Provides recorded documentation of activities
- O. M.D.T. (computer terminal)
  - 1. Refrain from using any equipment while driving that requires taking eyes from road
  - 2. If required, use extreme caution
  - 3. Communications of immediate nature use radio
  - 4. Collisions while using M.D.T. will usually be preventable
- P. Intersections and Cross Traffic
  - 1. Intersection analysis should start early before entering intersection
  - 2. Identify hazardous areas and prepare for them (move away from danger)
  - 3. Slow or stop before entering intersections
  - 4. Look in all directions (left, right, left)
  - 5. Clear intersections lane by lane if necessary
  - 6. Both hands on the steering wheel
  - 7. Prima Fascia speed limit
    - a. Safe speed for conditions
    - b. Blind intersection 15 mph
    - c. Stop if necessary

### **III. LEDS System Orientation**

- A. Five screens, 200° field of view
- B. Adjustable swivel seat with release
- C. Seat Belt
- D. Steering wheel (caster recovery)
- E. Automatic transmission/column shift
- F. Ignition switch (starter)
- G. Horn/siren button
- H. Virtual City
  - 1. E/W streets are numbered "A" through "N"
  - 2. N/S streets are lettered "1" through "14"
  - 3. Main St. is primary E/W street
  - 4. Wall St. is primary N/S street

5. Contains signals, stop signs, yield signs
  6. Numerous uncontrolled intersections
  7. Variety of traffic (vehicle, bicycle, pedestrian, animal)
- I. Orientation (Scenarios chosen from POST list)
    1. Familiarization
    2. Directed
    3. Follow
    4. Linked

**IV. Scenarios**

- A. Pre-programmed set of circumstances
  1. Realistic driving situations (without risk)
  2. Normal "routine" driving
  3. Traffic stops
  4. Emergency (Code 3) responses
  5. Pursuits
  6. Not intended to replace "hands-on" EVOC training
  7. Progress from simple to complex
- B. Requires demonstration of knowledge of rules
  1. State laws governing emergency vehicles
  2. Agency policy
  3. Accepted standards and procedures
- C. Requires decision making skills **IIf**
- D. Allows students to experience the consequences of their decisions
  1. Proper driving tactics and hazard recognition
  2. Replay of critical decision areas
  3. Response to hazards
  4. Collisions
  5. Tactical decisions at end of scenario

**V. Driving Simulator Scenarios**

**Ila, b, c, d, e, f, g**

- A. Orientation
- B. Traffic Stops
- C. Code-3
- D. Pursuits
  1. Termination pursuits

**VI. Critique/Debrief**

**IIf**

- A. Test

# Driving/Force Options Simulator Course – PSP

## **FORCE OPTIONS SIMULATOR**

### **I. Introduction**

#### **A. Goal**

1. Improve decision making skills related to Use of Force

#### **B. Objectives**

1. Increase awareness in current law and departmental policy
2. Increase proficiency I selection of appropriate force options
3. Improve skills in tactics and force options by utilization of simulator

### **II. Law**

**IIIa,e**

#### **A. Peace officer and agency liability (federal)**

1. USC Section 242, Title 18 (criminal)
  - a. Peace officers are prohibited from depriving citizens of their rights under the color of the law
  - b. If death results, officers may be punishable by life imprisonment
2. USC Section 1983, Title 18 (civil)
3. Peace officers are prohibited from depriving citizens of their rights under the color of authority

#### **B. Justifiable homicide by a public officer – PC196**

1. In obedience to the judgment of a competent court
2. When necessarily committed in overcoming actual resistance to the execution some legal process, or in the discharge of any other legal duty
3. When necessarily committed in retaking felons who have been rescued or have escaped, or when necessarily committed in arresting persons charged with felony and who are fleeing from justice or resisting such arrest

#### **C. Justifiable homicide, any person – PC197**

1. When resisting any attempt to murder any person, or to commit a felony, or to do GVI to any person
2. When committed in defense of habitation, property or person, against one who intends to enter for the purpose of offering violence to anyone therein
3. When committed in defense of a person against one who is about to commit a felony or GBI and the person is in imminent danger
4. When attempting to apprehend any person for a felony committed, suppressing a riot, or keeping the peace

#### **D. Justifiable homicide, sufficiency of fear – PC198**

1. Bare fear not sufficient
2. Must be sufficient to excite the fears of a reasonable person
3. Party killing must have acted under the influence of such fears alone

#### **E. Protection of home – PC198.5**

1. Presumption of reasonable fear of imminent peril of death or GBI
2. Against another person not of a member of household

3. Unlawfully and forcefully enters
4. Reasonably believed unlawful and forceful entry occurred
- F. Method of making arrest, amount of restraint – PC835
  1. Actual restraint of suspect
  2. Submission to custody
  3. Arrestee subject to amount of restraint as is reasonable for his arrest and detention
- G. Use of force to effect arrest, PC835a
  1. A peace officer may use reasonable force to arrest, prevent escape, or overcome resistance of any person he believes has committed a public offense
  2. A peace officer need not retreat or desist because suspect resists or threatens to resist
  3. Officer is not deemed an aggressor
  4. Officer does not lose right of self defense by using reasonable force
- H. Arrest under warrant, force permissible, PC843
  1. Arrest under authority of a warrant
  2. After announcement of intent to arrest
  3. Suspect flees or forcibly resists
  4. Officer may use all necessary means to effect the arrest

### **III. Case Law**

**IIIa,b,c,d,e**

- A. Use of deadly force/ Tennessee V Garner
  1. Life-threatening escape
    - a. Suspect poses threat to the officer or others
  2. Life-threatening felony
    - a. Threatens officer with a weapon
    - b. Has committed a crime involving GBI
  3. Give warning where feasible
    - a. Halt-Police! Stop or I'll shoot!
  4. If necessary to prevent escape
    - a. Lethal force must be reasonably necessary
- B. Reasonable force/ Graham V Connor
  1. Judged from the perspective of a reasonable officer
  2. examined through the eyes of the officer on the scene at the time the force was applied
  3. Based on the facts and circumstances confronting the officer without regard to the officer's underlying intent or motivation
  4. Based on the knowledge that the officer acted properly under the established law at the time
- C. Agency Policy/ Long Beach V LBPOA & LB V Peterson
  1. Must conform to department policy regardless of what state or federal law says
  2. Common issues policies deal with
    - a. Defense of self & others against death or GBI
    - b. Use of warning shots
    - c. Shooting at
      - a. Nonviolent fleeing felons

- b. Juveniles
    - c. Moving vehicles
    - d. Shooting from moving vehicles
- D. Agency Policy
  - 1. Generic overview of policies – each student must be familiar with their own policy
- E. Forrester V San Diego PD
  - 1. Level of force used does not have to be least intrusive, only reasonable

**IV. Tactical Overview**

**IIa,b,c,d,e**

- A. Awareness
  - 1. Familiar with equipment
  - 2. Accuracy (Target acquisition, center mass)
  - 3. Avenue of escape-familiar with surroundings
  - 4. Movement
  - 5. Cover (generally stops bullets)
  - 6. Concealment (Hides officer's position)
  - 7. Distance to enhance tactical advantage (Distance equals time)
- B. Communicate
  - 1. With suspect/subject
  - 2. Fellow officers and dispatch
- C. Force Options
  - 1. Force options defined choices available to an officer concerning methods of force available as identified in each agency's policy documentation
    - a. Uniform presence
    - b. Verbal
    - c. Chemical agents
    - d. Hands/control holds
    - e. Impact weapons
    - f. Electronic weapons
    - g. Less lethal force
    - h. Lethal force

**V. Weapons safety**

**IIa**

- A. Four basic safety rules
  - 1. Guns are always loaded
  - 2. Never allow muzzle to cover anything you are not willing to destroy
  - 3. Keep finger off trigger until ready to shoot
  - 4. Be sure of your target and background

**VI. Test/simulator scenarios**

**IIa,b,c,d,e**

- A. Written test covering law, use of force, basic safety rules and tactical overview
- B. Simulator weapons familiarization
- C. Practical application simulator scenarios
  - 1. Minimum three per student
  - 2. Critique and debrief after each

**VII. Course evaluation and final review**