

The Law Enforcement Suspect Apprehension event simulates the adrenaline-pumping dynamics of a foot pursuit. Competitors will initiate radio communication, navigate physical obstacles like wall climbs and low crawls, and complete fitness challenges such as step-ups and push-ups. The course culminates in suspect apprehension and handcuffing.

Entry Requirements

- Competitors in this event compete individually, not as a team.
- Chapters can only register 5 individuals to compete.

Materials

Competitors can/should provide the following materials. Competitors are only permitted to bring in the below materials to the competition. TPSA does not provide the below materials.

Competitor Provided Materials

- **Duty Gear:** 1- Training Pistol, 1-2 set(s) of handcuffs with key, duty belt with holsters to secure all equipment, and any additional optional training equipment (I.E. training taser, training o/c spray, etc). No working radios are allowed in accordance with the Electronic Device policy in the **TPSA Rulebook**.
- **Photo Identification:** Reference the rulebook (<https://tpsa.info/rulebook>) for details

Supplemental Documents

- [Law Suspect Apprehension Course Map \(Revised 2026\)](#)

Procedures and Timeline

- **Check In (10 min Time Limit):** Competitors must check in to their event at their designated **check-in time**. Competitors that arrive **ten (10) minutes** after their designated check-in time will be marked as no-shows and not be allowed to compete out of respect for the time commitment made by our Judges and Volunteers.
- **Pre-Event Briefing (5 min Time Limit):** After check-in, Competitors will be guided to the designated event area. Once there, the Moderator will provide a comprehensive briefing, detailing the event's instructions, rules, and procedures. This briefing ensures that each Competitor is well-informed and prepared for the subsequent stages of the competition.
- **Skill Assessment (5 min Time Limit)**
 1. The competitor will line up behind the start line.
 - The Judge will read the suspect information script to the competitor.
 - Upon the call of start, the moderator will start the timer and the competitor shall begin the course.
 2. Competitors shall initiate radio communication to dispatch that they are in a pursuit and request back up. The competitor shall also request to secure the channel.
 3. Competitors will run and jump over a 3 foot gap.
 4. Competitors will scale and clear a 4 foot wall. Competitor will not move on until they have completed the wall climb.
 5. Competitors will make a 90° turn, run, and enter the low crawl obstacle.
 6. Competitors will run to step-up event.
 - The competitor must step up onto the step box 12 consecutive times prior to moving to the next station.
 - Both feet must touch on top of the box and on the ground before beginning the next step.
 - Competitors may step off the box in a forward motion after the 12th step after both feet step on top of the box. Stepping one foot on the box and continuing forward without touching both feet will be considered a misstep. The 12th step will not count.
 7. Competitor will run, make a 90° turn, and run to the Serpentine.
 - The competitor will enter the stage and move through the the course.
 - The competitor must complete 2 right turns and 2 left turns.
 - The competitor exits the stage through the coned exit.
 8. Competitor will immediately enter into the push up stage
 - The competitor must complete 19 push-ups.
 - The judge will count aloud each correct push-up completed
 - The correct push-up "start position" is shoulders, hips and ankles in line with each other and arms are locked out. Push-ups done on the knees WILL NOT count toward the required 19 push-ups.
 - The competitor lowers themselves down touching the push up counter with shoulders, hips and ankles in line with each

- other, the body and upper arms going equal to or lower than the elbows.
 - The competitor lifts themselves up to the start position with shoulders, hips and ankles in line with each other and locking out the arms.
 - The judge states the number of push-ups completed correctly. This number may not be the same as the digital push-up counter number due to incorrectly completed push-ups.
 - Competitors may not proceed to the next stage until 19 correct push-ups are completed.
 - Competitors may flex their hips up or down, may go to their knees, may lift hands off the ground to rest, but they must go back to the push-up start position before attempting the next push-up.
9. Competitors run to the mannequin and drag for 9 feet.
- The entire mannequin must cross the end line for the stage to be completed. Competitor may not move on until mannequin has crossed the end line.
10. Competitor will run to the suspect apprehension area.
- The competitor will quickly evaluate the scenario presented and decide whether to engage with verbal commands/apprehension or to escalate to a simulated use of force response. (No hand to hand tactics are permitted, use of force is done verbally)
11. Handcuffing
- Securely and properly apply handcuffs with industry recognized techniques, ensuring control and safety.
12. Suspect in custody
- Verbally notify dispatch/judges when the suspect is in custody, including location and condition/status if applicable.
- **Evaluation (5 min Time Limit)**
 - After the event concludes, Judges will gather to review each Competitor's performance. Using a standardized rubric, Judges will identify any actions that warrant point deductions. This evaluation is conducted without the presence of the Competitors and aims to ensure a fair and consistent scoring process. Any required steps not completed prior to the call of time will not be scored. This event is not a race and is based on skill. Time shall not be used to place competitors.

Professional Dress Guidelines

Competitors shall wear a uniform consistent with current standards in law enforcement patrol. Shorts are not permitted for this event. Competitors must wear a duty belt equipped with a mock firearm and duty gear as previously listed.

Safety Protocols

- **Long Pants:** Long pants must be worn secured at the waist and shall not extend past the sole of the shoe. No portion of the leg shall be visible.
- **Jewelry:** Rings must feature a continuous, even, and unadorned exterior surface. Necklaces must not be visible from the outside of the uniform. Bracelets may not be worn. If competitors have piercings beyond a single stud in each ear, they must cover these additional piercings with band-aids or wear clear studs to maintain a professional appearance.
- **Hair:** All hair must be secured out of the eyes for the duration of the event. Competitors with hair extending past the top of the shoulder shall wear their hair secured neatly in a bun or ponytail ensuring that no hair extends below the collar of the uniform. It is not an exception to the rule that a Competitor's chosen hair style is too thick to be secured above the collar.
- **Pants:** Competitors must wear pants that cover the entire leg, with no portion of the leg visible. Pants shall be secured at the waist with a hem length not to extend past the sole of the shoe.
- **Shoes:** Competitors must wear low-heeled, closed-toed footwear for this event.
- **Fingernail Length:** Competitors' fingernails shall not extend past the tip of the finger and shall be free of any/all adornments. Color is not a factor.
- **Shirt Sleeves:** IF Long sleeve shirts are worn, they shall fit closely at the wrist and not extend past the wrist.
- **Pant Length:** Pants shall not extend past the sole of the shoe.

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Dispatch Notifications						
Notification of foot pursuit The competitor will simulate all dispatch communications by speaking aloud to the judge. Verbally notify dispatch/judges that you are in pursuit, provide a description of the suspect, state the direction of travel (including location and reason), request backup, and request to secure the radio channel.	0 No communication made; candidate fails to notify dispatch or request backup or secure the channel when needed.	1 2 Communication attempted but incomplete or unclear; missing one or more key elements such as pursuit status, suspect description, direction of travel (including location and reason), backup request, or channel secure request.	3 4 Notifies dispatch of pursuit and provides either suspect description or direction of travel (including location and reason); requests backup and/or channel secure with basic clarity but may omit details.	5 6 Provides pursuit status, provides suspect description and direction of travel with location and reason; requests backup and channel secure but may lack full clarity or detail.	8 Delivers a clear, complete, and confident notification covering pursuit status, detailed suspect description, precise direction of travel with location and reason; promptly requests backup and channel secure.	
Ongoing dispatch updates Communicate with dispatch throughout the foot pursuit, providing updates when there is a change in direction, location, or status.	0 No updates provided to dispatch during pursuit, even when direction or status clearly changes.	1 2 Provides one update but misses significant changes in direction or status; communication may be unclear or delayed.	3 4 Communicates at least one direction or status change with basic clarity; may omit minor updates or provide incomplete information.	5 Provides clear updates for all major direction or status changes; communication is generally timely and understandable.	6 Proactively and promptly communicates all relevant direction and status changes to dispatch clearly and professionally, maintaining consistent situational awareness.	

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Suspect in Custody Verbally notify dispatch/judges when the suspect is taken into custody, including location and condition/status if applicable.	0 Fails to notify dispatch that the suspect is in custody.	1 2 Provides vague or unclear notification; may omit key details such as custody status or location.	3 4 Notifies dispatch of custody status but may omit either location or condition; communication is basic but understandable.	5 Clearly notifies dispatch that the suspect is in custody, including location and general condition/status; minor hesitation or wording issues may be present.	6 Clearly and promptly notifies dispatch that the suspect is in custody, including exact location, condition/status, and any additional relevant information, using professional and concise communication.	
Agility						
3 foot gap Safely and effectively jump across a 3-foot horizontal gap during the foot pursuit, using controlled movement and appropriate landing technique. Key Elements of Proper Gap Jumping Technique: Controlled Approach: Builds appropriate momentum without sprinting out of control. Takeoff Footwork: Pushes off with one or both feet from a stable surface. Body Position: Maintains forward momentum with knees slightly bent and eyes focused ahead. Clearance: Fully clears the gap without touching the edge or losing balance in the air. Landing Mechanics: Lands with knees bent, feet shoulder-width apart, and without stumbling or falling. Recovery: Immediately resumes pursuit or next task after landing without delay or hesitation.	0 Makes no attempt to jump; bypasses or walks around the obstacle.	1 Attempts the jump but fails to clear the gap, stumbles on landing, or demonstrates unsafe technique (e.g., trips, lands awkwardly, or falls).	2 Clears the gap but shows poor technique (e.g., heavy landing, unbalanced recovery, or improper foot placement); movement is functional but lacks control.	3 Successfully clears the gap with mostly proper form and a stable landing; minor issues in balance or recovery may be present.	4 Confidently and efficiently clears the gap using strong takeoff, proper body positioning, and a smooth, balanced landing; immediately continues pursuit with full control.	

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4 foot wall Safely and effectively scale and clear a 4-foot wall during the pursuit, using proper technique and demonstrating control. Key Elements of Proper Wall Clearance: Approach: Quick, controlled approach without hesitation. Hand Placement: Hands placed firmly on top of the wall with shoulders square. Leg Drive: One or both legs used to push upward while maintaining balance and control. Hip Elevation: Hips swing or push above the wall height to allow body clearance. Smooth Transition: Movement over the wall is fluid, not clumsy or segmented. Controlled Landing: Feet land under control; no stumbling, falling, or overreaching. Situational Awareness: Maintains visual awareness of surroundings and suspect location throughout the movement.	0 Makes no attempt to clear the wall; avoids or bypasses the obstacle entirely.	2 Attempts wall clearance but fails (e.g., cannot get over, unsafe technique, loses balance, or uses disallowed method such as climbing side supports).	4 Clears the wall with minimal success; approach is hesitant or unbalanced, hand or foot placement may be awkward, landing is uncontrolled or off-balance.	6 Successfully clears the wall using generally correct form; approach is controlled, clearance is clean, and landing is mostly balanced with minor technique issues.	8 Efficiently clears the wall using excellent form: strong approach, effective hand placement, fluid movement over the wall, and controlled, balanced landing. Maintains awareness and physical control throughout.	

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Low Crawl Obstacle Navigate under a low obstacle using proper low-crawl technique while maintaining cover (keeping the body low and concealed) and demonstrating control. Head & Chest Down: The head is low, chin near the ground, and chest is close to or brushing the surface. The student avoids lifting their upper body to look ahead excessively. Elbows and Knees: Movement is done using elbows and knees (not hands and feet), keeping the torso pressed low. Back Flat: The back remains flat and parallel to the ground — not arched or elevated. Gear/Props Low: Wearing gear or carrying a prop (e.g., training weapon or radio), it stays close to the body and doesn't rise above the obstacle. Quiet, Controlled Movement: Movements are deliberate, smooth, and minimize noise or disturbance (no dragging feet loudly, flailing limbs, or jerky motions). Obstacle Awareness: The student stays fully under the height of the obstacle (e.g., netting, bar, or tape), showing spatial awareness and adapting posture as needed.	0 Makes no attempt to complete the crawl; bypasses or walks over/around the obstacle.	2 Attempts crawl but fails to maintain cover; torso or head rises above the obstacle line, or uses improper movement (e.g., crawling on hands and knees); movement is unsafe or uncontrolled.	4 Completes the crawl but inconsistently maintains cover (e.g., occasional body elevation or lifting head); movement is hesitant or disorganized, but task is completed.	6 Successfully completes the crawl with mostly correct body position; maintains cover with minor form lapses (e.g., slightly elevated hips or occasional head lifts); movement is controlled.	8 Completes the low crawl with excellent tactical form; maintains full cover throughout (head down, torso low, smooth elbow-and-knee movement); movement is deliberate, silent, and controlled.	

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Box Step The box simulates stepping over a barrier such as a curb, platform, or ledge. It tests controlled elevation, balance, and recovery. Key Elements of Proper Technique: Approach: Controlled pace with eyes on the obstacle. Step-Up Mechanics: Uses full foot placement on the box, not just toes; drives upward using leg muscles rather than momentum. Balance: Maintains upright posture without wobbling or needing assistance. Step-Down Mechanics: Steps down in a controlled manner, not jumping off or landing heavily. No Contact Errors: Avoids tripping, kicking the box, or losing footing. Fluid Continuation: Resumes pursuit immediately with no pause or reset. (May step forward from box on last step)	0 Makes no attempt to engage with the box; bypasses or avoids the obstacle entirely.	1 Attempts the step but stumbles, uses poor technique, loses balance, or jumps off unsafely; may contact the box improperly (e.g., kicks it or misses step).	2 Completes the step up and down but shows imbalanced footing, heavy landings, or minor control issues; technique is functional but unrefined.	3 Steps up and down with generally proper form and safe execution; minor corrections or balance shifts may be present.	4 Smoothly and confidently steps up and down with excellent posture, balance, foot placement, and control; transitions fluidly back into pursuit without delay.	

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Serpentine Quickly and smoothly navigate alternating turns around cones with control, balance, and no obstacle contact. Body Position: Maintains a low, balanced stance with knees slightly bent to enable quick lateral movement. The upper body leans slightly into each turn without compromising stability. Footwork: Uses controlled, quick steps that are light but deliberate, minimizing unnecessary foot slippage or dragging. Steps are close to the ground for better traction. Control and Direction: Smoothly changes direction at each cone or marker without over-rotating or losing balance. Transitions between turns are fluid without abrupt stops or stumbles. Obstacle Contact: Avoids knocking over cones or markers. Keeps movements precise and within the defined path. Speed and Efficiency: Moves quickly but does not sacrifice form or control for speed. Demonstrates efficient movement by taking the shortest path through the course. Awareness: Keeps head up and eyes focused ahead to anticipate upcoming turns, maintaining awareness of body positioning throughout.	0 Did not attempt the serpentine or made no forward progress.	2 Attempted the serpentine but showed poor body control—feet dragged or slipped, awkward turns, frequent loss of balance, knocked over cones or markers, and no clear path maintenance.	4 Completed the course with basic form—some hesitation, body position inconsistent, occasional foot misplacement, minor cone contacts, and some inefficient direction changes.	5 Navigated smoothly using good body position and controlled, deliberate footwork. Maintained balance through turns, avoided knocking cones, and demonstrated mostly fluid, efficient movements.	6 Demonstrated excellent form: low, balanced stance with fluid lateral movements, precise foot placement, confident control, no obstacle contact, and efficient, quick transitions between turns while maintaining focus ahead.	

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Push Ups Perform 19 controlled push-ups with proper form, maintaining body alignment and full range of motion. (Competitor must count out loud, Judge will not count out loud)	0 Did not attempt any push-ups.	2 Attempted push-ups but with poor form: knees touching the ground, hips sagging or raised, chest failing to make contact with push-up counter, or incomplete range of motion. Competitor may not have completed all 19 push ups.	4 Completed push-ups with basic form: no knees on the ground, chest makes contact with the push-up counter, but with some form breaks or partial range of motion; breaks between reps allowed.	6 Performed all 19 push-ups with good form: body in a straight line from head to heels, chest fully contacts the push-up counter, controlled movement through full range of motion, and completed continuously without breaks.	8 Executed all 19 push-ups perfectly with excellent body alignment (no knees down), smooth and controlled movement, full depth with consistent chest contact, steady pace, and no breaks between repetitions.	

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Dummy Drag Drag a weighted dummy over a set distance (9ft), demonstrating proper lifting technique, control, and steady pace while maintaining safety. Starting Position: Approaches the dummy with feet shoulder-width apart, bends at the knees and hips, keeping the back straight to safely grip the dummy. Grip: Uses a firm, secure grip on designated handles or areas of the dummy, avoiding awkward hand positions that can cause loss of control. Body Mechanics: Keeps the back straight and core engaged throughout the drag to protect the spine and maximize leverage. Dragging Technique: Pulls the dummy smoothly using leg and core strength rather than just the arms. Avoids jerking or sudden movements. Footwork: Maintains balanced, steady steps with feet planted firmly to provide traction and control. Safety: Avoids twisting or turning the body awkwardly; keeps the dummy close to the body to maintain balance and reduce strain. Pacing: Maintains a consistent pace throughout the distance without unnecessary stops or dropping the dummy.	0 Did not attempt the dummy drag or made no forward progress.	2 Attempted the drag but with poor form: improper grip, back not straight, jerky movements, loss of control, or failed to drag the dummy completely past the distance marker.	4 Completed the drag using basic technique: maintained grip and pace, mostly straight back, but showed some inefficient movement or brief pauses; dummy fully dragged past the distance marker.	6 Dragged the dummy smoothly with good form: proper grip, straight back, engaged core, steady pace, no jerking, and dummy completely dragged over the distance marker without loss of control.	8 Executed the drag with excellent form: fluid lifting and dragging technique, consistent steady pace, firm grip, core engaged, dummy close to body, no safety concerns, and dummy fully dragged past the distance marker confidently and efficiently.	
Suspect Apprehension						

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Use of Force Decision Making The competitor must quickly evaluate the scenario presented (e.g., suspect behavior, presence of weapon, compliance level) and decide whether to engage with verbal commands/apprehension or escalate to a simulated use-of-force response.	0 Makes no decision or bypasses the scenario entirely.	12 Makes decision that is clearly unsafe, unreasonable, or inconsistent with use-of-force principles.	34 Makes a decision that is generally safe but lacks confidence, clarity, or justification.	56 Makes a correct decision based on scenario, communicates response clearly, demonstrates basic judgment.	8 Makes an immediate, correct, and confident decision that reflects strong situational awareness, officer safety, and alignment with proper use-of-force continuum.	
Verbal Commands Clear, loud, and confident commands to gain quick suspect compliance.	0 Did not issue any verbal commands.	12 Verbal commands were unclear, too quiet, or ineffective, failing to gain suspect compliance.	34 Commands were understandable but lacked clarity, volume, or assertiveness; suspect partially complied.	56 Clear, loud, and assertive commands given; suspect complied with minimal prompting.	8 Commands delivered confidently, clearly, and authoritatively, resulting in immediate suspect compliance.	
Handcuffing Securely and properly apply handcuffs with industry recognized techniques, ensuring control and safety.	0 Did not attempt handcuffing.	12 Applied handcuffs improperly: incorrect placement, no double lock, or insecure fit.	34 Correct placement but with some errors such as loose fit, slow application, or incomplete double locking.	56 Proper placement with secure fit, double lock engaged, and controlled application.	8 Flawless handcuffing technique: quick, secure, properly double locked with effective control of suspect.	
Professionalism						

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Professionalism This criterion evaluates the appropriateness of attire and the level of professional behavior displayed, considering industry standards relevant to the event.	0	2 Attire is inappropriate for the event and does not meet industry standards. Professional behavior is inconsistent.	5 Attire is mostly appropriate but may not fully meet industry standards. Professional behavior is generally acceptable.	8 Attire meets industry standards and is appropriate for the event. Professional behavior is consistent.	10 Attire meets industry standards and is appropriate for the event. Professional behavior is outstanding and goes above and beyond expectations. Attire quality is not a factor between Proficient and Exemplary.	
Total Score: _____ / 100 pts						