The Building Search event tasks competitors with securing a building with an open door. Participants will coordinate their actions to safely enter, search, and secure the premises, making critical decisions along the way.

Entry Requirements

- Teams must be composed of 4 members.
- Chapters can only register 1 teams 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

- **Photo Identification:** Reference the rulebook (https://tpsa.info/rulebook) for details
- **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** .

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.
- **Scenario Briefing (5 min Time Limit):** The judge presents a detailed briefing of the scenario. The judge will read directly from the hard copy scenario document.
- **Roleplay (15 min Time Limit)**
  1. A fifteen (15) minute maximum time limit has been set for the scenario, this time includes the planning and execution. Timing will begin when the Judge advises the Lead Officer to start.
  2. The Lead Officer must advise dispatch (the judge) that the "Scene is Secure/Suspect(s) in custody" in order to stop the time.
  3. Competitors will be stopped at the end of the fifteen (15) minute time limit by the event moderator if the Lead Officer has not advised dispatch and judge that the scene is secure/suspect(s) in custody.
  4. If a team has not successfully completed the search within the 15 minute time frame, the team will be scored on the portions of the search completed. All incomplete tasks will not be graded or points will be deducted.
- **Evaluation and Scoring (5 min Time Limit):** After the completion of the event, the Judges will convene to assess each Competitor's performance based on a standardized rubric. This stage is conducted without the presence of the Competitor. Judges will evaluate the criteria outlined in the rubric to ensure a fair and objective scoring process. Once all assessments are finalized, scores will be recorded for each Competitor.

Rules

- **Detaining Suspects:** Competitors will hand off detained suspects to a “ghost officer” by verbalizing this action to the judge. The suspects will be considered out of “play” after this has happened.
- **Scenario:** Hostage negotiation scenarios or no-win scenarios are prohibited for this event.
- **Command Compliance:** Actors are required to adhere to all instructions and commands issued by competitors, and are expected to do so without any form of resistance or hesitation.

Professional Dress Guidelines

To secure professionalism points, competitors should dress in attire that accurately reflects what professionals in the respective public safety careers would wear while performing the tasks associated with the event. Competitors are also expected to consult and follow the professional dress guidelines in the rulebook to qualify for points. Additionally, participation is contingent upon meeting all prescribed safety protocols.

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Safety Protocols

- **Firearm Handling:** If at any point during the event, an actor is within arms reach of the competitor, and the competitor is displaying unsafe firearm safety procedures, the actor may attempt to disarm the officer by grabbing the firearm. This shall not result in a struggle, and the actor shall not fight for the firearm.
- **Emergency Stop Command: 'Index':** If the 'Index' command is issued by a Judge, Staff Member, Actor, or other designated authority, all Competitors must immediately cease all activities and actions. This includes stopping any ongoing tasks, disengaging from any current simulations, and discontinuing any interactions with other participants. If an Actor issues the 'Index' command while handcuffed, they must be immediately released from the handcuffs by the nearest Competitor or event staff member. All Competitors must promptly secure and holster any weapons they may be handling. After holstering, Competitors should adopt a neutral, attentive posture and await further instructions from event officials. Failure to promptly and accurately comply with the 'Index' command may result in immediate disqualification and/or other appropriate actions as determined by event officials.
- **Unusual Assaults or Tactics:** Unusual assaults or tactics may not be used during the event, if the team is unsure they should consult the Judge before the event begins.
- **Property Damage:** Teams are prohibited from breaking glass, windows, doors, etc, during the event. Such activity will result in a DQ and the competitor's school being responsible for any damages. Intentional property damage will result in chapter membership suspension.
- **Prohibited Materials:** Flash bangs, live munitions, or any type of projectiles are prohibited during the event. Use of any prohibited item will result in disqualification. Any damages that result from the use of prohibited items will be the financial responsibility of the competitors school. The chapter's membership shall be suspended.
- **Long Guns:** All long guns must have a functional sling, utilized by participants handling these weapons.
- **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.
- **Handcuffing and Restraints:** Handcuffing shall be conducted in accordance with the current version of the TPSA rulebook.
- **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.
- **Searches:** Searches shall be conducted in accordance with the current version of the TPSA rulebook.

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Professionalism						
Professionalism This criterion evaluates the appropriateness of attire and the level of professional behavior displayed, considering industry standards relevant to the event.	0 No professionalism demonstrated. Attire and behavior are entirely inappropriate or unacceptable.	1 2 Attire is inappropriate for the event and does not meet industry standards. Professional behavior is inconsistent.	3 4 5 Attire is mostly appropriate but may not fully meet industry standards. Professional behavior is generally acceptable.	6 7 8 Attire meets industry standards and is appropriate for the event. Professional behavior is consistent.	9 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.	
Advance on Point of Entry						
Advisement to Dispatch Competitors will simulate notifications to dispatch. The competitors will advise dispatch that the building search team is on scene, request backup to secure the perimeter (ghost officers), and to have dispatch secure the channel.	0 No communication with dispatch	1 Competitors advise that the building search team is on the scene, but fails to request backup, secure channels and requests from auxiliary agencies	4 Competitors advise that the building search team is on the scene, but fails to request backup, or secure channel, or auxiliary agencies (Does 2 of the 4)	5 Competitors advise that the building search team is on the scene, but fails to request backup, or secure channel, or auxiliary agencies (Does 3 of the 4)	7 Competitors advise that the building search team is on the scene, but fails to request backup, or secure channel, or auxiliary agencies (Does 4 of the 4)	

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Tactical Movement Students must demonstrate an accepted tactical movement to target. Students must utilize (not limited to) a stack, diamond, or heavy head type of formation. Students must cover all angles at all times (720 degrees). The number one (1) priority is officer safety. Students are not required to have a rear guard walk backwards but must have a rear guard checking the rear threat.	0 Students moved to the target with no tactical formation or movement.	4 Students used unsafe movements but may have resembled some form of tactic, or failed to check for rear threats during their approach and/or movement.	6 Competitors moved in formation but failed to maintain tactical formation and/or failed to check rear guard	8 Competitors moved in formation and showed tactical movement but did not execute tactics the entirety of the scenario	10 Competitors demonstrated and executed tactical formation, and continued to check all angles throughout the scenario	
Room Entry						
Room entry Competitors will be required to enter a room using accepted tactics. The competitors will demonstrate a "fill and flow" style of entry (fill and flow: is in relation to officers/operators entering a room. If one flows to the right, another fills a spot to the left,etc. The competitors will maintain tactical spacing (not bunching up on each other, and/or not on the same line of fire). Competitors must demonstrate crisscross, button hook, or some modified room entry tactics. Competitors also demonstrated a "threshold evaluation" and did not stay in the "fatal funnel."	0 The competitors did not demonstrate any tactical entry.	2 The competitors failed to use accepted tactics entering the room but were able to maintain a fill and flow style and appropriate spacing once in the room, but failed to stay on same line of fire.	6 Competitors showed an attempt to use tactics entering the room but failed to demonstrate the knowledge and execution needed for the tactics.	8 Competitors demonstrated knowledge of the required tactics but failed to execute throughout the entirety of the scenario	10 Competitors demonstrated room entry tactics nearly flawlessly.	

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Team Communication Competitors communicated their tactics to enter the room and communicated information to the rest of the team of what the threshold evaluation revealed. Competitors will maintain communication once in the room. They will communicate with one another during the entirety of the scenario. They will communicate in a professional, clear and concise way.	0 There was no communication with teammates.	2 Competitors had little to no communication during the scenario. The communication was not clear, concise or professional	6 Competitors communicated during the scenario but the communication was one sided and it was not professional.	8 Competitors communicated as a team but the communication was not professional, concise or clear the entire time.	10 Competitors communicated the entire scenario as a team and the communication was professional, clear, and concise	
Use of Lighting (flashlights) Competitors will be moving through halls and rooms and may have to use flashlights. Competitors may also use a light switch to turn the lights on within the room. Competitors must use proper lighting and flashlight techniques throughout the event.	0 Competitors did not deploy or use flashlights or may not have turned the lights on with the light switch.	1 Competitors deployed flashlights but were lighting up each other casting their shadows on the walls, giving up their tactical position.	2 Competitors deployed their flashlights, but either cast shadows on the walls of their team, or their weapon.	4 Competitors deployed their flashlights, did not cast a shadow on their weapons but may have cast shadows on team members.	6 Competitors deployed their flashlights, did not cast a shadow on their weapons or teams.	
Search of Room/Individuals						
Locate individuals: The team will locate all individuals within the scenario.	0 No individuals were located within the scenario.	1 The team located some (25%) of the individuals within the scenario.	3 The team located half (50%) of the individuals within the scenario.	5 The team located the majority (75%) of the individuals within the scenario.	6 The team located all individuals within the scenario. (100%)	

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Searching Individuals Competitors are required to conduct a full systematic search on all individuals located within the scenario. 1. The competitor must verbalize they are conducting systematic search. 2. Locate all contraband/weapons on the person.	0 The competitors did not complete the required elements.	1 The competitors completed less than 50% of the required elements.	2 The competitors completed at least 50% of the required elements.	4 The competitors completed at least 75% of the required elements.	5 The competitors completed 100% of the required elements.	
Applicable laws and regulations All searches of the scenario location and individuals located within the scenario shall be carried out in accordance with all applicable laws and regulations. (E.g. Search incident to arrest)	0 No searches were conducted in accordance with applicable laws and regulations.	2 Less than 50% of the searches conducted were done in accordance with applicable laws and regulations.	3 At least 50% of the searches conducted were done in accordance with applicable laws and regulations.	4 75% of the searches conducted were done in accordance with applicable laws and regulations.	6 100% of the searches conducted were done in accordance with applicable laws and regulations.	
Secure weapons/contraband The competitors secured all weapons/contraband either hidden in the scenario or on an individual. This section pertains to how the contraband and/or weapons are secured with the officers. Items left on counter, table etc. and not on or with an officer is not secured.	0 The competitors did not secure any contraband or weapons.	1 The competitors secured less than 50% of the weapons/contraband	2 The competitors secured at least 50% of the weapons/contraband.	3 The competitors secured at least 75% of the weapons/contraband.	4 The competitors secured 100% of the weapons/contraband or no weapons/contraband required for scenario.	
Handcuffing						
Double locked Competitors shall double lock all handcuffs.	0 No handcuffs were double locked	1 Majority of handcuffs were NOT double locked	3 The majority of the handcuffs were double locked	4 All but one (1) of the handcuffs were double locked	5 All handcuffs were double locked	

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Handcuffing Technique Competitors demonstrated a smooth operation while handcuffing the suspect(s). Competitors did not fumble around while handcuffing and showed good officer safety tactics while handcuffing. Handcuffs must be applied at the appropriate tightness (two finger rule). Judges must take into consideration the age and size difference in suspects. I.E. for larger suspects there may need to have two cuffs applied in linear succession and for elder suspects competitors may need to be cuffed in front.	0 Competitors did not handcuff the suspects	1 Competitors handcuffed all suspects but did not demonstrate good tactics or handling of the cuffs and suspects	3 Competitors handcuffed all suspects and demonstrated good technique but may not have been smooth or handcuffed too tight or loose (two finger rule), or did not show officer safety tactics the whole time.	4 Competitors handcuffed all suspects, demonstrated good technique, and showed good officer safety tactics while handcuffing but did not apply the appropriate tightness or looseness (two finger rule).	5 Competitors handcuffed all suspects, demonstrated good technique, and showed good officer safety tactics while handcuffing and applied the appropriate tightness or looseness (two finger rule).	
Officer Safety						
Lasering/muzzle discipline Competitors shall not laser another competitor.	0 Competitors muzzled/lasered throughout the scenario with no regard to officer safety	1 Competitors lasered/muzzled multiple times and showed no discipline throughout the scenario	3 Competitors showed knowledge of what lasering/muzzle discipline is but still lasered two (2) times during the scenario.	4 Competitors showed knowledge of what lasering/muzzle discipline is but still lasered someone once (1) but no more.	5 Competitors did not laser or muzzle anyone during the entirety of the scenario	

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Priority of fire (cross fire) During the scenario, competitors maintained their own line of fire/sectors. Competitors were not on different firing planes (Sul) while facing the same direction. Competitors must maintain this while moving and while in the room after entry has been made, targets or sectors have been identified, and searching begins. Officers shift sectors and or Sul as searching officers moves through the cover's sector of fire.	0 Competitors showed no knowledge of the priority of the fire, maintaining the same firing line, had instances of crossfire throughout the scenario	1 Competitors showed no knowledge or discipline in preventing cross fire situations. Did not maintain any line of fire while moving or in the rooms but showed an attempt at some point during the scenario	3 Competitors showed knowledge of the priority of the fire, maintaining the same line of fire but failed to execute during the scenario	4 Competitors demonstrated a knowledge for maintaining the same line of fire and executed the tactic during the majority of the scenario.	5 Competitors demonstrated knowledge and executed the tactic and had no instances of cross fire during any part of the scenario.	
Conclusion of Scenario						
Advise Dispatch Competitors will advise dispatch of the number of suspects in custody, male/female, and the scene is safe, and release the channel.	0 No conclusion communication with dispatch	1 Competitors communicated less than 50% of the required information to dispatch.	3 Competitors communicated at least 50% of the required information to dispatch.	5 Competitors communicated at least 75% of the required information to dispatch.	6 Competitors communicated 100% of the required information to dispatch.	
						Total Score: _____ / 100 pts

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