

**FORCE OPTIONS SIMULATOR COURSE**  
**VIRTRA Force Options Simulator**  
**(4 Hours - PSP Firearms authorized)**

Maximum class size is 8 students.

**EXPANDED COURSE OUTLINE**

- I. Introduction and Lecture (30 minutes)
- A. Introduction
1. Registration - Instructors will ensure all personnel are present and required forms and class rosters are completed.
  2. Orientation - Description of training and VIRTRA facility. **I(c)**
  3. VIRTRA Safety Orientation and Safety Rules
    - a. Follow Simulator Rules - Cover primary elements as a checklist
    - b. Follow Instructor commands
    - c. Strict Weapon Discipline and Muzzle Control
    - d. No Lasering of personal body parts or others
    - e. Safety Policy Review
  4. VIRTRA Safety Procedures – Los Osos, CA
    - a. Discuss local emergency/first aid procedures
    - b. Closest medical facility –  
Sierra Vista Medical Center  
1010 Murray Ave  
San Luis Obispo, CA 93405
- B. Course Goal & Objectives
1. Goal: Improve decision making skills related to use of force.
  2. Objectives:
    - a. Increase awareness in current law and departmental policy in the use of force.
    - b. Increase proficiency in selection of appropriate force options.
    - c. Improve skills in tactics and force options by utilization of simulator.
- II. Lethal Force Overview (15 minutes)
- A. Law: **I(h,i)**
1. Federal Law
    - a. Title 18, USC Sec 242 and 1983 (Civil Rights)
  2. State Law
    - a. Penal Code § 835, Method of making arrest, amount of restraint
    - b. Penal Code § 835(a), Use of reasonable force to effect arrest, prevent escape or overcome resistance
    - c. Penal Code § 843, Arrest under warrant; force permissible, what force may be used.
    - d. Penal Code § 196, Justifiable homicide; public officers

- e. Penal Code § 197, Justifiable homicide; any persons
  - f. Penal Code § 198, Justifiable homicide; sufficiency of fear
  - g. Penal Code § 198.5, Home protection; use of deadly force: Presumption of fear of death or great bodily injury
- B. Agency Policy **I(h,i)**
- 1. Generic overview of policies
    - a. Each student will be responsible for knowledge of their department use of force policy prior to attending the class.
    - b. Duty to know agency policy.
  - 2. Force Options Defined (LD 20)
    - a. Choices available to a police officer concerning the methods available as identified in each agency or department policy documentation.
- C. Legal/Moral/Ethical Issues involving Use of Force/Lethal Force **I(h,i,j)**
- 1. Civil Implications of using Force/Lethal Force
  - 2. Report Writing
  - 3. Preliminary Investigation Overview
- D. Review Case law involving use of force/deadly force.
- 1. Case Law - Reasonable Force
    - a. **Tenn. vs Garner** (deadly force)  
*In order for peace officers to employ lethal force, they must consider:*
      - 1) Life-threatening escape-“Where the officer has probable cause to believe that the suspect poses a threat of serious physical harm, either to the officer or others...”
      - 2) Life-threatening felony – “...if the suspect threatens the officer with a weapon or there is probable cause to believe that he has committed a crime involving the infliction of serious bodily harm...”
      - 3) Give warning where feasible – “...the court imposes a constitutional requirement that some warning be given prior to the use of lethal force where feasible...” “HALT, POLICE! Stop or I’ll shoot!”
      - 4) If necessary to prevent escape – “...in order for lethal force to be constitutionally permissible, there must be probable cause to believe that the use of lethal force is reasonably necessary...”
    - b. **Graham vs Conner** (*Reasonable Force*)  
*The reasonableness of a particular use of force must be:*
      - 1) Judged from the perspective of a reasonable officer
      - 2) Examined through the eyes of an 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. **Forrester vs San Diego** (Level of force used)
  - 1) Officers do not necessarily need to use the least intrusive force.
  - 2) Force must be reasonable and justified
  - 3) Example: Officers don't have to carry protesters, they can use pain compliance or other means to effect arrest

III. Scenario Tactics (15 minutes)

**I(a,b,c,d,e,f,g)**

A. Tactical Overview

- 1. Awareness
  - a. VIRTRA Command sequence
  - b. Accuracy (target acquisition), center mass **I(e)**
  - c. Avenue of escape/surroundings
    - 1. After Action Drills.
    - 2. Course of action to take immediately after firing at a threat.
  - d. Movement **I(f)**
    - 1. Shooting on the move
    - 2. Include tactical applications of movement.
  - e. Cover (generally stops bullets)
  - f. Concealment (hides officer's position)
  - g. Distance to enhance tactical advantage (distance = time)
  - h. Communication
    - 1. With - subject/suspect
    - 2. Fellow officers
    - 3. Dispatch
- 2. Weapons Safety **I(b)**
  - 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
  - b. Weapons Familiarization specific to VIRTRA simulator
- 3. Fundamentals of Shooting **I(d)**
  - a. Stance
  - b. Grip
  - c. Sight Alignment
  - d. Sight Picture
  - e. Trigger Control
  - f. Breathing
  - g. Recovery - Follow through
- 4. Weapons Clearing **I(f)**
  - a. Tactically reloading (Bringing handgun back up to full capacity)
  - b. When shooting has stopped
  - c. Move to Cover
  - d. Proper grip of fresh magazine

- e. Strip and replace in-gun magazine
- f. Used magazine in pocket, not pouch
- g. Practice and Proficiency demonstration
- 5. Weapon Malfunction Exercise **I(f,g)**
  - a. Type I, Failure to Fire
    - 1. Clearance Drill – Tap, Roll, and Rack
      - (1) Practice with no rounds
      - (2) Practice with VIRTRA Mags
  - b. Type II, Stove pipe - discussion
    - 1. Failure to Rack
    - 2. Rack extract
  - c. Type III, Double Feed - discussion
    - 1. Tap
    - 2. Roll rack

IV. Scenarios (2 - hours)

- A. Force Options
  - 1. Uniform Presence
  - 2. Verbal
  - 3. Chemical Agents
  - 4. Hands/ Control Holds
  - 5. Impact Weapons
  - 6. Electronic Disruption Weapons
  - 7. Less Lethal
  - 8. Lethal Force
- B. Practical Application Simulator Scenarios
  - 1. Minimum of 3 scenarios for each student (one non-shoot) (EXAMPLES)
    - a. Target/Group shooting: emphasis on handgun fundamental marksmanship. **I(d)**
    - b. Less than Lethal
      - 1) Communication with suspect/individual
      - 2) TASER/pepper spray
    - c. Lethal Use of Force **I(e)**
      - 1) Threat Assessment/Threat Prioritization - Target Identification
      - 2) Threat ID - targets of varying threat
      - 3) Threat type, lethality, and range
  - 2. Critique and debrief after each scenario.

V. Training Review and Test (1/2 – hour)

- A. Following the VIRTRA Simulator training, students will review covered topics.
- B. Test
  - 1. Any student scoring below standard on any exercise, as established by the presenter, will be remediated, and tested until the standard is

achieved.

2. Written or verbal followed by open discussion

VI. Course Evaluation and Final Review (1/2 - hour)