

FORCE OPTION SIMULATOR (CCN:21065) 4 HOURS

(Revised October 12, 2025)

Course Goal: Improve decision-making skills related to the use of force for sworn police officers and recruits.

Course Objective: The objective of this course is to increase awareness in current law and departmental policy in the use of force, proficiency in selection of appropriate force options, improve skills in tactics and force options by utilization of a simulator, and reinforce proper use of de-escalation tactics. This course builds upon and develops existing student skills, knowledge, and attitudes related to the use of force.

I. Introduction and Lecture

A. Federal law

1. Title 18, USC Sec 242 and 1983 (Civil Rights)

B. State law

- A. PC 835, Method of making arrest, amount of restraint
- B. PC 835a, Use of reasonable force to effect arrest, prevent escape or overcome resistance
- C. PC 843, Arrest under warrant; force permissible, what force may be used.
- D. PC 196, Justifiable homicide; public officers
- E. PC 197, Justifiable homicide; any persons
- F. PC 198, Justifiable homicide; sufficiency of fear
- G. PC 198.5, Home protection; use of deadly force: Presumption of fear of death or great bodily injury

C. 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...”

FORCE OPTION SIMULATOR (CCN:21065) 4 HOURS

(Revised October 12, 2025)

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
Examined through the eyes of an officer on the scene at the time the force was applied
2. Based on the facts and circumstances confronting the officer without regard to the officer's underlying intent or motivation
 - a. 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

II. Agency Policy/De-escalation

- A. Use of Force Considerations
- B. Lethal force within the spectrum of Force Options
- C. Imminent threat
 - 1) Ability, Opportunity, Apparent Intent
- D. Review Department lethal force policy
- E. Force Options
 - 1) Physical presence/command presence
 - 2) Verbal
 - 3) Hands/Control Holds
 - 4) Chemical Agents
 - 5) Impact Weapons
 - 6) Electronic Control Weapons
 - 7) Less Lethal projectiles
 - 8) Lethal Force
- F. Escalation and De-escalation process
- G. Tactical Conduct Policy/SB230
 - 1) Level of Urgency – seriousness of the offense
 - 2) Threat Assessment
 - 3) Distance, cover, concealment – Time
 - 4) CIT
- H. Duty to warn
- I. Duty to Intervene
- J. Duty to report to a supervisor
- K. Addressing persons with physical, mental health, developmental, or intellectual disabilities {835a(a)(5)}.

FORCE OPTION SIMULATOR (CCN:21065) 4 HOURS

(Revised October 12, 2025)

III. Tactical Overview

A. Awareness

- 1) Familiarization with equipment
- 2) Accuracy (target acquisition), center mass
- 3) Avenue of escape/surroundings
- 4) Movement
- 5) Cover (generally stops bullets)
- 6) Concealment (hides officer's position)
- 7) Distance to enhance tactical advantage (distance = time)
- 8) Communications
 1. With - subject/suspect
 2. Fellow officers
 3. Dispatch
- 9) Activation: physical motion for the Mobile Video Recorder

B. Weapons Safety

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.

IV. Practical Application Simulator Scenarios

A. Weapons Familiarization specific to simulator

V. Minimum of 3 scenarios for each student (one non-shoot)

- A. Each scenario will be debriefed, and the students will be evaluated on their ability to articulate the necessity to use force, legal justification, and De-escalation tactics employed, as well as the proper force used for the particular circumstances of the scenario

VI. Course Evaluation and Final Review