

Day 1

1200-1250-Introductions (COP/ AOT staff)
1250-1300- 10 minute Break
1300-1350-Leadership/ Transition to Supervisor Lecture (Kerlin, Spencer & J Brotherton)
1350-1400-10 minute break
1400-1430-Conflict Resolution lecture (Kerlin)
1430-1520-OPS Investigations (Kerlin and J Brotherton)
1520-1530-10 minute break
1530-1600-Employee Feedback/Communication lecture (AOT Staff)
1600-1630 Lunch Break
1630-1700 Safety check and scenario set up
1700-1720-Scenario Stage
1720-1740-Scenario Stage
1740-1800-Scenario Stage
1800-1820-Scenario Stage
1820-1840-Scenario Stage
1840-1900-Scenario Stage
1900-1920-Scenario Stage (switch practical and scenario groups)
1920-1940-Scenario Stage
1940-2000-Scenario Stage
2000-2020-Scenario Stage
2020-2040-Scenario Stage
2040-2100-Scenario Stage
2100-2120-Daily debriefs
2120-2200-Test Review/admin/Evaluations

Day I Practical's

1. Presentation Project- (classroom 205)
 - a. (COC) 2-3 Lt role players
 - b. 10 minute presentation on a community engagement project for their squad
2. Briefing Scenario (conference room)
 - a. Squad of 4-5 role players/1 Evaluator
 - b. old mouthy officer with new policy (new everyone carries Taser policy)
 - c. EEO violation Inappropriate (gender or race)
3. Citizen Communication (Dorm hallway)
 - a. Angry customer service (dust for Fingerprints)
 - b. Neighborhood concern (recent burglaries)
 - c. Business Concerns (Poop)
4. Employee Feedback (Dorm Hallway)
 - a. Disgruntled officer
 - b. Young mistake officer
 - c. Good briefing officer
5. Scene Management (2 story/Bar)
 - a. Suspicious Item
 - b. Barricade
 - c. 4-6 officer role players 2 civilian role players
6. Assist other agency
 - a. Fed assist for knock
 - b. Probation officer (search of house)
 - c. Jail found contraband
7. Field Tools Practical
 - a. 5 students
 - b. Shield, pepper ball, flex, shotgun, rifle and Breaching tools
 - c. Station to demo and discuss field tools

Written Project- (2)

- a. community engagement project for their squad
- b. Award for Child abduction case and Injury report
- c. Written and submitted to staff

Day 2

1200-1250-ICS/Critical Incident (Spencer J Brotherton)
1250-1300- 10 minute Break
1300-1350-Crime Scene Management (J. Brotherton)
1350-1400-10minute break
1400-1430-ISB Callout/ Detective Briefing (J Brotherton)
1430-1440-10 minute break
1440-1510-OIS/In Custody Death (J. Brotherton)
1510-1520-10 minute break
1520-1600-Manageing Difficult employee/PIP (Dan And Jen)
1600-1630 Lunch Break
1630-1700 Safety check and scenario set up
1700-1720-Scenario Stage
1720-1740-Scenario Stage
1740-1800-Scenario Stage
1800-1820-Scenario Stage
1820-1840-Scenario Stage
1840-1900-Scenario Stage
1900-1920-Scenario Stage (switch practical and scenario groups)
1920-1940-Scenario Stage
1940-2000-Scenario Stage
2000-2020-Scenario Stage
2020-2040-Scenario Stage
2040-2100-Scenario Stage
2100-2120-Daily debriefs
2120-2200-Test Review/admin/Evaluations

Day 2 Practical's

1. Presentation Project- (classroom 205)
 - a. (COC) 2-3 Lt role players
 - b. 10 minute presentation on Divisional project to train personnel
2. Crime scene management Scenario (2 story/ bar)
 - a. Squad of 4-5 role players/1 Evaluator
 - b. Shoot out scene with witness and victim
 - c. Brief and prepare for detective call out
3. Citizen Communication (Dorm hallway)
 - a. Neighborhood association meeting
4. Employee Feedback (Dorm Hallway)
 - a. Lazy officer
 - b. Angry Det Sgt. confrontation
 - c. Officer taking a lot of leave
5. Debriefing (admin building/flag pole)
 - a. Major incident script
 - b. 4 officer role player and cars
6. PIO Interview (west side of bar/Tower)
 - a. Bay and Dugan
 - b. Given a script of information
 - c. Cameras and 2 role player media
7. Building Clearing Tactics - (shoot house)
 - a. 5 students
 - b. Demo and discussion practical

Written Project- (2)

- c. Memo to Div. Capt. & PPR for late briefing attendance repeatedly
- d. Divisional project to train personnel
- e. Written and submitted to staff

Day 3

1200-1250-Use of Force Investigations – Lt. Holubiak
1250-1300- 10 minute Break
1300-1350-Training, Teaching and Development (Officer Pluchinsky)
1350-1400-10 minute break
1400-1430-ICAT
1430-1520-Community Engagement (Lt Dennison)
1520-1530-10 minute break
1530-1600-PERF 30 (J. Brotherton)
1600-1630 Lunch Break
1630-1700 Safety check and scenario set up
1700-1720-Scenario Stage
1720-1740-Scenario Stage
1740-1800-Scenario Stage
1800-1820-Scenario Stage
1820-1840-Scenario Stage
1840-1900-Scenario Stage
1900-1920-Scenario Stage (switch practical and scenario groups)
1920-1940-Scenario Stage
1940-2000-Scenario Stage
2000-2020-Scenario Stage
2020-2040-Scenario Stage
2040-2100-Scenario Stage
2100-2120-Daily debriefs
2120-2200-Test Review/admin/Evaluations

Day 3 Practical's

1. Presentation Project- (classroom 205)
 - a. (COC) 2-3 Lt role players
 - b. 20 minute presentation to COC on Call reduction
2. Admin time (cafeteria)
 - a. Work on projects
3. Field tool Station (dorm)
 - a. Less lethal
 - b. Shields
 - c. Breaching
4. 911 calls de-escalation and control (bar)
 - a. Squad of 4-5 role players/1 Evaluator
 - b. Shoot out scene with witness and victim
 - c. Brief and prepare for detective call out
5. Use of Force (DT room)
 - a. Officers using force scenarios (3x)
 - b. 1 suspect and 2-3 officers
6. High Risk Stop- (Track)
 - a. 6 students
 - b. 1 civilian and 3 officer role players
 - c. High risk stops (static)
 - d. Spikes

Written Project- (2)

- e. Memo to Incident debrief
- f. Call reduction

Day 4

1200-1300-Officer Safety and Wellness (Officer Gamez and AOT staff)

1300-1320- Safety check and scenario set up

1320-1340-Scenario Stage

1340-1400-Scenario Stage

1400-1420-Scenario Stage

1420-1440-Scenario Stage

1440-1500-Scenario Stage

1500-1520-Scenario Stage (switch practical and scenario groups)

1520-1540-Scenario Stage

1540-1600-Scenario Stage

1600-1620-Scenario Stage

1620-1640-Scenario Stage

1640-1700-Scenario Stage

1700-1730 Lunch Break

1730-1830 Daily debriefs (AOT Staff)

1830-1930 FTS and Probation (Sgt. Andreacola and Lt Dennison)

1930-2030- Test (AOT Staff)

2020-2100- Test Review (AOT Staff)

2100-2200-Conclusion and Graduation (AOT Staff)

Day 4 Practical's

1. Presentation Project- (classroom 205)
 - a. (COC) 2-3 Lt role players
 - b. 20 minute presentation to COC on (crime reduction plan)
2. Pursuit (Radio)
 - a. Officers
 - b. 1 suspect and 2-3 officers
3. OIS - (Flag Pole)
 - a. 1 students
 - b. 1 civilian and 2- 3 officer role players
4. Crime Scene management (2 story)
 - a. Child Death Scene
 - b. Squad of 4-5 role players/1 Evaluator
 - c. Shoot out scene with witness and victim
 - d. Brief and prepare for detective call out
5. Use of Force Investigation (Bar)
 - a. Hard empty hand take down and strikes
 - b. 1 in cuffs, 2 officers, 2-3 witness
6. Conflict Management
 - a. The other Sgt. is mad because your officer is lazy
 - b. Another Sgt. role player
7. Call Load management (Cafeteria -Bustamante)
 - a. 3 students
 - b. Demo and discussion practical
8. Small Unit Tactics (Thrall-Conference Room)
 - a. 3 students
 - b. Discussion practical

Written Project- (2)

- c. Response to a community support group, response to officer not showing up to training
- d. Memo of appreciation for officer assistance on case follow up