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
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- 10 minute 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-Managing 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