

MESA POLICE Department Policy Manual	Training with Simunitions	DPM 1.5.40 Effective 10/01/2015
Approved by: Chief of Police	Chapter: Training & Proficiency	Page: 1 of 4

1. PURPOSE

This policy provides Mesa Police Department (MPD) members with guidelines regarding training with simunitions.

2. SIMUNITIONS REQUIREMENTS

- A. Required simunitions protective equipment:
 - 1. Full protective face mask.
 - 2. Throat protector.
 - 3. Groin protection.
- B. Recommended simunitions protective equipment:
 - 1. Heavy, long-sleeved shirt, long pants, or overalls.
 - 2. Gloves.
 - 3. Ballistic vest.
- C. No one may participate in simunitions training without a simunitions Safety Officer being present.
 - 1. Fully brief each participant on safety procedures **prior to the start of training**. Refer to [DPM 1.5.40A1 Simunition Training Safety Brief](#).
- D. Simunitions Safety Officers must have attended a safety course approved by a Special Operations Lieutenant (e.g., Simunition FX Scenario Instructor and Safety Certification Course, Force-On-Force NLTA Instructor, MPD Training Safety Course, etc.)
- E. Instructors will recertify every year at the MPD Training Safety Course.
- F. Only a certified simunitions Safety Officer may check out simunition weapons and ammunition.
 - 1. Weapons are stored at Training with the Proficiency Skills squad, at Metro with the SWAT training squad, and at the simunition training building.

3. SAFETY OFFICER RESPONSIBILITIES

- A. Inspect training area.
- B. Inspect and search **all participants** to ensure there is no live ammunition or other weapons (e.g., knives, OC, etc.) present.
- C. Issue all simunitions ammunition and all simunitions weapons.
- D. Secure and unload the simunitions weapons at the end of the scenario.
- E. If a participant or weapon is removed prior to the conclusion of the training session, search participant and secure weapon.
- F. **Do not** participate in the scenario or serve as an evaluator of the training. Only observe the training for safety issues.
- G. The Safety Officer has the authority to stop the training at any time.

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4. SIMUNITIONS TRAINING BUILDING

4.1 Purpose

- A. The simunition training building is designed to provide force-on-force training. The simunition training building is managed, scheduled, and maintained by Special Operations.
- B. All aforementioned simunition guidelines in this policy will be followed. All outside agencies must sign a waiver of liability if not covered by an MOU. Non-police agencies shall have authorization from a Special Operations Lieutenant and must follow all listed guidelines and provide their own force-on-force instructor. Special Operations will provide the Safety Officer.

4.2 Definitions

- A. **Training Room** - the simunition training building where training scenarios are to be instructed.
- B. **Safe Zone** - the staging/debriefing area inside the south entry door into the simunition training room. Once officers are checked by the Safety Officer at the choke point and permitted into the staging/debriefing area, they are now in the Safe Zone. The Safe Zone also includes the simunition training room.
- C. **Unsafe Zone** - any area outside the staging/debriefing area and simunition training room.

4.3 The Following is Not Permitted in the Simunition Training Building

- A. Live weapons, ammunition, chemical irritants, or edged/impact weapons.
- B. Explosive breaching or explosives (LSDD).
- C. Booby traps or props (must be approved by a Special Operations Lieutenant).
- D. Flammable gas or liquids.
- E. Storage of any type along perimeter of the training room. Furniture is allowed inside the training room.
- F. Gas engines.
- G. Blocking of exits, exit signs, and sprinkler heads.

4.4 Simunitions Training Building Guidelines

- A. Prior to the start of any training, the Safe Zone shall be inspected for any weapons that have not been modified to fire non-lethal live simunition marking cartridges, magazines that have not been inspected, and lethal ammunition. If found inside the Safe Zone, they shall be removed from the Safe Zone and placed in the Unsafe Zone.
- B. Any officer entering the simunition training building needs to secure their weapons, ammunition, chemical irritants, edged weapons, and impact weapons in the gun lockers located outside the Safe Zone or in their vehicle.
- C. If weapons are stored in the gun lockers outside the Safe Zone, the Safety Officer will maintain the key to the lockers. One common key will be utilized

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- for all gun lockers. Participants will not have access to the key unless going through the Safety Officer.
- D. Before entering the Safe Zone, everyone is required to be safety checked by a certified Safety Officer. No one is exempt from being safety checked.
 - E. Once inside the Safe Zone, anyone leaving the Safe Zone for any reason shall notify the Safety Officer in charge of the Safe Zone.
 - F. Anyone re-entering the Safe Zone shall be safety checked again by the Safety Officer.
 - G. Full face, neck, and groin protection shall be worn at all times while participating in scenarios. If for any reason during a scenario problems arise with protective equipment coming dislodged, immediately protect the exposed area with your hands, kneel or become prone and shout, "Cease Fire" and wait for action to stop. Replace or fix the equipment when it is safe to do so.
 - H. All participants must display safety awareness and good judgment at all times.
 - I. The Safety Officer may remove anyone from the building if they violate any portion of this policy or are deemed to be unsafe.

4.5 Training Building Safety Officer Responsibilities

- A. Open the training room 30 minutes prior to any training session and ensure all of the buildings are functional.
- B. Conduct a safety sweep of the building, check to see that no equipment was left behind/out from a prior training session, that there is no unreported damage, and no prohibited items lying around.
- C. If protective gear is being used, set it out. Make sure it is clean and in safe working order.
- D. Ensure that **every** person is checked before entering the Safe Zone and that no unpermitted items enter past the safety check point. Provide everyone with safety tape and ensure they secure it visibly to either ankle.
- E. Ensure that if anyone comes in with any prohibited items, they either exit to secure the item in their vehicle or secure it in one of the lockers.
- F. Ensure that during the training session all students are wearing the mandatory protective gear and that at **all** times **all** persons are wearing eye protection while outside.
- G. At the end of the training session make sure all protective gear is returned and properly stored.
- H. Make sure **only** a Safety Officer retrieves any personal gear and returns the items to the students. **Never** give a key to a student to retrieve their property. Any property left behind should be turned in to a supervisor before the end of the day.
- I. Before anyone leaves for the day, make sure all injuries and any property damage are reported to a supervisor.

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5. SIMUNITION TRAINING AREAS

- A. All simunition training exercises conducted away from the simunition training building shall follow all the safety protocols and restrictions as detailed in this policy.

REFERENCES

- [DPM 1.5.40A1 Simunition Training Safety Brief](#)