LEVELS OF RESISTANCE			1009.00	
USE OF INTERACTIVE TRAINING SIMULATOR				
ISSUED: 06-02-2017	EFFECTIVE: 06-12-2017	REVISED: 09-07-2023	REVIEWED: 09-07-2023	PAGES: 3

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This procedure consists of the following numbered sections:

- I. OBJECTIVE II. STORAGE
- II. SIMULATOR SAFETY RULES AND GUIDELINES

PURPOSE

The purpose of this standard operating procedure is to outline proper safety protocols for the use of the interactive training simulator and to outline the proper and safe storage of equipment and accessories.

SCOPE

This procedure shall apply to all Punta Gorda Police Department personnel.

DISCUSSION

The interactive training simulator and software is a method of training for real life scenarios that an officer would encounter during a typical shift and will act as an ideal supplement to the Punta Gorda Police Department training component.

PROCEDURE

I. **OBJECTIVE**

- A. The interactive training simulator is intended to provide: "optimum utilization of training resources and personnel in a dynamic, fluid environment providing:"
 - 1. A solid foundation for law enforcement safety;
 - 2. Evaluation of each participant, based on established guidelines, to ensure training integrity and reliability; and
 - 3. Training based on individual needs.

II. SIMULATOR SAFETY RULES AND GUIDELINES

- A. The following rules and guidelines shall be adhered to while personnel are training utilizing the interactive training simulator:
 - 1. The use of simulator weapons shall be utilized for simulator training purposes only.
 - 2. All weapons used with the training simulator shall be designated with blue markings dedicated for simulator training.
 - 3. All simulator weapons shall be issued by authorized agency personnel who have been trained on the simulator equipment. A safety check and inventory will be completed and documented by the issuing authority.
 - 4. Hazard Warning signs shall be posted on each of the training door entrances.
 - 5. It shall be the responsibility of the instructor to ensure that any training requiring the use of simulated firearms or other weapon system used in the interactive scenario training will have a minimum of one designated safety officer whose sole responsibility will be to ensure the safety and well-being of the officers and others involved.
 - 6. The designated safety officer shall be responsible to ensure that no ammunition or weapons, to include but not limited to, firearms, TASERs, subject control spray, and pocket knives shall be in the training room while training is in session.
 - 7. The designated safety-officer(s) shall be responsible to ensure that all weapons are simulated.
 - 8. The designated safety officer shall be responsible to ensure that a first aid kit and an Automated External Defibrillator are present at the training site.

- 9. In accordance with <u>SOP 1306.00 *Safety Officer Program*</u>, the Employee Development Coordinator or their designee shall create a safety plan and review it with the Safety Officer at least 72 hours prior to the training event.
- 10. All usage of the training simulator must be coordinated with the Employee Development Coordinator.

III. STORAGE

- A. Training simulator accessories shall be stored in a designated combination locker.
- B. The instructor shall sign the designated log, placed in the locker, when the equipment is being taken from and returned to the locker. They shall report to the Employee Development Coordinator any training simulator equipment and accessories that have been damaged.

APPROVED

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PAMELA R. SMITH, CHIEF OF POLICE

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