
**ADMINISTRATIVE DIRECTIVE – 105.016
SIMUNITION TRAINING AND EQUIPMENT**

EFFECTIVE DATE: March 1, 2000
REVIEW DATE: April 22, 2014
AFFECTS: Sworn Personnel

REVISION DATE: April 22, 2014

I. PURPOSE

The purpose of this directive is to outline the appropriate applications for Simunition F/X training and equipment and its restrictions of use within the Plano Police Department.

II. POLICY

- A. It shall be the policy of the Plano Police Department to provide scenario-based training, using Simunition equipment, to its officers on a regular basis.
- B. The Department will use Simunition F/X equipment exclusively.
- C. Any use of the Simunition equipment by Department personnel will be supervised by a person certified by Simunition Ltd in (1) the use and handling of all equipment and (2) the development and implementation of scenarios.

The use of Simunition F/X cartridges in combination with scenario-based training will allow an officer to enter a live-fire exercise and be able to recognize a threat and then react to that threat utilizing his/her own service weapon and associated equipment. It allows the testing of an officer's decision-making ability, use of cover, weapon manipulation, and shot placement in a live-fire environment. The officer will build confidence in his/her abilities to handle situations by the proven use of cover, tactics, safety, and decision-making.

III. DEFINITIONS

- A. "Cease Fire" – A command given in a scenario ordering all persons to stop all actions, engage safeties on weapons (when applicable), point all weapons in a safe direction, and await further instructions.
- B. F/X Conversion Kit/Safety Ring – Equipment which allows F/X training cartridges to be fired from the trainee's service weapon. The design of this equipment helps to prevent the inadvertent chambering of live ammunition.
- C. F/X Marking Cartridge – Less-lethal live-fire training ammunition that can be safely used in a force-on-force confrontation simulation.
- D. F/X Protective Face Mask – Equipment designed to protect the face, eyes, and ears from the impact of F/X projectiles.
- E. F/X Protective Throat Collar – Equipment designed to protect the throat and neck areas from direct impact of F/X projectiles.
- F. "Lock and Load" – Command given prior to a scenario beginning, ordering all persons armed with Simunition-converted weapons and Simunition® F/X cartridges to make their weapons ready for firing conditions. This is done by locking the weapon's slide to the rear, inserting magazines in the weapons, and loading (chambering) the first round. For revolvers, close the loaded cylinder on the weapon.
- G. Range Guard – A person designated to control access into the training area. The number of range guards will depend on the size of the training site and/or the number of access points into the training area. If possible, the range guard(s) will be in radio contact with the SSO.
- H. Role Player – An actor in the scenario that the student(s) will interact with. Because the role player has possibly the greatest influence on whether the training is successful, the ability of a role player to follow instructions is of paramount importance in his or her selection.
- I. Safe Area – Area where no live duty weapons or live duty ammunition are allowed and where only Simunition-converted weapons and F/X cartridges are in use.

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- J. Scenario-based Training – Involves placing the student in a training situation that simulates the actual conditions normally found in the duty environment. Scenarios can range from very simple situations with single teaching points to complex testing of multiple participants engaged with multiple role players.
- K. Semi-safe Area – Area where live-duty weapons and live-duty ammunition are being converted or replaced by Simunition-converted weapons and F/X cartridges.
- L. Simunition Ltd – The manufacturer of a family of small-caliber training ammunition, weapon conversion kits, and protective equipment.
- M. Simunition Officer-in-Charge (SOIC) – A person who is in charge of establishing (setting up) and running Simunition scenarios. The SOIC should also be a training and department policy subject-matter expert and a Simunition Supervisor. The SOIC works closely with the SSO to ensure the safety of all scenario participants while primarily focusing on achieving the training objectives established for the particular training session. SOIC duties include time and personnel management and scenario implementation.
- N. Simunition Safety Officer (SSO) – The one person whose sole responsibility is to ensure the safety of all scenario personnel. It is best if the SSO is an experienced trainer, department policy subject-matter expert, and, if feasible, a certified Simunition Supervisor.
- O. Simunition Supervisor – A person who has been certified by Simunition Ltd in the use and handling of all equipment and in the development/implementation of scenarios. This person appoints and trains SOICs and SSOs.
- P. Student – An officer actively participating in the scenario. The student is responsible for coming to the training session with a positive attitude about the learning process and scenario-based training. The student is expected to give his or her best effort in attempting to achieve the training objectives of the session.
- Q. Unsafe Area – Area where live-duty weapons and live-duty ammunition are acceptable and are being carried.

IV. PROCEDURES

A. Scenario Development

All scenarios conducted utilizing Simunition F/X cartridges will be developed by a Simunition Supervisor. The Simunition Supervisor will work with Training Section personnel, ERT tactical supervisors, and Simunition SOICs to determine the needs of the department and the type of scenarios to develop.

B. Selection of Simunition Personnel

The Simunition Supervisor will select personnel to be trained as SOICs. These persons will be trained in the use and handling of Simunition® F/X cartridges, weapon conversion kits, and protective equipment. SOICs will be trained how to run scenarios in the absence of a Simunition Supervisor. SOICs will be trained in the safety procedures to be used throughout a scenario and will be able to take the role of SSO when needed.

C. Personnel

Personnel utilizing the Simunition F/X cartridge will include students, role players, SSO, and SOIC. To increase reality in each scenario, only the least practical number of personnel will be utilized.

D. Equipment

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1. In each scenario, any person that is not a student or a role player will wear a reflective traffic vest for identification as a non-actor.
2. Any observer entering a scenario will wear a Simunition helmet with protective face mask and a Simunition protective throat collar.
3. Each actor (student or role player) will wear a department-issued ballistic vest.
4. Each student will wear his/her duty equipment to include duty belt, radio, and flashlight.
5. Each actor and student shall wear a long-sleeve shirt, gloves, and groin protection (males), Simunition helmet with protective face mask, and a Simunition protective throat collar, except as indicated in paragraph 6 below.
6. ERT Tactical Officers participating in ERT scenarios will wear their tactical duty equipment to include ballistic vest with groin protector, helmet, issued goggles, balaclava, gloves and long-sleeve shirt. Tactical officers shall also wear a Simunition protective throat collar and protective mask.

E. Location

The location of training will be determined by the SOIC to ensure the optimal realistic training scenario. The SOIC will ensure that the training location will be so controlled that (1) the accountability of the F/X cartridges will be optimized and (2) the use of Simunition equipment will not cause an undue safety hazard to any person.

Use of Simunition equipment within the Police Training Center building is prohibited.

F. Time

Training will be conducted at times determined by the Simunition supervisor or qualified SOIC.

G. Miscellaneous

The SSO and SOIC will each have a radio to communicate with students (acting as Dispatch), Dispatch (in the event of a medical emergency), and/or the Range Guard(s).

H. Safety Check

As personnel prepare to begin a scenario, they will proceed from the unsafe area to the designated semi-safe area. All persons entering this area will place all live duty ammunition and non-converted weapons at the designated location determined by the SSO. The SSO will ensure there are no live duty rounds on or about anyone's person and that all weapons have been converted for the use of Simunition F/X cartridges prior to entering the scenario in the safe area. The SSO will ensure all persons have proper protective equipment. **No one, including instructors, observers, or anyone else, will be allowed to have live ammunition or weapons loaded with live rounds in the safe area.** Once the safety check is complete, the SSO will advise the SOIC that the scenario is "hot." The SOIC can then begin the briefing of the scenario.

I. Scenario Brief

The SOIC will place role players in the scenario. The SOIC will then give the students an overview of what they can expect regarding the training session. The SOIC will then give the command "Lock and Load." The scenario will then begin.

J. De-brief

At the conclusion of the scenario, in the event shots were fired, the SOIC will check for injuries and look at shot placement. If there was not a successful completion of the scenario, the SOIC/SSO will give spontaneous remedial training and re-run the scenario. At the successful

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completion of the scenario, all actors will respond to the semi-safe area. Once the SSO has ensured all weapons have been unloaded and retrieved, he will call the scenario “cold.” The SOIC will give the “all clear” command.