



DOSARP LAW ENFORCEMENT TRAINING BUREAU

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Section 1: Recruitment & Employment Division (RED)

Recruitment & Employment Division (RED) is the section of the Training Bureau responsible for advertisement of the Department (i.e. Recruitment) and responding to incoming applications (i.e. Employment).

1.1 - Application Response

- Applications can be observed using the Department Application Google Form OR #tb-application-review in the Department Discord, Training Bureau Category.
- Training Officers **do not require the opinions of all other TOs on applicants**, and are permitted to accept applications without consulting

DOSARP Administration Team

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any other FTOs. However, to ensure professional standards, **second opinions are standard practice** and applications can be voted on in #tb-application-review.

- **Pre-written responses can be found in #tb-resources**
- **Respond to applications ASAP!**

1.2 - Interview Process

Once an applicant is accepted, they must attend an interview at their soonest convenience. The interview can be held in game at a Police Station, or more likely, held in the Interview Room under Recruit Information in the Law Enforcement Discord. Interviews are to be conducted by **minimum 2 FTO'S**. If no one is available you will have to inform the applicant that a sufficient amount of trainers aren't currently available. The interview must be professional and performed in a professional manner. Please refrain from general chatter and jokes.

Interview Format/ Questions:

1. What is your IRL Age?
2. Have you got any prior experience relevant to a Law Enforcement Role (IRL or in game)?
3. From what you have seen, what do you think of Law Enforcement on DOSARP and why would you like to join?
4. Are you familiar with California 10 Codes? (if yes, ask a few of them).
5. What is your biggest strength and biggest weakness in Law enforcement (interaction with civs, 10-11s ect anything leo related)
6. Do you agree to try and meet the required 15 hour Patrol Per Month.. Reduction of Activity or Leave of Absence can also be arranged by contacting your division supervisor.
- 7.

Use your discretion when deciding on passing an interview, instant denials can be issued where there are age discrepancies or they do not meet the required joining qualifications (Read, write and speak perfect english; decent microphone; 6 hours playtime).

The FTO's who are present at the interview would be the only two trainers required/expected to input on the decision of an interviewees results unless legitimate concerns are raised by another division member.

Once you have reached a decision inform the interviewee of the result. If they pass the interview phase they will then move onto the training phase. However if they have been denied please inform them the reason and inform them that they

will have to re apply again. When denying an interviewee please be respectful and try to help them in case they want to apply again. We will also send a written form of the interview denial to the interviewee's discord dms to ensure they understand.

1.3 - Training Bureau Logs

The following actions within the Training Bureau must be logged in the provided channel (ftd-logs) found in the **Law Enforcement Discord**:

- Application Accepted
- Application Denied
- Field Training Passed
- Probation Ride-Alongs
- Promotion to Police Officer 1

See #tb-logs for log structure.

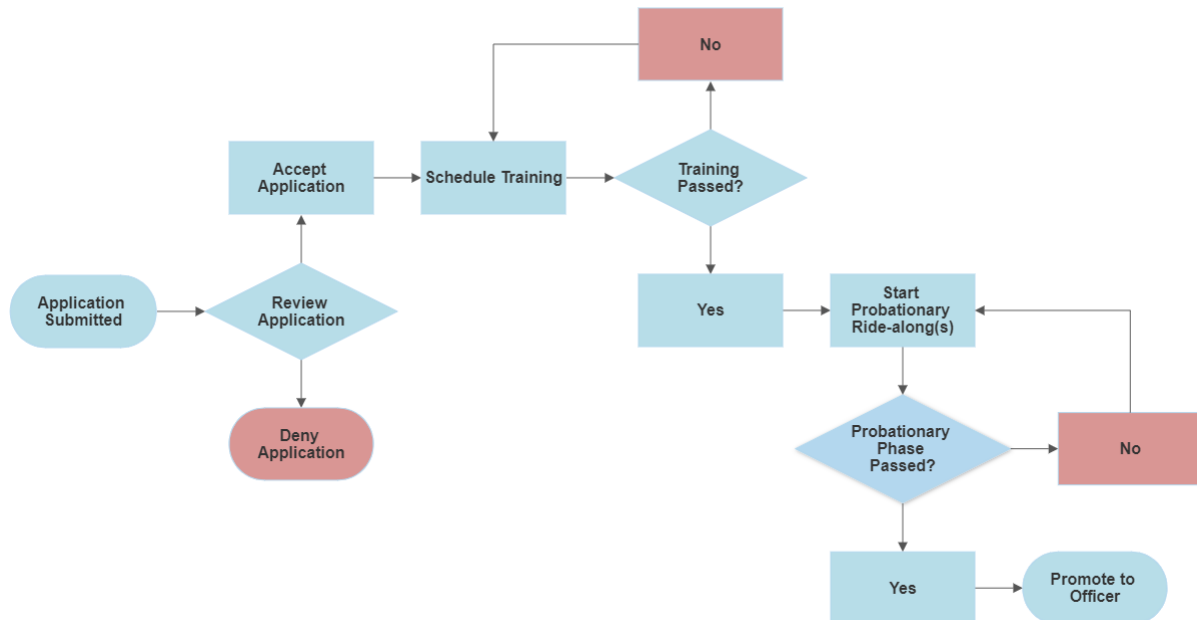
1.4 - Summary Employment Process

Below is a step by step overview of the full process an applicant will go through before becoming an Officer:

- 1. Application:** Within the first stages of a Applicant's career as a Law Enforcement Officer, they will apply using the google form, and await your response.
- 2. Application Response:** If the Applicant is accepted:
 - Send them the template acceptance message found in #tb-resources.
- 3. Interview:** Conduct a quick interview as per the guide prior to inviting the recruit to attend a Field Training Session.
- 4. Field Training:** The Applicant will then attend a Classroom and Field Training (with at least 2 FTOs for Field Training).
 - If **Passed** - Promote Recruit to Probationary Officer
 - If **Failed** - Thank them for their time and effort and advise them to attend the next scheduled training.
- 5. Probationary Ride Alongs:** If the Applicant Passes Field Training:
 - Promote to Probationary Officer
 - Instruct them to find an FTO or Supervisor to complete a 1 hour ride-along with them in the field. This is the minimum requirement before promotion to Police Officer 1, if you believe they require

additional support, keep them at Probationary Officer until you deem them to be ready.

- 6. Continued Education Session (Optional):** Once a fully fledged member of the department, they may be invited by the Training Bureau to attend a session that will train officers in more specific areas of policing to maintain the department's high standards.



Section 2: Training Division (TD)

The Training Division (TD) is the section of the Training Bureau responsible for Field Training of Recruits in the department. Below you can find the Training Guide for both Classroom and Field Sections of Officer Training.

2.1 - Classroom Training

Classroom Training is a certain type of training that is conducted in a generic classroom setting. This type of training involves face-to-face instruction where the instructor delivers information to the recruits who are present in the classroom. This must take place in the classroom at **Mission Row Police Department**. As part of the classroom training, ensure that the recruits are familiar with the LE website and how they can locate any resources they may need.

2.1.1 CAD Training

You must ask the recruit to join the Training Room voice channel within the Law Enforcement discord. You will then describe to them how to use the system and also the process that they must complete, this will include:

- Creation of their **Police Character** (Ensure they have no prior offences)
- System Usage (Functions such as reports, name searching etc.)

Pointers for CAD:

- Ensure that the Probationary Officer has the Law Enforcement Role in the Main Discord.
- If CAD doesn't work in game, request the Probationary Officer in Training uses a browser until they next connect to our server.

Spend no more than 5 minutes running through CAD functions as competency in CAD is picked up during ride alongs.

2.1.2 Vehicle Components

Refer the recruit to the **Rosters & Structures** document. You will then guide them through the vehicle components granted to them at each rank. If necessary you can also have this prepared for them beforehand.

2.1.3 In-game Functions

Controls:

Educate the recruit on the controls & keybind functions for the tase

Alt Eye:

Inform the recruit on the variety of helpful functions present within this menu, such as the cuff, escort and place in vehicle features.

General Use Chat Commands: Inform the recruit of the different Chat Commands that are used, these include

- ***/job*** - this will allow you to use the police chat channel and see 911 calls
(Make sure to do /job offduty when going off duty)
- ***/rx*** - Emergency Services Radio Text Chat. (Law Enforcement, Fire & Ems)
- ***/lrx*** - Law Enforcement Radio Text Chat Only
- ***/status*** - 0 (Few officers on duty, limit priorities) 1 (LE Is Available) 2 (LE is unavailable) 3 (LE is currently briefing, expect delayed response times)
- ***/scenemenu*** - this menu will allow you to create speed zones/ use traffic props.

- **/medicbag** - to get a medbag prop
- **/radar** - Police Speed Radar/ ANPR
- **Taser Script** - Enables you to Tase, Reactivate Barbs and Tap Tase (keybinds set yourself during Field Training Exercise).
- **'Shift + E'** - Tackles a suspect when running and nearby.
- **/searchped** - Puts preset and formatted '/me' regarding searching a person. (local not global).
- **/searchveh [Vehicle Description]** - Puts preset and formatted '/me' regarding searching a vehicle (local not global).
- **/searchvehall [Vehicle Description]** - Puts preset and formatted '/me' regarding searching a vehicle (global).
- **/radioname:** sets your display name in radiolist, follow structure - 1X## | J. Doe
- **/vol [0-100]:** sets radio volume (100 recommended)
- **/radar:** Enables your radar controls
- **/hosp:** Hospitalises a player
- **/jail:** Jails a player
- **Left Alt (alt eye)** - Cuff, escort and GSR test menu. Take through hard/soft cuff & zip tie options
- **/checkvitals** - Checks the pulse, injuries & breathing of the person
- **/cems** - County Emergency Medical Services have arrived on scene and transport the patient
- **/shout** - Allows officers to shout communications with civilians on scene's
- **/mega** - Allows officers to use their vehicles mega phone system to communicate with civilians

Radio Frequencies:

Explain how to open the radio, speak on radio, change frequency and what each Emergency Service Frequency (1 to 10) is used for.

- **RTO = Radio Traffic Only**
- **Shift + H:** *Opens In Game Radio*
 - **Freq. #1:** Police Statewide
 - **Freq. #2:** Fire Statewide
 - **Freq. #3/4:** Tactical Channels (SWAT/High Priority)
 - **Freq. #5/6:** 10-1 Channel
 - **Freq. #7/8:** Training #1 & #2
 - **Freq. #9/10 :** Placeholder Channels

2.1.4 Penal code/ Case Law

Inform the recruit of the location to find the penal codes, whether this be through the general document or on the CAD. You will then also explain the primarily exercised case law **Tennessee V Garner** to the recruit.

2.1.5 Etiquette Training

You will assess and review the recruits formal etiquette. You will instruct them on how to act in the presence of other officers, civilians and also other existing departments.

For example:

- How to correctly address higher ranks
- Remain civil in situations where a member of the public is not.

Radio Communication:

RTO stands for **Radio Traffic Only**. Ensure that the recruits are familiar with the expected conduct within RTO, including but not limited too:

- Keeping callouts as short and informative as possible
- Avoid talking over others where appropriate
- Try to maintain 1-2 second gaps between transmissions
- Use appropriate language

During training you should demonstrate several examples of acceptable radio transmissions, focusing around the most frequently occurring callouts. After sufficient examples, provide some basic scenarios for the recruits to call out. It is important to remember that whilst 10 codes can be recommended in some situations, we do not require them and plain-speech style callouts are acceptable. Whilst listening to their callouts, pay close attention to:

- The clarity and calmness of the transmission (are they understandable)
- Relevance of the information given (are they calling out appropriate information)
- Effectiveness of the transmission (was the transmission short and simple)

Union Callsigns:

Union units are when 2 officers pair up and go out on patrol together. We have set call signs you should be following when active as a union.

Patrol Division - U#

Canine Division - CU#

Traffic Division - TU#

State Parks - SU#

2.1.6 Equipment Overview

Notify the Recruit of all equipment they have at their disposal whilst on patrol and briefly outline the function of each piece of equipment.

Service Weapons - Lethal: • Service Pistol (VF Combat Pistol) + Flashlight • Service Rifle (M4 Carbine) • Service Shotgun (Remington M870)	Service Weapons - Less-Lethal: • Beanbag Shotgun (M870) • Taser X2 • Baton
Personal Equipment: • Flashlight	Equipment in Vehicle: • First Aid Kit (FAK) • Automated External Defibrillator AED) • Fire Extinguisher • Road Flares • Evidence Bags • Binoculars • Bioscanner • GSR Kit • Breathalyzer • Drugs Swab Kit • Small/Large Road Cones

2.2 - Field Training

Field Training is a certain type of training that is conducted in a generic classroom setting. This type of training involves face-to-face instruction where the instructor delivers information to the recruits who are present in the classroom.

2.2.1 Training Rules

1. The Field Training should be carried out in-character wherever possible.
2. Respect all Recruits as you expect to be recruited yourself
3. Physical Training (PT) can be used in punishment for bad behaviour.
4. There must be a minimum of 2 FTOs conducting the training, with no more than 1 individual spectating the training, that spectator may be staff, another officer or just somebody who wants to watch.
5. This is a Training, *not a test*. Correct mistakes do not punish.
6. **The term “Civilian” referred to throughout the training, should be either another FTO roleplaying as a civilian, or a respected and trusted civilian helper.**
7. Training Officers may use marked patrol vehicles: FPIU, FPIS and CVPI and must conform to the standard vehicle component rules.

8. Every Training is to be taken as seriously as possible. Ensure the recruit understands each procedure in detail and make sure the training is done as efficiently but as effective as possible.

2.2.2 Civilian Interaction

Primary Interaction Procedure - You will first begin with the processes of **approaching** a civilian, you will instruct the recruit to introduce themselves, then they will explain the **evidence** they have gathered and **specify** the crime committed and explain this to the civilian, once they have done this they will then conduct their final process, either **arresting, detaining, releasing** or **further investigation**.

2.2.3 Driving Assessment

The driving course will go through many different kinds of terrain to assess the driving skills of recruits, the course will go over towns, off-road tracks, highways, and the city. The course should take around 15 minutes however this can take longer if needed to ensure adequate training, throughout the driving course it is to be taken as seriously as possible. Throughout the route, ensure that the recruit is clearing intersections appropriately by slowing speeds and alternating siren tones. Additionally, ensure they are remaining safe by paying adequate attention to their surroundings and responding appropriately to changing conditions.

This should be performed on a specific course shown below,



Whilst performing this you should ensure to go through the following:

- Signal 1,2,3 (Whilst driving change light signals to ensure proper use of lights and sirens)
- Pursuit driving (Passing, vehicle spacing)
- Clearing intersections

2.2.4 Use of Force Continuum

Rules of Engagement: You will inform the recruit on the correct rules of engagement, you may also run them through a few different scenarios with your civilian and educate them on how to respond to them. You will also inform them on when to use their taser/baton and firearm. Refer to section 202 of the manual for this section of training.

De-Escalation: This will be a scenario based section, you will run through some heavy priority or “escalated” scenarios with your civilian and educate your recruit on how to respond to them, create an example yourself, and then instruct the recruit to have a turn.

2.2.5 Arrests & Detainment

Demonstrate/ Explain how to carry out the following actions with competency.

Arrest: In the event you believe you have reasonable suspicion, probable cause or sufficient evidence to make an arrest on an individual you must do the following:

1. **Physical Restraint:** You must place the suspect in cuffs and ensure that they remain on scene. You must also perform a search on the person (/searchped) after you have placed them into cuffs.
2. **Notify them of the reason for their Arrest:** You are legally obligated to give the reasoning for their arrest (the crimes they are suspected of committing).
3. **Miranda Rights:** You are legally obligated to read the suspect their Miranda Rights.
4. **Transport:** You must arrange a transport for the suspect to the station for their Booking.
 - a. Transport must be carried out by a police vehicle with appropriate prisoner transport cage in the rear passenger area.

Detainment: In the event you believe you have probable cause to detain someone (that may be physically not) you must all that applies of the following:

1. **Physical Restraint (Optional):** It is up to officer discretion whether a detainment requires physical restraint, you may choose to physical restrain a detainee in the following circumstances:
 - a. Their involvement in a potential crime has not yet been established.
 - b. They exhibit violent/ abusive behaviour in a situation.
 - c. They are interfering/ impeding on a situation they were previously uninvolved in (you may choose to release them once the scene is wrapped up).
2. **Notify them of the reason for their Detainment:** You are legally obligated to give the reasoning for their detainment.
3. **Release or Upgrade Detainment to Arrest as appropriate:** If grounds for an arrest are met, you may choose to make an arrest at which point refer to **2.4.1 Arrests.** Alternatively, you must release them once they are no longer required to be detained.

2.2.6 Investigation of Scene Contents

You must provide a brief explanation and example of how to carry out an Investigation of on scene contents.

Scene Contents

Usage of Officer Dashcam Footage

Usage of CCTV Recordings in the Area (If Any)

Any gathered material from the scene

Witnesses to the scene

Also explain that Witnesses may be other players, in which case ask them what they saw.

Witnesses may be locals found in the area, in which case use /meall to communicate with the offender.

Recruit Performance

The recruit must show how to perform each of these actions in an acceptable manner. Have a trainer act as a Civilian/witness of a scene of choice to review how the recruit will take a statement and gather as much information as possible. Also advise the Recruit what Equipment can be used.

Investigation Equipment

Evidence bag

GSR Kit

2.2.7 Traffic Stop (10-11)

Demonstration: Have 2 FTOS, 1 acting as a Civilian, the other being the LEO.

Demonstrate correct pull over position, radio callout, approach, interaction and continuance of the situation to code 4.

Test: Have the Recruit carry out a traffic stop up to code 4 with an acceptable degree of competency.

Traffic Stop Simulation parameters:

- Suspect is clocked at 14mph above posted speed limit.
- FTO may choose the personality of the suspect.
- The interaction must be peaceful.

2.2.8 Felony Traffic Stop (Code 5)

Demonstration: Have 2 FTOs, 1 acting as Civilian and the other as a law enforcement officer demonstrating the correct positioning and formation for a code 5, they will then demonstrate the correct callouts and procedure. *You may*

choose to have the Recruit respond as a secondary officer on the demonstration code 5 to observe.

Test: Have the Recruit carry out their own code 5 and resume the callouts and positioning to an acceptable degree of competency.

2.2.9 Vehicle Pursuit (10-80)

This must take place on an open road, with live traffic but out of the current AOP.

Demonstration: For Vehicle Pursuit Training, you will need 2 FTO's. One will be a fleeing civilian and the other driving the LEO vehicle. You will have the recruit riding passenger and you will demonstrate the correct callouts and vehicular manoeuvres.

Test: Have the recruit(s) carry out a pursuit on open roads (out of AOP), with each recruit demonstrating both primary and secondary roles with an acceptable level of competency.

2.2.10 Pursuit Intervention

Demonstration: You will need 2 FTO's, one fleeing as a civilian, driving susceptible to a PIT manoeuvre, and the other as an LEO conducting a correctly called out and demonstrated PIT manoeuvre. You will then show the recruit how and when to deploy spikes, and you will also tell them the correct callouts and procedure for when doing so.

Test: Once again you will ask the Recruit to copy your actions, you will assess the level of precision and acceptability in which they carry out the manoeuvre. You will then assess the recruit on their callout and precision with applying and removing a spike strip in the way of an oncoming vehicle.

2.2.11 Foot Pursuits (10-70)

This must take place outside in any location, given that it is outside of AOP.

Demonstration: 2 FTOs, 1 acting as suspect, the other an LEO. Chase the suspect on foot whilst correctly making callouts to both the radio and to the suspect and ensuring you follow correct use of force continuum, you may choose to pause the foot pursuit to explain your actions to the recruits.

Test: Have the recruit(s) chase a suspect (1 FTO) whilst demonstrating competency in maintaining visual on the suspect, radio communication and

engaging directly with the suspect - ensuring use of force continuum is followed at all times.

2.2.12 Basic Life Support (BLS)

Basic Life Support is a level of medical care which is used for victims of life-threatening illnesses or injuries until they can be given full medical care at a hospital. It can be provided by trained medical personnel, including certified first responders emergency medical technicians, and by qualified bystanders and or **Certified Law Enforcement Officers**

- **Before attempting anything ensure that the scene is safe (code 4)**
- Assess the victim's level of consciousness by asking loudly and shaking at the shoulders "Are you okay?" and scan the chest for breathing movement **visually**. If the response is negative, call for help via RTO and request EMS (10-52s).
- If the patient is not breathing, assess pulse; begin immediately with chest compressions at a rate of 30 chest compressions in 18 seconds followed by two rescue breaths.
- Airways are to be checked on scene and of any accident, to help unblock airways before medical arrival, ensure you roll the injured into the 'recovery position' and observe to see if airways begin to clear.

2.2.13.1 Assessing Vital Signs and Injuries

- **Consciousness:** Assess the victim's level of consciousness by asking loudly and shaking at the shoulders "Are you okay?" and scan the chest for breathing movement **visually**. If the response is negative, call for help via RTO and request EMS (10-52s).
- **Pulse:** Take a measurement of the pulse by firmly planting 2 fingers on the neck, wrist or elbow joint and feel for a pulse.
(/me checks pulse)
- **Airways:** Roll the individual into the recovery position if you suspect anything to be obstructing their airways.
(/me assesses airways, are they clear?)
- **Visible Injuries:** Assess any visible injuries the individual may have and treat it following the guidance below.
(/me checks for visible injuries)

You must train the recruit in this section.

Test: Have the recruit perform precise and competent medical aid to the downed FTO RP'ing their injuries, assess their responsiveness, level of independence and competence.

2.2.13 CQB / Breaching

Demonstration: At first you yourself will lead the breach and show the Recruit how to correctly enter and clear a chosen interior, whether this be a bank, store or simply a house. You will also have the other FTO as a "hostile" or "dormant" civilian inside.

Test: You will then ask the recruit to repeat this process on a **different** interior.

2.2.14 Pass/ Fail Criteria

Pass Criteria: For a Recruit to pass, they must have shown an acceptable level of competency in all exercises, you may choose to pass a recruit who had shortcomings in few areas, with some guidance in those problem areas so that they may focus on them during their probationary ride alongs.

Fail Criteria: You may fail a recruit if they fail to meet the pass criteria (i.e. they do not show an acceptable level of competency in an overwhelming majority of each section. However, you may also choose to fail a recruit who is disrespectful, rude, narcissistic or generally 'unpleasant'.

2.2.15 Final Procedures

'Final Procedures' refers to your responsibilities after a recruit's training is completed.

If you pass a recruit you must do the following:

1. Promote them to Probationary Officer in Roster, Discord and CAD
2. Update their call sign in Roster, Discord and CAD and notify them of what their new callsign is.
3. Notify them of the minimum 1.5 hours of ridealong they are obligated to complete with at least 2 FTOs before they are eligible for promotion to PO1 and can therefore patrol alone.
4. Congratulate them!

If you fail a recruit you must do the following:

1. Notify them they have failed and for what reasons. (You must get a second opinion before failing somebody.)
2. Schedule a retraining if they have failed for the reason of a lack of competency in some areas.
3. **OR** Remove them from the department and advise them to reapply if they have failed for a lack of competency in the majority of each section or they have failed for being disrespectful, rude, narcissistic or generally 'unpleasant'.

Training Complete

Section 3: Police Training & Education (PTE)

The Police Training & Education (PTE) is the section of the Training Bureau responsible for ensuring continued professional development for all Officers ranked from Probationary Officer to Corporal. This in practice includes hosting ride-alongs for probationary officers as is required and by hosting continued education sessions (CES) for existing department members which will focus on specific areas of Law Enforcement.

3.1 - Probationary Officer Ride Alongs

Once a Recruit has passed their Field Training, they will be promoted to a *Probationary Officer*. At this point, they will be required to complete a 3 phase ridealong scheme. The probationary can not complete all phases with the same FTO and each ridealong phase must last between **1 hour** and **1 hour 30 minutes** and must be completed on separate days. Should the training officer deem that the Probationary Officer has been unsuccessful, then they will be required to reattempt this phase on a new day until they have successfully completed the phase. Upon successful completion of all phases, the probationary will then be eligible for a promotion to Police Officer 1.

Note: Not passing a phase should not be seen as a bad thing as a probationary is entitled to attempt this phase on a new day and therefore it is encouraged that FTOs are relatively firm with passing a phase in order to encourage high standards within the department.

Phase 0:

FTO to guide the probationary through CAD using detailed examples, this will include: Running names and plates, writing warnings and tickets, creating BOLOs and warrants, writing arrest reports. The FTO will also be expected to show the probationary common commands (this will be a refresher from training) which they will need in preparation for Phase 1 of their ride alongs.

Note: This phase will likely last no longer than 30 minutes and should be done in a classroom environment.

Phase 1:

The FTO will drive the patrol vehicle and interact with any civilians, the probationary will have very little influence during this phase unless deemed appropriate by the FTO. In this phase it is expected that the probationary will observe the FTO and therefore it is critical that high standards are maintained. If the FTO decides it is suitable, the probationary may complete small assignments such as callouts, simple civilian interaction or arrest reports.

Introduction/ Identification:

- 1) Uncuff them and instruct them to place their finger on the biometric scanner usually located at the custody desk to receive their true name in case no name or fake ID was given.
- 2) You may choose to take 'mugshots' of the individual after using the bioscanner.
- 3) Place the suspect into a cell and ensure the door is locked.

Arrest Report: Request they practise patience in their cell whilst you **fill out their Arrest Report.**

Jailing: Once the arrest report is complete, notify them that prison transport has arrived and that they will be spending (X) amount of time (verbalise time in months) in prison, at which point you can use **/jail [id] [time (seconds)] reason.**

Radar Controls:

Provide a walkthrough for the Probationary Officer on how to set up and use the radar controls. Refer to the help section on the control panel when you open the radar.

Phase 2:

In phase 2 the FTO will remain in control of the patrol vehicle and will drive for the duration of the ride along, however in this phase it is expected that the

probationary officer will take over with all interactions. At a minimum this is expected to include radio callouts and civilian interaction and communication.

Phase 3:

During phase 3 the probationary will be the primary officer in the union. The probationary will perform all tasks which would be expected of them on a regular patrol upon their promotion to PO1. The FTO will remain in the vehicle and observe for the duration of the ride along unless their intervention is required. This may include the probationary making a mistake and the FTO correcting this mistake, or a priority scene.

Note: Do not interrupt a scene to comment on a probationary officer's mistake, if this mistake is minor this can be corrected in RP, however if this is major, wait until the scene is concluded to correct their mistakes.

Probationary Officer Ride Along Regulations:

- In phase 1 the FTO will drive and perform radio callouts
- In phase 2 the FTO will drive whilst the probationary performs callouts and interacts with civilians
- In phase 3 the FTO will primarily observe, whilst the probationary conducts their regular expected duties.

Disciplines you must cover in each phase:

Phase 0: Administration

- Vehicle, Person, Weapon Lookup
- Issuing Citations/Verbal Warnings
- Issuing BOLOs/Warrants
- Arrest Reports
- Introduction/identification in regards to an arrest report
- Jailing
- Hospitalising
- RADAR controls

Phase 1:

- Introduction to civilian interaction, including approaching and identifying as an officer to civilians
- Radio communication
- Detainment/Arrest Protocol
- Traffic Stop Procedure
- 10-80 Procedure
- Use of force continuum.

Phase 2:

- Developments on disciplines from phase 1

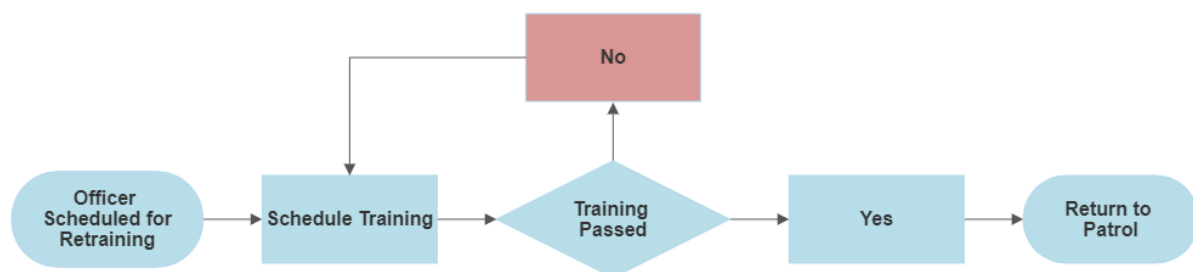
Phase 3:

- Probationary demonstrates clear and concise radio callouts
- Probationary demonstrates calm, respectful and appropriate civilian interaction
- Probationary demonstrates a suitable example of standard protocol for traffic stops and pursuits.
- Probationary demonstrates good understanding and usage of CAD.
- Probationary obeys Use of force continuum.

3.2 - Scheduled Re-trainings

In the event a Supervisor Schedules an Officer for retraining. On account of an Officer failing to follow Standard Operating Procedure due to a lack of understanding. The Training Bureau will take on this responsibility as the standard at which we allow for Officers to progress into our ranks is our responsibility.

Officers Schedules for training can be added as another Trainee into a standard Training of Recruits, or have a dedicated training of their own provided ALL exercises are complete and the officers show competency and an improvement in their understanding.



3.2 - Continued Education Sessions (CES)

Continued Education Sessions (CES) can be held by any member of the training bureau, they can be attended by any member of the department. These sessions are intended to improve officer skills overall as well as resolve gaps in knowledge of officers.

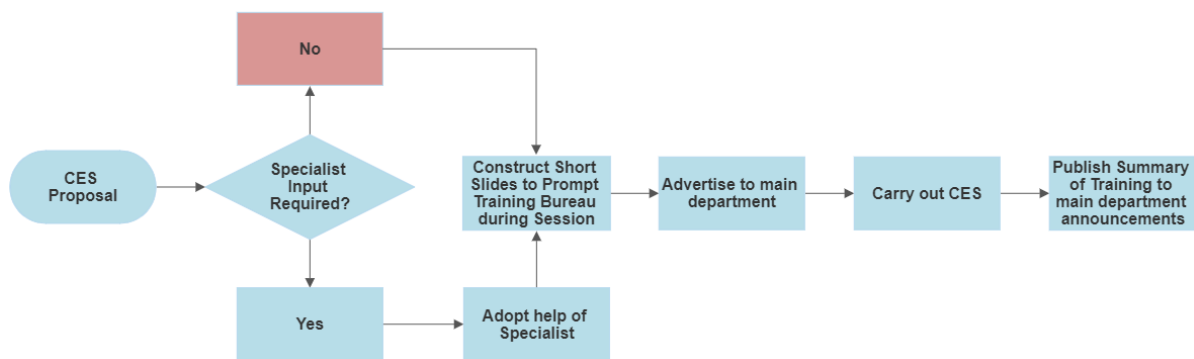
Although the training bureau is responsible for hosting the CES sessions, they can bring in another member of the department (regardless of rank) who holds sufficient or specialist knowledge in the area to deliver the session. (e.g Scott

Foster to provide a session on investigations and procedures or Brian Alba for a session relating to air operations).

The training bureau is responsible for arranging and advertising the CES in every retrospect. Should supervisors or department command members request a session in a specific area to be run, the training bureau will set up a correlating CES.

However, should two or more department members (between the rank of probationary officer - corporal) request a session in any of the available areas, the training bureau must facilitate and arrange a CES. Making sure to advertise the session for other members to join.

Continued Education Sessions (CES) will consist of both theory and practical elements, depending on the nature of content. (e.g. a CES on TIMS will consist of both theory elements, held in a discord training room and practical elements to be performed on server, formally.) A guide for each CES will be provided and linked below.



The topics of a CES include the following (click to access their retrospective slides):

- Main Department:

- Scene Command
- Close Quarters Combat
- Bicycle Certification
- Marine Certification

- Traffic Enforcement (ONLY):

- Performing PITs
- ATIMs (Advanced Traffic & Incident Management)

- Air Support (ONLY):

- Responsibilities of ASU
- Uses of thermal
- Working with SWAT

- Canine (ONLY):

- Officer & K9 Safety
- Basics of Deployment
- Working with SWAT

Dosarp Administration Team

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