TPSA

Cell Extraction

Correctional Services

CRCE

FY2027

The Cell Extraction event simulates a correctional facility scenario where an inmate has refused to comply. Competitors will activate a cell extraction team and execute procedures to safely extract the inmate.

Entry Requirements

- Teams must be composed of 6 members.
- Chapters can only register 1 teams to compete.

Materials

Competitors are required to bring the following materials/supplies, as they will not be provided by TPSA. No other supplies/materials will be permitted.

Competitor Provided Materials

- **Photo Identification:** Reference the rulebook (https://tpsa.info/rulebook) for details.
- **Handcuffs :** Standard pair of handcuffs and a key
- **Leg Irons:** Standard pair of leg irons and a key
- **Riot Shield:** This shield must not give an electrical charge and is just a basic riot shield of clear plexiglass type construction. No metal shield or shield containing any portions that stick out from the surface that can make contact and injure the inmate.
- **Protective Gear (optional):** Personal protective gear such as helmets, vests, elbow/knee/shin pads are not required but highly recommended for the safety of the competitors and actors

Procedures and Timeline

- **Check In (10 min Time Limit):** Competitors must check in to their event at their designated **check-in time** . Competitors that arrive **ten (10) minutes** after their designated check-in time will be marked as no-shows and not be allowed to compete out of respect for the time commitment made by our Judges and Volunteers.
- **Pre-Event Briefing (5 min Time Limit):** After check-in, Competitors will be guided to the designated event area. Once there, the Moderator will provide a comprehensive briefing, detailing the event's instructions, rules, and procedures. This briefing ensures that each Competitor is well-informed and prepared for the subsequent stages of the competition.
- **Roleplay (15 min Time Limit)**
  - The room moderator will read the scenario to the team.
  - After reading the scenario, the Moderator will call "START" and begin fifteen (15) minute timer. Teams will immediately begin their planning and executing of the event.
  - The moderator will call “time” when the fifteen (15) minute timer sounds or time will stop when the team has removed the inmate from the cell and placed him/her in the designated area.
  - Once a Judge determines/verbalizes the scenario is completed all Competitors must immediately cease all activities and actions. Failure to do so could result in penalties assessed under Safety Criteria.
- **Evaluation and Scoring (5 min Time Limit):** After the completion of the event, the judges will convene to assess each competitor's/team's performance based on a standardized rubric. This stage is conducted without the presence of the competitors. Judges will evaluate the criteria outlined in the rubric to ensure a fair and objective scoring process. Once all assessments are finalized, scores will be recorded for each competitor/team.

Rules

- **Time Limits**
  1. A fifteen (15) minute maximum time limit has been set for the scenario. Timing will begin when the moderator advises the team leader to begin.
  2. Time will stop when the team has removed the inmate from the cell and placed him/her in the designated area.
  3. Competitors will be stopped at the end of the fifteen (15) minute time limit if the inmate has not been placed in the designated area
  4. If a team has not successfully placed the inmate in the designated area within the fifteen (15) minute time frame, the team will receive a “Did Not Finish” (DNF) and will lose points for requirements not finished.
- **Team Member Responsibilities:** The Team Leader must first reasonably attempt to gain compliance with the inmate prior to advising the team to enter the cell and use force.
  - **Team Leader** - Verbal Commands and signals entrance of team

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- **First Position** - Shield guard
- **Second Position** - Left Arm
- **Third Position** - Right Arm
- **Fourth Position** - Left Leg
- **Fifth Position** - Right Leg

Professional Dress Guidelines

To secure professionalism points, Competitors should dress in attire that accurately reflects what professionals in the respective public safety careers would wear while performing the tasks associated with the event. Competitors are also expected to consult and follow the Professional Dress Guidelines in the Rulebook to qualify for points. Additionally, participation is contingent upon meeting all prescribed Safety Protocols. The Judge will inspect the Competitors for safety control prior to the start of the event.

Safety Protocols

- **Handcuffing and Restraints:** Handcuffing shall be conducted in accordance with the current version of the TPSA rulebook.
- **Prohibited Materials:** Flash bangs, live munitions, or any type of projectiles are prohibited during the event. Use of any prohibited item will result in disqualification. Any damages that result from the use of prohibited items will be the financial responsibility of the competitors school. The chapter's membership shall be suspended.
- **Property Damage:** Teams are prohibited from breaking glass, windows, doors, etc, during the event. Such activity will result in a DQ and the competitor's school being responsible for any damages. Intentional property damage will result in chapter membership suspension.
- **Unusual Assaults or Tactics:** Unusual assaults or tactics may not be used during the event, if the team is unsure they should consult the Judge before the event begins.
- **Emergency Stop Command: 'Index':** If the 'Index' command is issued by a Judge, Staff Member, Actor, or other designated authority, all Competitors must immediately cease all activities and actions. This includes stopping any ongoing tasks, disengaging from any current simulations, and discontinuing any interactions with other participants. If an Actor issues the 'Index' command while handcuffed, they must be immediately released from the handcuffs by the nearest Competitor or event staff member. All Competitors must promptly secure and holster any weapons they may be handling. After holstering, Competitors should adopt a neutral, attentive posture and await further instructions from event officials. Failure to promptly and accurately comply with the 'Index' command may result in immediate disqualification and/or other appropriate actions as determined by event officials.
- **Searches:** Searches shall be conducted in accordance with the current version of the TPSA rulebook.
- **Long Pants:** Long pants must be worn secured at the waist and shall not extend past the sole of the shoe. No portion of the leg shall be visible.
- **Jewelry:** Rings must feature a continuous, even, and unadorned exterior surface. Necklaces must not be visible from the outside of the uniform. Bracelets may not be worn. If competitors have piercings beyond a single stud in each ear, they must cover these additional piercings with band-aids or wear clear studs to maintain a professional appearance.
- **Hair:** All hair must be secured out of the eyes for the duration of the event. Competitors with hair extending past the top of the shoulder shall wear their hair secured neatly in a bun or ponytail ensuring that no hair extends below the collar of the uniform. It is not an exception to the rule that a Competitor's chosen hair style is too thick to be secured above the collar.
- **Pants:** Competitors must wear pants that cover the entire leg, with no portion of the leg visible. Pants shall be secured at the waist with a hem length not to extend past the sole of the shoe.
- **Shoes:** Competitors must wear low-heeled, closed-toed footwear for this event.
- **Fingernail Length:** Competitors' fingernails shall not extend past the tip of the finger and shall be free of any/all adornments. Color is not a factor.
- **Shirt Sleeves:** If Long sleeve shirts are worn, they shall fit closely at the wrist and not extend past the wrist.
- **Pant Length:** Pants shall not extend past the sole of the shoe.

Judge Qualifications

- At least one judge must be familiar with how a cell extraction is performed and the necessary safety measures that need to be in place.

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Roleplay

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Team Leader						
Communication The Team Leader gave clear commands to the inmate and communicated effectively with other team members	0 No commands were given to the inmate and/or team members	1 Team Leader attempted communication but commands to the inmate were not clear and communication with the team members was ineffective	2 The team leader gave commands to the inmate and the team that were somewhat effective	3 The Team Leader gave clear commands to the inmate and other team members	4 The team leader gave loud and clear commands to the inmate and communicated effectively with the team	
Command Presence The team leader showed an appropriate amount of authority and strong command presence	0 The team leader showed no authority and/or command presence		3 The team leader showed some command presence, but no authority	4 The team leader showed an appropriate amount of authority and appropriate command presence	5 The team leader showed strong authority and strong command presence	
Compliance The Team Leader gave the opportunity for the inmate to comply after each command	0 The inmate was not given an opportunity to comply after each command		2 The inmate was given the opportunity to comply after most commands	3 The inmate was given an opportunity to comply after each command.		
Responsibilities The team leader ensures the team is stacked in the proper entry order and advises the team when to enter the cell	0 The team leader did not ensure the team was stacked in the proper entry order AND did not advise the team when to enter the cell	1 The team leader ensured the team was stacked in the proper entry order but did not advise the team when to enter the cell	2 The team leader advised the team when to enter the cell, but did not ensure the team was stacked properly	3 The team leader ensured the team is stacked in the proper entry order and advised the team when to enter the cell		

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Developed plan Team Leader developed and verbalized a plan with teammates prior to start	0 Team Leader did not develop a plan with teammates prior to start		3 Team Leader developed a plan with teammates prior to start			
First Position - Shield						
Move The shield man moves the shield after the 2nd and 3rd members are set in their position and assist other team members if needed	0 No shield or shield man	1 Does not move out of the way until after the 2nd and 3rd team members are set in position	2 The shield man moves the shield after the 2nd and 3rd members are set in their position, but does not attempt to assist team members	3 The shield man moves the shield after the 2nd and 3rd members are set in their position and assists other team members if needed		
Contact Makes direct contact with the inmate by pinning the inmate against the wall, floor, or bunk using the shield for protection	0 No shield or shield man	1 Made contact with the inmate but makes no attempt to pin the inmate.	2 Makes contact with the inmate, but fails to pin the inmate against the wall, floor, or bunk using the shield for protection	3 Makes direct contact with the inmate by pinning the inmate against the wall, floor, or bunk using the shield for protection		
Pressure Applied pressure center mass on the inmate while trying to avoid striking the inmate in the face or head with the top of the shield	0 No shield or shield man		2 Effectively applied pressure on the inmate, but not center mass	3 Applied pressure center mass on the inmate without striking the inmate in the face or head with the shield		
Second Position- Left Arm						
Handcuffing Assisted team member with handcuffing the inmate	0 Did not attempt to assist the team member with handcuffing		2 Attempted to assist the team member with handcuffing	3 Assisted team member with handcuffing the inmate		

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Control Immediately gained control and maintained control of the inmate's left arm	0 Did not gain control of the inmate's left arm	1 Gained control of the inmate's left arm, but did not maintain control	3 Lost control of the inmate's left arm, but regained control	4 Gained and maintained control of the inmate's left arm	5 Immediately gained and maintained control of the inmate's left arm	
Third Position - Right Arm						
Control Gained control and maintained it until the inmate's right arm was secured in handcuffs	0 Did not gain control of the inmate's right arm	1 Gained control of the inmate's right arm but did not maintain control	3 Lost control of the inmate's right arm, but regained control	4 Gained and maintained control of the inmate's right arm	5 Immediately gained and maintained control of the inmate's right arm	
Handcuffing Applied handcuffs in a fluid/smooth manner	0 Did not attempt to apply handcuffs		2 Applied handcuffs but struggled to get them on the inmate	3 Applied handcuffs in a fluid/smooth manner	4 Immediately applied handcuffs in a fluid/smooth manner AND loudly announced the handcuffs were on	
Double Lock Handcuffs were double locked	0 Did not attempt to double-lock the handcuffs	1 Attempted to double-lock cuffs but was not successful	2 Double-locked one handcuff	3 Double-locked both handcuffs	4 Both handcuffs were double-locked and the team member announced loudly that they were double-locked	
Fourth Position - Left Leg						
Leg Irons Assisted team members with leg irons	0 Did not assist team member with leg irons	1 Attempted to assist team member with leg irons	2 Assisted team members with leg irons			
Control Gained and maintained control of the inmate's left leg until the inmate was secured in leg irons	0 Did not gain control of the inmate's left leg	1 Gained control of the inmate's left leg, but did not maintain control	3 Lost control of the inmate's left leg, but regained control and maintained control until secured in leg irons	4 Gained and maintained control of the inmate's left leg until the inmate was secured in leg irons	5 Immediately gained and maintained control of the inmate's left leg until the inmate was secured in leg irons	

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Fifth Position- Right Leg						
Double Lock Double-locked leg irons	0 Did not attempt to double-lock leg irons	1 Attempted to double-lock leg irons but was not successful	2 Double-locked one leg iron	3 Double-locked both leg irons	4 Both leg irons were double-locked and the team member announced loudly that they were double-locked	
Control Gained control of the inmate's right leg and maintained control until the inmate was secured in leg irons	0 Did not gain control of inmate's right leg	1 Did not maintain control of the inmate's right leg	3 Lost control of the inmate's right leg, but regained control	4 Gained and maintained control of the inmate's right leg until the inmate was secured in leg irons	5 Immediately gained and maintained control of the inmate's right leg	
Leg Irons Applied leg irons in a fluid/smooth manner	0 Did not attempt to apply leg irons		2 Applied leg irons but had difficulty	3 Applied leg irons in a fluid/smooth manner	4 Applied leg irons in a fluid/smooth manner AND loudly announced that the leg irons were on	
Conclusion						
Communication The team communicated well with each other during the event	0 The team did not communicate with each other during the event	1 Some of the team communicated with each other during the event but it was not effective	2 The team communicated during the event	3 The team effectively communicated with each other during the event	5 The team communicated loudly and clearly with each other during the event	
Removal The inmate was safely removed and taken to the designated area	0 The inmate was not removed from cell or taken to the designated area		2 The inmate was removed safely but not taken to the designated area	3 The inmate was safely removed and taken to the designated area		

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Search The team safely searched the inmate after removing them from the cell.	0 Inmate was not searched at any point		2 Safely searched before removing from cell	4 Safely searched after removing from cell		
Verbal Commands Once the inmate is secured, loud and clear verbal commands are given to inform the inmate of what he/she needs to do.	0 Did not provide verbal commands to inform the inmate of what he/she needed to do	1 Gave inmate conflicting verbal commands	2 Gave verbal commands to the inmate that were not loud and/or clear and had to be repeated	3 Gave clear verbal commands to the inmate	5 Gave loud and clear commands to the inmate	
Safety Overall safety measures were exhibited and no injuries occurred to the inmate or team	0 Team member(s) did not performed tactics smoothly as a team that by nature could cause injury to the inmate's head/face or shoulders		3 Team member(s) were careful not to cause injury to the inmate's face/head or shoulders during the event		5 Team members performed all tactics in a manner that would NOT cause injury to the inmate's face/head or shoulders or injury to the other members	
Professionalism						
Professional Dress Presents a neat, professional appearance in attire consistent with any recognized industry standard for the career and event tasks. Team members reasonably match in color and style.	0 Attire does not reasonably reflect a recognized industry standard for the career and tasks, or team members do not reasonably match.		3 Attire reflects a recognized industry standard, but noticeable issues with neatness or how clothing is worn detract from professional appearance.		5 Appearance is neat and professional. Attire reflects a recognized industry standard, is worn properly, and reasonably matches among team members.	
Professional Behavior Maintains a professional demeanor, stays attentive and engaged, and communicates appropriately for the role and situation throughout the event.	0 Professional demeanor and role-appropriate engagement are not demonstrated.	1 2 Shows limited professional demeanor. Communication or engagement remains too casual or disconnected from the role.	3 Generally presents professionally, but communication, attentiveness, or engagement is inconsistent.	4 Maintains a professional demeanor, stays engaged, and communicates appropriately for the role.	5 Sustains a professional demeanor and attentive engagement throughout. Communicates with tact and adapts appropriately to the people and situation.	

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Total Score: _____ / 100 pts

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