

The Active Threat Response event immerses competitors in a high-stakes scenario built on the ALERRT model, the national standard for active-shooter response. Participants respond to a simulated active threat — such as shots already fired — making rapid decisions to stop the killing and, once the threat is down, stop the dying by rendering casualty care and moving the injured to safety.

Entry Requirements

- Teams must be composed of 6 members.
- Chapters can only register 1 teams to compete.
- **Stop the Bleed Certification:** At least one member of the team must be Stop the Bleed certified and their certification submitted online before the competition.

Materials

Competitors can/should provide the following materials. Competitors are only permitted to bring in the below materials to the competition. TPSA does not provide the below materials.

Competitor Provided Materials

- **Photo Identification:** Reference the rulebook (<https://tpsa.info/rulebook>) for details.
- **Duty Gear:** 1- Training Pistol, 1-2 set(s) of handcuffs with key, duty belt with holsters to secure all equipment, and any additional optional training equipment (I.E. training taser, training o/c spray, etc). No radios, working or otherwise, are allowed in the event (<https://texaspublicsafetyassociation.org/rulebook>**) .
- **Long Guns with Sling:** (optional)

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.
- **Scenario Briefing (5 min Time Limit):** The judge presents a detailed briefing of the scenario. The judge will read directly from the hard copy scenario document.
- **Roleplay (20 min Time Limit)**
 1. A twenty (20) minute maximum time limit has been set for the scenario. Timing will begin when the Judge advises the lead officer to start.
 2. The lead officer must advise dispatch (the judge) that the "Scene is Secure/Suspect(s) in custody" in order to stop the time.
 3. Competitors will be stopped at the end of the twenty (20) minute time limit by the event moderator if the lead officer has not advised dispatch and judge that the scene is secure/suspect(s) in custody.
 4. If a team has not successfully completed the search within the twenty (20) minute time frame, the team will be graded on the the criteria completed and receive no scores for criteria not met due to time being called.
- **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

- **Scenario:** Hostage negotiation scenarios or no-win scenarios are prohibited for this event.
- **Command Compliance:** Actors are required to adhere to all instructions and commands issued by competitors, and are expected to do so without any form of resistance or hesitation.
- **Detaining Suspects:** Competitors will hand off detained suspects to a "ghost officer" by verbalizing this action to the judge. The suspects will be considered out of "play" after this has happened.

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.

Safety Protocols

- **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.
- **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.
- **Firearm Handling:** If at any point during the event, an actor is within arms reach of the competitor, and the competitor is displaying unsafe firearm safety procedures, the actor may attempt to disarm the officer by grabbing the firearm. This shall not result in a struggle, and the actor shall not fight for the firearm.
- **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.
- **Long Guns:** All long guns must have a functional sling, utilized by participants handling these weapons.
- **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.
- **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.
- **Shoes:** Competitors must wear low-heeled, closed-toed footwear for this event.
- **Handcuffing and Restraints:** Handcuffing shall be conducted in accordance with the current version of the TPSA rulebook.
- **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

- ALERRT certified officers or instructors
- Judge knowledgeable in TECC/casualty care

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Initial Response & Communication						
On Scene Report & Threat Information First officer reports the threat to dispatch and requests resources.	0 Does not notify dispatch		2 Notifies dispatch of partial information	3 Notifies location and nature of the active threat.	4 Notifies all required information and confirms perimeter status.	
Form Contact Team & Rapid Plan Forms a contact team and a quick plan to move to the threat.	0 No team formed and no plan		1 Forms a team or plan but does not execute properly.	2 Forms a contact team and plan and executes it.	3 Forms a contact team and clear plan; executes and adapts.	
Team Communication Clear, continuous team communication	0 Team failed to communicate	1 Only one competitor communicated.	2 Glimpse of communication; did not flow throughout.	3 Began appropriately but fell off as the scenario continued.	4 Maintained throughout; entire team participated.	
Movement to the Threat						
Movement to the Threat & Speed Moves to the threat with appropriate urgency.	0 Did not move toward the threat or moved unsafely.	1 Thought process but did not move toward the threat.	3 Moved toward the threat but speed or route was off.	4 Moved appropriately but did not adapt.	6 Moved directly to the threat with urgency; bypassed non-threats (active) or moved deliberately (passive); adapted.	
Team Movement, Formation & 360 Security Formation, long cover, rear cover, 360 security.	0 Competitors failed to cover each other from the start.	1 Attempted cover but unsafe tactics.	3 Knew the tactic but failed to execute throughout.	4 Covered one another the majority of the time.	5 Maintained formation, long and rear cover, and 360 security throughout.	

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Threshold Evaluation Assesses the room from the doorway before entry.	0 Entered without assessing; crowded the fatal funnel.	1 Minimal assessment; over-exposed.	3 Some threshold assessment but rushed.	4 Evaluated from the threshold; identified most threats.	5 Deliberately sliced the pie; identified threats and hazards; minimized exposure before entry.	
Room Entry & Threat Engagement						
Room Entry Technique Stack/split, fill and flow, sectors, cover.	0 Unsafe entry tactics.	1 Poor tactics; failed to maintain cover and distance.	3 Entered but failed to maintain cover and distance inside.	4 Good entry but cover and distance broke down at times.	6 Stack/split and fill-and-flow; points of domination; sectors; cover and spacing maintained	
Trigger-Finger Discipline (Indexing) Finger off the trigger unless engaging a threat.	0 Finger on trigger when not engaging.		4 Maintained trigger discipline the majority of the time.		5 Maintained trigger discipline at all times.	
Muzzle Discipline No flagging or lasering of people.	0 Lasered others; no muzzle discipline.		3 Muzzle discipline but flagged others 1-2 times.		6 Proper muzzle control throughout.	
Lines of Fire / Muzzle Awareness Among Team Safe lines of fire; no crossing teammates.	0 Unsafe lines of fire.	1 Did not stay off teammates lines of fire.	2 Safe lines of fire for part of the scenario.		3 Safe lines of fire throughout; never crossed or flagged teammates.	
Threat Discrimination (Shoot / Don't-Shoot) Discriminates threats from innocents.	0 Inappropriate decision (engaged an unarmed or compliant subject).		3 Attempted appropriate decision but near-miss on an unarmed subject.		5 Appropriate decisions per use-of-force continuum; articulated them.	

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Weapon Retention Protects the weapon from the subject.	0 Weapon taken or exposed; no steps to protect it.		3 Knowledge of appropriate weapon retention.		5 Completed the scenario with appropriate weapon retention.	
Stop the Dying: Casualty Care (10 pts) — TECC / Rescue Task Force						
Casualty Assessment (MARCH) Verbalized MARCH assessment; tourniquet with time.	0 No assessment or aid.	1 Verbalized less than 50% of MARCH.	3 Verbalized at least 50% of MARCH; identified major bleeding.	4 Verbalized at least 75% of MARCH.	6 Complete MARCH; verbalized tourniquet with time (no live tourniquet); stated care given.	
Casualty Movement & Rescue (RTF) Move the casualty to a collection point with security.	0 No movement, or moved the casualty while the threat was active.	1 Attempted movement with unsafe technique or no security.	2 Moved the casualty but with poor technique or limited security.		4 After the threat was neutralized or isolated, moved the casualty to a collection point with security; verbalized the rescue concept.	
Apprehension & Control of Compliant Subject						
Verbal Commands Clear, concise, loud commands to the suspect.	0 Failed to communicate while apprehending.	2 Communicated but not loud, clear, concise, and appropriate.	3 Loud but not appropriate and not concise or clear.	4 Loud and appropriate but not concise or clear.	5 Loud, appropriate, concise, and clear.	
Search Methodical search of the subject.	0 Did not search		2 Searched but not concise and methodical		4 Concise and methodical search (top to bottom, bottom to top).	
Handcuffing Proper handcuffing; double-locked; correct fit	0 Failed to handcuff	1 No double-lock; too tight or loose; not fluid.	2 Double-locked but too tight or loose; not fluid.	3 Double-locked, correct fit, but not fluid.	4 Near flawless; correct fit and fluid.	

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Locate & Secure Weapons Locate and disarm the suspect's weapon(s); make safe and secure with the suspect in custody.	0 Did not locate or secure the suspect's weapon(s).	1 Located but left weapon(s) unsafe or unsecured.	3 Located and made safe most weapon(s) on the suspect.		5 Located all weapon(s), made them safe, and secured them with the suspect in custody.	
Post-Engagement Priorities of Work						
Post-Engagement Priorities of Work Scene status, reassess, account for team, hand off.	0 No notification; no reassessment.	1 Notified dispatch but incorrect information or no scene-secure.	3 Reported in-custody but failed to advise scene secure or reassess.		5 Accurate scene status (threat down/secure, in-custody); reassessed; accounted for team; set up for follow-on responders.	
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.	
Total Score: _____ / 100 pts						