TPSA

Felony Traffic Stop

Law Enforcement

LRFT

FY2027

In the Felony Traffic Stop event, competitors are placed in a high-risk traffic stop scenario commonly linked to felony offenses. Utilizing patrol vehicles, participants will coordinate tasks such as issuing verbal commands, safely extracting, and detaining suspects. The goal is to safely detain simulated suspects while maintaining situational awareness and effective communication.

Entry Requirements

- Teams must be composed of a minimum of 2 and a maximum of 4 member(s).
- Chapters can only register 1 teams to compete.

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 following 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)**.
- **3" x 5" memo book :** 3" x 5" memo book to take written notes
- **Writing utensil:** A blue or black ink pen or pencil used to write notes.

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 (20 min Time Limit)**
  - A physical address or description will be provided to each team by the judge so they can relay proper information to dispatch.
  - Competitors ARE allowed to take written notes as stop information is being provided by the judge.
  - Time will begin once the student makes radio contact advising they are conducting a felony stop. No radios (training or real) will be utilized in this scenario. The competitor will simulate radio traffic by speaking to the judge as though the judge is dispatch.
- **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

- **Suspects:** There will be 2-3 actors (suspects) and the scenario will remain constant for each competing team.
- **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.

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

- **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.

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- **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.
- **Vehicle Operation:** No actual driving of vehicles will be allowed during the event. All simulated actions should be conducted with stationary vehicles only.
- **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.
- **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.
- **Handcuffing and Restraints:** Handcuffing shall be conducted in accordance with the current version of the TPSA rulebook.
- **Shoes:** Competitors must wear low-heeled, closed-toed footwear for this event.
- **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.
- **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.
- **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.
- **Searches:** Searches 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

- Judges must be current or retired TCOLE commissioned officers with experience and training conducting felony traffic stops.

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Roleplay

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
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.	
Dispatch/Pre-Stop						
Notify Dispatch Competitors shall notify dispatch of the traffic stop. The competitor shall provide the following information: 1. Unit # 2. Inform dispatch you are conducting a felony stop 3. Location 4. Vehicle description (LP#/ Vehicle description) 5. Number of Occupants 6. Request backup	0 The competitors did not notify dispatch of the Felony Traffic Stop.	2 The competitors provided less than 50% of the required information to dispatch.	5 The competitors provided at least 50% of the required information to dispatch.	6 The competitors provided at least 75% of the required information to dispatch.	8 The competitors provided 100% of the required information to dispatch.	

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Emergency Equipment Competitors activate or verbalize the overhead emergency lights to initiate the stop. The competitors must do this at the appropriate time to receive the full points allotted.	0 Did not activate or verbalize overhead lights.	1 Competitors activate/verbalized overhead lights at an inappropriate time.	2 Competitors activate or verbalized emergency overhead lights at the appropriate time.			
Verbal Commands						
Call suspect back Officers must command the suspect to walk towards their voice (the suspect can walk backward or forward as long as officer safety is observed.)	0 The officer did not command the suspect to walk towards their voice.		1 The officer gave the initial command for the suspect to walk toward their voice but did not continue to direct the suspect back to the correct location.		3 The officer gave the initial command and continued with commands until the suspect was properly positioned.	
Communication for Suspect(s) to exit the vehicle Competitors shall communicate the minimum following (but not limited to) commands: 1. Turn off the vehicle. 2. Safely hand the keys/fob. 3. Command the suspect to open the door from the exterior of the vehicle with the opposite hand.	0 The officer did not give verbal commands.	2 The officer gave less than 50% of the required verbal commands.	5 The officer gave at least 50% of the required verbal commands.	6 The officer gave at least 75% of the required verbal commands.	8 The officer gave 100% of the required verbal commands.	
Waistband-check for weapons Officers must command the suspect to reveal their waistband so that the officer can visually check for any weapons. The officer should ask the suspect with one or both hands to grab the collar of their shirt and pull the shirt up revealing their waistband. The officer then should instruct the suspect to turn 360 degrees by using any phrase to get the suspect to move in that motion. This shall be done while the suspect keeps their other hand in the air.	0 The officer did not give any commands directing the suspect to reveal their waistband.	1 The officer gave less than 50% of the required verbal commands.	2 The officer gave at least 50% of the required verbal commands.	3 The officer gave at least 75% of the required verbal commands.	4 The officer gave 100% of the required verbal commands.	
Hands on Officers shall go hands-on once the suspect is behind the headlights of the patrol vehicle. Behind the headlight includes, but is not limited to, bringing the suspect to the rear of the patrol vehicle.	0 Went hands on prior to suspect being behind the headlights of the patrol vehicle.		2 Went hands-on once the suspects were behind the headlights of the patrol vehicle.			

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Verbal Commands All commands must be loud, authoritative, concise, and effective. Only one officer may give the commands at a time.	0 The commands given do not meet the standards of loud, authoritative, concise, and effective, and more than one officer gave commands at the same time.	1 Less than 50% of the commands given were loud, authoritative, concise, and effective, and/or more than one officer gave commands at the same time.	2 At least 50% of the commands given were loud, authoritative, concise, and effective. Only one officer gave the commands at a time.	3 At least 75% of the commands given were loud, authoritative, concise, and effective. Only one officer gave the commands at a time.	4 100% of the commands given were loud, authoritative, concise, and effective. Only one officer gave the commands at a time.	
Hands visible to officer (in the air) Officers must command the suspect to exit the vehicle, face away from the officers, and place hands in the air.	0 The officer did not give verbal commands to place hands in the air.	1 The officer gave less than 50% of the required verbal commands.	2 The officer gave at least 50% of the required verbal commands.	3 The officer gave at least 75% of the required verbal commands.	4 The officer gave 100% of the required verbal commands.	
Tactical Approach						
Suspect Vehicle Approach Competitors must approach the vehicle in a tactical and safe manner. There are multiple ways a team can safely approach the vehicle. Competitors can approach with a "heavy head", "stacked", or another tactical approach. Competitors SHALL not laser/muzzle a team mate. The approach must have priority of officer safety. This is the key component to receive the maximum points.	0 Competitors approached with no officer safety tactics.	2 Competitors approached but failed to maintain officer safety, or muzzled each other.	6 Competitors approached in a tactical and safe manner but the officer safety component broke down at some point during the approach. example: a competitor enters the fatal funnel with weapon at gun ready.	8 Competitors approached in a tactical manner and maintained officer safety during nearly the entirety of the approach.	10 Competitors approached in a tactical manner and maintained officer safety during the entirety of the approach.	
Search						
Vehicle inventory Competitors must search the suspect vehicle in a systematic fashion.	0 The competitors did not search the vehicle.	1 The competitors looked inside the vehicle for additional suspects but did not complete a systematic search.	2 The competitors completed a search of the vehicle but did not complete it in a systematic fashion.		5 The competitors completed a systematic search of the suspect vehicle.	

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Suspect(s) Competitors shall complete a full systematic search of each suspect prior to the completion of the event. Competitors may opt to complete an initial high-risk search for weapons prior to placing the suspect in the patrol car, and then return to conduct a secondary full systematic search.	0 The competitors did not complete any suspect searches.	1 The competitors completed an initial high-risk search for weapons on one or more suspects but failed to complete any secondary full systematic searches.	2 The competitors performed an initial high-risk search for weapons on all suspects but failed to complete a secondary full systematic search on more than one suspect.	4 The competitors performed an initial high-risk search for weapons on all suspects, but failed to complete a secondary full systematic search for one suspect.	6 The competitors performed a full systematic search of each suspect prior to the completion of the event.	
Contraband/Weapons						
Located The competitors will locate all weapons and contraband located on the suspect(s) and in the suspect vehicle.	0 The competitors did not locate any contraband or weapons.	2 The competitors located less than 50% of the contraband or weapons.	4 The competitors located at least 50% of the contraband or weapons.	6 The competitors located at least 75% of the contraband or weapons.	8 The competitors located 100% of the contraband and weapons or no contraband/weapons required for the scenario.	
Handling The competitors shall notify teammates when they locate contraband and/or weapons. The competitors will render all weapons safe and secure them. All contraband will be secured in a safe manner.	0 The competitors did not follow guidelines for the located weapons and/or contraband.	2 The competitors followed guidelines for less than 50% of the located weapons and/or contraband.	6 The competitors followed guidelines for at least 50% of the located weapons and/or contraband.	8 The competitors followed guidelines for at least 75% of the located weapons and/or contraband.	10 The competitors followed guidelines for 100% of the located weapons and/or contraband.	
Handcuffing						
Double Lock All handcuffs must be applied in a safe manner and the double lock engaged.	0 The competitors did not handcuff the suspect(s).	1 The competitors handcuffed less than 50% of the suspects in a safe manner and/or failed to engage the double locks.	2 The competitors handcuffed at least 50% of the suspects in a safe manner and engaged the double locks.	3 The competitors handcuffed at least 75% of the suspects in a safe manner and engaged the double locks.	4 The competitors handcuffed 100% of the suspects in a safe manner and engaged the double locks.	

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Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Appropriate Sizing The competitors will secure handcuffs on the suspect leaving a gap in which approximately two fingers may be inserted between the wrist and the handcuff.	0 The competitors did not handcuff suspects.	1 The competitors handcuffed less than 50% of the suspects following sizing guidelines.	2 The competitors handcuffed at least 50% of the suspects following sizing guidelines.	3 The competitors handcuffed at least 75% of the suspects following sizing guidelines.	4 The competitors handcuffed 100% of the suspects following sizing guidelines.	
Dispatch (Post Stop)						
Disposition The competitors shall inform dispatch of the disposition of the stop to include: 1. The competitors will advise the number of suspects in custody (Male/Female) 2. Any weapons/contraband seized 3. Competitors will simulate checking weapons for stolen status 4. Inform dispatch that they are in route to the jail 5. Inform dispatch the status of the vehicle	0 The competitors did not provide a disposition to dispatch.	2 The competitors provided less than 50% of the required information to dispatch.	5 The competitors provided at least 50% of the required information to dispatch.	6 The competitors provided at least 75% of the required information to dispatch.	8 The competitors provided 100% of the required information to dispatch.	
					Total Score: _____ / 100 pts	

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