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7 **THE STATE OF WASHINGTON**
8 **KING COUNTY DEPARTMENT OF EXECUTIVE SERVICES INQUEST PROGRAM**

9
10 *IN RE: THE INQUEST INTO THE*
11 *DEATH OF DAMARIUS BUTTS*

NO. 5171Q8013

12 **THE FAMILY'S MOTION TO EXPAND**
13 **THE SCOPE OF THE INQUEST AND**
14 **MOTION IN LIMINE**

15 **I. INTRODUCTION**

16 The Family moves the Administrator to reconsider its decision to: (1) exclude SPD's
17 barricaded person training from the trainings the panel will be instructed to make compliance
18 findings about and (2) to allow Damarius Butts' mother to testify about relevant and necessary
19 details regarding her son. Additionally, the Family requests that photographs be used in lieu of
physical evidence.

20 **II. ARGUMENT**

21 **A. The Panel Should Be Allowed to Determine Whether the Involved Officers**
22 **Complied with SPD's Barricaded Persons Training**

23 The Family moves the Administrator to allow the panel to determine whether the
Involved Officers complied with SPD's barricaded persons training. SPD's barricaded person

1 training “provide[s] a guidance of actions” for law enforcement officers to “implement
2 identification of a barricade situation.” CITY 0103. The training teaches SPD officers to apply
3 the “four (4) C’s” protocol when dealing with a barricaded suspect. The four (4) Cs are: contain,
4 control, communicate, and call SWAT. “A barricaded event is a situation in which a person(s)
5 who is armed or believed to be armed, resists being taken into custody by barricading himself in
6 a room, building or other location.” CITY 0106.

7 In SPD’s barricaded person training, officers are presented with a scenario wherein they
8 see two individuals arguing in front of a bar. CITY 0114. When the officers arrive at the scene
9 they observe “one person . . . pull out a gun and shoot the other person.” CITY 0114. After the
10 shooting, the person with the gun immediately runs into the bar and shuts the door. *Id.* The SPD
11 barricaded persons training directs the officers on the scene to implement the four (4) C’s in such
12 an instance. *Id.*

13 A key indicator of a barricaded person situation is that the “[e]vent is not dynamic but
14 rather static[.]” CITY 0108. Captain Teeter testified that a situation is static—for purposes of the
15 barricaded person training—when the officers determine that the person cannot leave the
16 location. Exhibit A, Teeter Dep. Trans. 37-40 (noting that a situation is static for purposes of the
17 barricaded person training where it is clear that the individual cannot leave a room/building).
18 Officer Kennedy entered the room that Mr. Butts occupied in the Federal Building she noted that
19 “she realized the door was locked” and that Mr. Butts could not exit the room in which he was
20 located. Butts 1713. This should have triggered the barricaded person training protocols.

21 The panel should be allowed to consider whether the SPD officers adhered to their
22 training regarding barricaded persons when they encountered Damarius Butts. The scenario in
23 the barricaded persons training was much more volatile than the situation in which Mr. Butts was
24 killed. In the training the officers witnessed an individual shoot another then run into a building.
Unlike in the training protocols, Mr. Butts had not actually harmed anyone prior to entering the
Federal Building. Further, it was clear that Mr. Butts could not leave the room in which he was
locked and ultimately killed. Consistent with the barricaded person training, which requires the

1 implementation of the four (4) C's in situations where police officers witness an individual shoot
2 a person then enter into a building, once Officer Kennedy and the other officers realized that Mr.
3 Butts could not leave the room the barricaded suspect training was triggered. As such, the panel
4 should be allowed to consider whether the Involved Officers complied with SPD's barricaded
5 person's training.

6 **B. Damarius Butts' Mother Should Be Allowed to Provide Relevant and Necessary
7 Information about Mr. Butts**

8 The Family moves the Administrator to allow the mother of Damarius Butts to provide
9 the panel with information about her son. The proposed testimony would be limited to
10 biographical information relevant and necessary for the panel to perform its factfinding
11 obligations including: his name, date of birth, physical characteristics including height and
12 weight, address, and date of death.

13 SPD and the Involved Officers objected to testimony from Mr. Butts' mother arguing
14 that it would be more prejudicial than probative. However, that is not the case. The information
15 Mr. Butts' mother would testify to is not prejudicial in the least. It is information that is
16 necessary for the panel to perform its duties. Mr. Butts' mother is the witness who has the best
17 foundation to provide this information. Further, testimony by Mr. Butts' mother would allow
18 MR. Butts' family the opportunity to participate in the inquest hearing and have their voice heard
19 amongst in the process. SPD and the Involved Officers further suggest that Mr. Butts' mother
20 may be emotional while testifying about her son, enhancing potential prejudice, this is
21 speculative and does not create a danger that her relevant testimony will be substantially
22 outweighed by a danger of unfair prejudice. While Mr. Butts' mother may be emotional during
23 her testimony, the Family expects many of the officers testifying for SPD will also be emotional,
24 which does not render their testimony inadmissible.

21 **C. Photographs Should Be Used in Lieu of Physical Evidence**

22 The Family moves the Inquest Administrator disallow the presentation of physical
23 evidence during this inquest, such as the firearm allegedly used by Mr. Butts, the jacket

1 purportedly worn by Mr. Butts, the ammunition found in the jacket, and Officer Kennedy's
2 jacket or bulletproof vest. Although arguably relevant, any probative value of such evidence,
3 particularly the firearm allegedly used by Mr. Butts during this incident, is substantially
4 outweighed by the danger of unfair prejudice. ER 403. In particular, the presentation of the
5 actual firearm allegedly used by Mr. Butts is likely to inflame the jury's prejudice. This is
6 particularly true because, while the other parties propose presenting the gun allegedly used by
7 Mr. Butts, no party proposed admitting the firearms used by the Seattle Police Department
8 officers that shot and killed Mr. Butts. The Family has no objection to presenting photographs of
9 the firearm allegedly used by Mr. Butts, which will be sufficient evidence to the jury to answer
10 the interrogatories regarding this firearm. The Family's agreement to admit photographs of this
11 firearm is sufficient to present evidence to the jury.

11 III. CONCLUSION

12 For the foregoing reasons the Family requests that the foregoing requests be granted.

13 DATED this 27th day of November, 2019

14
15 */s La Rond Baker*

16 _____
17 La Rond Baker, WSBA No. 43610
18 Adrien Leavitt, WSBA No. 44451
19 Attorneys for Family of Damarius Butts
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21
22
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Exhibit A

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DEPARTMENT OF EXECUTIVE SERVICES

INQUEST PROGRAM

INQUEST INTO THE DEATH OF DAMARIUS DEMONTA BUTTS

#5171Q0713

INTERVIEW OF CAPTAIN MICHAEL TEETER

NOVEMBER 18, 2019

10:36 A.M.

701 Fifth Avenue

SUITE 2500

SEATTLE, WASHINGTON 98104

REPORTED BY: CATHERINE A. DECKER, CCR NO. 1975

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I N D E X

EXAMINATION BY:	PAGE	
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EXHIBITS FOR IDENTIFICATION		
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	section lesson plan on use	
	of force,	
	City 2214-2236	
Exhibit 2	Post BLEA Deescalation/contact	24
	And cover and barricaded persons,	
	City 0045-0125	

1 Q. So this scenario is about a barricaded
2 person's training. Can you tell me what a barricaded
3 person is?

4 A. One second. Just trying to find here -- I
5 think there is actually a really good definition in
6 this document. Trying to find it for you.

7 Q. Would it be page 66, do you think?

8 A. So on page 62 it says "A barricaded event is a
9 situation in which a person who is armed or believed to
10 be armed resists being taken into custody by
11 barricading himself in a room, building, or other
12 location. There is no indication that the person's
13 activity is immediately causing death or serious bodily
14 injury." And there is another somewhat similar one
15 that has a little bit more definition here on the
16 bottom of page 64.

17 So "A barricaded person is a situation who is
18 armed or believed to be armed and is resisting being
19 taken into custody by barricading himself in a room,
20 building or other location. May or may not have a
21 hostage. The event is not dynamic but rather static."
22 So it's a static event. And "No indication that the
23 person's activity is immediately causing death or
24 serious bodily injury."

25 Q. And can you tell me what the difference

1 between dynamic or static is regarding a barricaded
2 person's incident?

3 A. Sure. So static would mean it's not moving.
4 There are not -- the person has taken kind of an active
5 stance typically, and I think in all the training
6 scenarios the person closes the door and says, Don't
7 come in here or else. And so dynamic is a situation
8 like, for example, if the person was to go into the
9 front door of a building and slam the door and then out
10 the back door, that's a dynamic situation; it's not
11 static. It's not where somebody has stopped and has
12 kind of given the officers evidence that they are
13 barricaded there. That's their intent is to stay there
14 and not be captured.

15 Q. So the training for SPD officers around
16 barricaded persons indicates that if a person is in an
17 enclosed room and there is no indication that person
18 can get out, that would be a static situation; is that
19 right?

20 A. Static but not -- say that again.

21 Q. So you indicated that a static situation would
22 be one in which an individual suspect enters into a
23 building or a room but there is no indication that they
24 are going to leave or that they can leave through any
25 other door other than where the SPD officer is. I

1 believe that's how you indicated what training looks
2 like for the difference between static and dynamic for
3 barricaded persons; is that right?

4 A. I don't think that necessarily covers every
5 aspect of it, but for the piece of static, yes, that a
6 person is fixed in a room they're not moving from, that
7 would be considered static. There are other things
8 that might come into play, though.

9 Q. What other things might come into play?

10 A. So an example would be, say they were static
11 in a restroom and they were flushing the evidence, the
12 officers believe they were flushing drugs down a
13 toilet, and that might create an exigency that might
14 suggest that an officer should enter that room, maybe
15 with a subject who's not armed.

16 There are so many different factors. But just
17 focusing on the word "static," yeah, I think that's
18 fair. If they're fixed in a room, they're not moving
19 out of that room, maybe it's static. But it depends on
20 what they are doing in the room. If they're shooting
21 out of that room, shooting a firearm or shooting arrows
22 or some other weapon that would pose a danger to
23 others, then they may be static but officers may still
24 choose to enter. So I think the term static is partly
25 position but it's also kind of what the person's

1 actions are.

2 Q. Okay. But SPD officers are trained to
3 understand under the barricaded person's policy that if
4 a person is in a room and it's clear that they cannot
5 exit, that that is a static situation unless there is
6 some sort of other exigent circumstance occurring; is
7 that right?

8 A. Your preface, you said policy. I don't --

9 Q. Sorry. The training. SPD officers are
10 trained that if an individual enters into a room and
11 there's no other way for them to escape, that is likely
12 a static situation for the barricaded person's
13 training?

14 MS. SHARIFI: Just going to object that
15 it slightly mischaracterizes the witnesses's statement.
16 Go ahead and answer.

17 A. So I'm struggling with this because you're
18 trying to pick out the word static out of a whole
19 picture of what makes a barricaded person's situation.
20 So that's difficult for me because static is one piece
21 of it, but really we're talking about the whole
22 picture. So generally speaking I believe that the
23 officers are trained that static means that the person
24 is not moving, but it might mean that they are moving,
25 say, within a house. They might be moving to different

Exhibit B



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POST BLEA



De-escalation/Contact & Cover And Barricaded Person(s)

Prepared by: Education and Training Section Staff

1 |

EXHIBIT	2
<i>Teeter</i>	
DATE: 11-18-19	
C. Decker, CCR	



Barricaded Person(s)

Performance Objectives:

To provide a guideline of actions for students to implement on identification of a barricade situation.

All students officers given a drill or scenario by the Education and Training Section Staff will be able to:

- Identify that it is barricaded situation.
- Identify the duties and responsibilities of the first officer at the scene.
- Apply the four(4) C's (Contain, Control, Communicate and Call SWAT and HNT).
- Develop a plan in case hostages are released or the suspect(s) gives up and comes out.

Enabling Learning Objectives:

In a drill, each student will:

1. Demonstrate the ability to identify a possible barricade situation.
2. Practice applying the four(4) C's:
 - a. **Contain:**
 - i. Isolate the incident. Keep the barricaded person(s) inside the room, apartment, building or premise.
 - ii. Use cover over concealment
 - iii. Request additional units and a Sergeant.
 - iv. These additional units will help form an inner perimeter.
 - b. **Control:**
 - i. Keep suspect(s) inside the perimeter



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- ii. Keep anyone not involved in the situation out of the perimeter
 - iii. We want to make the scene static. The longer a scene continues, the higher probability of a peaceful resolution.
 - c. **Communicate:**
 - i. With other officers
 - ii. With Supervisor
 - iii. With radio
 - iv. and with the suspect(s)
 - d. **Call SWAT and HNT:**
 - i. Usually the Sergeant on scene calls for SWAT and HNT
 - ii. Try to get them responding early in the situation since it will take them a while to arrive and set up
3. Develop contingency plans in case hostages are released or the suspect(s) gives up and comes out.
 - a. Decide who is going to keep cover on the location
 - b. Decide who is going to cover the hostage or suspect(s)
 - c. Who is going to communicate with the person who comes out
 - d. Who is going to be the contact or arrest team

Overview:

In order to complete the performance or learning objectives, students will receive the following training:

1. Concept training regarding barricaded person(s).
 - a. Fundamentals, techniques, principles and variables are introduced through a lecture format. The concept phase provides a basis for subsequent learning, allowing the competency to make sense. During this phase, discussion is encouraged and any questions resolved
2. Skill/Drill training
 - a. Isolated, specific skills are trained through guided repetition of drills. Components of a barricaded person(s) are placed into discrete steps that are chained to form a progression. The steps are limited to one



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technique. Instructors may stop the individuals or team to make corrections or adjustments.

- b. Covering the following topics:
 - i. Recognition of a barricaded person(s)
 - ii. Threat assessment and move to a place of cover(something that will protect the officer(s) from whatever the person(s) is armed with)
 - iii. Implement the four(4) C's:
 1. Contain
 - a. Isolate the incident. Keep the barricaded person(s) inside the room, apartment, building or premise
 - b. Use cover over concealment
 - c. Request additional units and a Supervisor.
 - d. These additional units will help form an inner perimeter.
 2. Control
 - a. Keep suspect(s) inside the perimeter
 - b. Keep anyone not involved in the situation out of the perimeter
 - c. We want to make the scene static. The longer a scene continues, the higher probability of a peaceful resolution.
 3. Communicate
 - a. With other officers
 - b. With Supervisor
 - c. With radio
 - d. and with the suspect(s)
 4. Call SWAT and HNT
 - a. Usually the Sergeant on scene calls for SWAT and HNT
 - b. Try to get them responding early in the situation since it will take them a while to arrive and set up
 - iv. Develop contingency plans in case hostages are released or the suspect(s) gives up and comes out.



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1. Decide who is going to keep cover on the location
 2. Decide who is going to cover the hostage or suspect(s)
 3. Who is going to communicate with the person who comes out
 4. Who is going to be the contact or arrest team
3. Reality based scenario training involving application of the concepts in dynamic situations.
- a. Allow students to perform under simulated stress with real time decision making.
 - b. Scenarios present a reality based context for the students to demonstrate and rehearse learned skill sets.
 - c. Using reflective reinforcement, performance is perfected through real time remediation and reinforced through a self-directed narrative debrief.

Interest Introduction:

- A barricaded event is a situation in which a person(s) who is armed or believed to be armed, resists being taken into custody by barricading himself in a room, building or other location. There is no indication that the person(s) activity is immediately causing death or serious bodily injury
- The four(4) C's are a best trained practice for dealing with a barricaded person(s).
- A barricaded person(s) is in a position of advantage over police officers
- This is a static event
- Experience has shown that the passing of time increases the likelihood of a peaceful resolution



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Material Introduction:

- The four(4) C's are a best trained police practice for dealing with a barricaded person
- The trained tactics have been used in police work for over twenty years
- Material gathered from Education and Training Section Guide, Post BLEA Tactics training Plan and other training material

Concepts:

The four(4) C's are universally taught to police officers as the best and safest way for dealing with a barricaded person(s). Experience has shown that the passing of time increases the likelihood of a peaceful resolution. Statistics show that 80% of all hostages who die are killed during the entry phase, either by the suspect(s) or accidentally by police.

The barricaded person(s) is in a position of advantage:

- Able to move freely around room or building
- Know all the entrances to the room or building
- Able to set up ambushes

Numbering the sides and openings of a building: This system used throughout the department. The front door is usually numbered side 1. The rest of the sides are numbered sequentially in a clockwise direction.

The intent of numbering is to:

- Assist officers with informing others of their location in relation to the building. I.E. "3K1 I am located on the 1,2 corner at 30yds".
- Be able to describe the building to others. I.E. "Side 1 has three floors. Floor one has two openings,...".
- Inform other officers of anything of interest and where it is located. I.E. "Suspect is opening the door on side four".

Tactical Sequence:

- Identify a barricaded person(s) incident
- Move to a position of cover
- Implement the four(4) C's:



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1. **Contain:**

- Isolate the incident. Keep the barricaded person(s) inside the room, apartment, building or premise.
- Use cover over concealment
- Request additional units and a Sergeant.
- These additional units will help form an inner perimeter.

2. **Control:**

- Keep suspect(s) inside the perimeter
- Keep anyone not involved in the situation out of the perimeter
- We want to make the scene static. The longer a scene continues, the higher probability of a peaceful resolution.

3. **Communicate:**

- With other officers
- With Supervisor
- With radio
- and with the suspect(s)

4. **Call SWAT and HNT:**

- Usually the Supervisor on scene calls for SWAT and HNT
- Try to get them responding early in the situation since it will take them a while to arrive and set up
- Develop contingency plans in case hostages are released or the suspect(s) gives up and comes out.
 - Decide who is going to keep cover on the location
 - Decide who is going to cover the hostage or suspect(s)
 - Who is going to communicate with the person who comes out
 - Who is going to be the contact or arrest team

Barricaded Person(s):

- A situation in which a person(s) who is armed or believed to be armed and is resisting being taken into custody by barricading himself in a room, building or other location.
- May or may not have a hostage(s)
- Event is not dynamic but rather static
- No indication that the person(s) activity is immediately causing death or serious bodily injury



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Safe Access Route: A specific course that does not expose incoming officers or supervisors to the barricaded person(s).

Hostage Negotiation Team (HNT): A unit of officers who specialize in talking and negotiating with individuals who are involved in a crisis incident such as a barricaded person event.

SWAT (Special Weapons And Tactics): A unit of specially selected and trained officers who have access to specialty weapons such as full automatic weapons, long distance shooting rifles and chemical munition launchers. This unit trains for the high risk, low frequency incidents such as a barricaded person(s).

Inner Perimeter: Immediate area of containment as designated by the on scene supervisor. This area is initially staffed by first responding officers to the barricaded incident until relieved by SWAT. Innocent persons in this area may eventually be evacuated to prevent injury or interference with the operation. Only personnel authorized by the supervisor in charge should be allowed entry to this area.

First Officer(s) on the scene:

- Identify a barricade incident
- Take protection behind cover(something that will protect the officer(s) from whatever weapon the barricaded person(s) is armed with).
- Isolate and contain the threat and start implementing the four(4) C's
- Keep radio traffic short, clear and to the point
- Call for additional units and supervisor
- Direct incoming units to arrive by a safe access route

Police Priorities:

- Lives of hostages
- Lives of innocent bystanders
- Lives of Police Officers
- Life of the barricaded person(s)



Skill/Drills – Barricaded Person(s)

Skill/Drill Training #1: Chalk talk on numbering sides of a building including floors and openings.

Skill/Drill Training #2:

Tell: Recognize a barricade incident.

Elements of a barricaded person(s):

- Police have a legal right to be there
- Person(s) who is armed or believed to be armed and is resisting being taken into custody by barricading himself in a room, building or other location.
- May or may not have a hostage(s)
- Event is not dynamic but rather static
- No indication that the person(s) activity is immediately causing death or serious bodily injury

Show: Instructors will demonstrate the elements by verbally doing a chalk talk using a made up scenario.

- **Scenario:** Officers on random and unpredictable patrol see a car go through a red light. Officers pull behind the car and run the plate. It comes back to a Richard Zimmerman with an address of 1313 Greenwood Ave N who also has a felony warrant for homicide out of Bellevue, Wa. Officers keep following the car while waiting for a second unit. After the second unit pulls in behind the primary unit, they turn on their overhead lights to initiate the traffic stop/possible warrant arrest. The car refuses to stop while traveling at normal speeds and obeying other traffic laws. The car eventually pulls into the driveway at 1313 Greenwood Ave N. A male fitting the warrant suspect description gets out of the car and runs into the house and shuts the door.



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Officers set up containment and then knock on the door. Zimmerman yells through the door "Go away, I have a gun and I'm not going back to jail".

Elements: (Instructor will guide students through the following questions)

- Police have a legal right to be there?
- Zimmerman is armed or believed to be armed and is resisting being taken into custody by barricading himself in the house.
- Unknown if he has a hostage(s)
- Event is static
- No indication that Zimmerman's activity is immediately causing death or serious bodily injury

Do: Students will be told the following scenario and then answer the questions at the end

- **Scenario:** Officers on a footbeat observe a person they recognize as Phillip Coles who they know has a warrant for VUCSA (violation of the uniform controlled substance act – Drugs) Upon seeing officers, Coles turns and runs into the 4th Ave Hotel. Officers run after Coles and observe him going into room #112.
As officers approach the room, they hear what sounds like a pump action shotgun racking a round into the chamber. Coles also yells "I'll kill you if you come in here"

Questions:

- Do Police have a legal right to be there?
- Is Coles armed or believed to be armed?
- Is he resisting being taken into custody by barricading himself in the room?
- Does he have a hostage(s)?
- Is the event static?
- Is there any indication that Coles' actions are causing immediate death or serious bodily injury?



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Skill/Drill Training #3:

Tell: Barricaded person(s) walk through.

Scenario: Officers respond to a noise complaint at "The London" apartment building. Caller is in room #107 and says the occupant in room #105, Mr. Edwards, is playing loud music. The complainant has asked them twice to turn it down and they refused and told him to "mind your own business". Complainant is scared to talk to police and does not want to be contacted.

Show:

Instructors will walk through this scenario showing proper procedures for handling a barricaded person(s) incident. (Role player will be briefed prior to the start of this drill. He/she will come out of the apartment when told to by the instructor and follow commands).

Officers arrive at "The London" and hear loud music coming from inside the building. They go inside and walk to #105. The music gets louder and is obviously coming from inside #105. Officers knock on the door and the music immediately turns down. A voice calls out "who's there?". "Seattle Police Mr. Edwards, open the door so we can talk to you about the loud music". "Did Mr. Krabbits in #107 call you?, I'm going to shoot him next time I see him.....go away or I'll shoot you too" (officers then hear a shotgun being racked from behind the door).

Officers then:

- Immediately move to a cover position. Primary officer is in charge until relieved by an on scene supervisor.
- Implement the four(4) C's:
 1. **Contain:**



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- Isolate the incident. Keep the barricaded person inside the apartment.
- Request additional units and a Sergeant. Give a safe access route.
- Use the additional units to form the inner perimeter.

2., **Control:**

- Keep suspect inside the perimeter
- Keep anyone not involved in the incident out of the perimeter
- **Important to note....the longer the scene continues, the higher probability of a peaceful resolution.**

3. **Communicate:** Primary officer will communicate:

- With other officers
- With Supervisor
- With radio
- Another officer(if possible) will communicate with the suspect

4. **Call SWAT and HNT:**

- Usually the Supervisor on scene calls for SWAT and HNT
- Try to get them responding early in the situation since it will take them a while to arrive and set up
- Develop contingency plans in case the suspect gives up and comes out.
 - Decide who is going to keep cover on the location
 - Decide who is going to cover the hostage or suspect(s)
 - Who is going to communicate with the person who comes out
 - Who is going to be the contact or arrest team

****After the four(4) C's have been accomplished, the instructor will tell the role player to give up, come out of the apartment empty handed and follow the commands of the demonstrators.

Do: Students will go through this drill with assistance from the instructors.



Scenarios

Barricaded Person Scenario #1 (One Suspect)

Scenario Overview

Scenario #1

Performance Objectives

- Realize disturbance call has changed into a barricaded person situation
- Move to position of cover
- Implement the four(4) C's: Contain, Control, Communicate and Call SWAT and HNT
- Make contingency plans: rescue down person, suspect gives up
-

Synopsis

Two individuals are in a verbal argument outside the Manhattan Bar, located at 203 Airport Way S. The bar is closed and empty. The bartender left from a back door and was walking around to the front of the building to lock the front doors when he came upon the argument. The argument looked like it was going to escalate into a fight, so he called 911.

When police arrive, one person will pull out a gun and shoot the other person. After the shooting, the shooter will move quickly into the Manhattan Bar(room 101) and shut the door. The shooter will yell at the officers "Don't come in here or I'll shoot you too" and refuse to come out. Officers should move to a position of cover and notify radio of the situation. The down person will start moaning and ask for help.

Officers should attempt to get the down person to crawl or move towards them. The downed person will move until they are about feet from the officers and stop saying "I can't move any farther". This will force the officers to make a plan to rescue the downed person.

After rescuing the downed person and implementing the four(4) C's, the shooting person will give up and come out of the Bar with his hands empty and up in the air. The shooter will follow the commands of the officers. The scenario is over when the officers have the shooter in handcuffs.



**Seattle Police Department
Education & Training Section
Lesson Plan**

Site Description

The students will stage in room #107. Two students will start the scenario. Additional students will be added into the scenario when called by the original students. The incident will start outside of room #101.

Notes

When the officers walk around the corner, the suspect will pull out a gun and shoot the other person. This person will fall to the floor and the shooter will immediately run into room #101 and shut the door.

Dispatch Directions Or Situation Explanation

Caller is the bartender at the Manhattan Bar located at 2203 Airport Way S. He stated that after closing up the bar, he left by the back door and was walking around the building to lock the front door when he observed two persons in a loud verbal argument. He thought the argument was escalating and might become physical so he called 911. He said the bar is empty and does not want to be contacted.



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Education & Training Section
Lesson Plan

Performance Sheet

Scenario #1

Performance Activities	Complete	Incomplete
Identify a barricade situation.	<input type="checkbox"/>	<input type="checkbox"/>
Implement the four(4) C's: Contain, Control, Communicate, Call SWAT And HNT	<input type="checkbox"/>	<input type="checkbox"/>
Rescue the injured person.	<input type="checkbox"/>	<input type="checkbox"/>
Make contingency plan for the suspect giving up	<input type="checkbox"/>	<input type="checkbox"/>
Safely place suspect into custody per Education and Training Section protocol	<input type="checkbox"/>	<input type="checkbox"/>



Seattle Police Department
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Role Player Guidelines

Scenario #1

Role Player #1 (victim)

General Overview Of Situation

Standing outside of room #101. When the officers walk around the corner, role player(rp) #2 will pull out a blank gun and shoot towards you. After the shot, you will fall to the floor and start yelling for officers to "help me". When officers tell you to crawl towards them, you will move to within five feet of them and say you can't move any farther. Officers should make a plan to rescue you and immediately pull you behind cover. You will be King X'd after this

<p>Officers Actions Attempt to follow shooter into the bar</p>	<p>Role Player Response Instructor will pause the scenario and review barricade criteria with officers</p>
<p>Officers Actions Immediately move forward to rescue down person</p>	<p>Role Player Response Instructor will pause the scenario and talk about advantages to rescuing the down person right in front of the door and the disadvantages.</p>
<p>Officers Actions Officers immediately move to a position of cover and start implementing the four(4) C's.</p>	<p>Role Player Response Wait for officers to tell you to move towards them.</p>
<p>Officers Actions Offices tell you to move towards them.</p>	<p>Role Player Response After the officers tell you to move, crawl until you are about five feet from them and then collapse back to the floor and say "I can't move anymore. He/she shot me in the hip.</p>
<p>Officers Actions Make a plan and move out to rescue the down person</p>	<p>Role Player Response Comply</p>



**Seattle Police Department
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Scenario #1

Role Player #2 (suspect)

General Overview Of Situation

Standing outside of room #101. When the officers walk around the corner, pull out a gun and fire two blank rounds into the wall next to the other role player. After the shots, run into room #101 and shut the door. After the door shuts yell "Don't come in here or I'll shoot you too". Refuse to come out until told by the instructor. Then come out with empty hands in the air

<p>Officers Actions Chase suspect into the bar</p>	<p>Role Player Response Fire several rounds at the officers. Go down when hit with good stopping rounds(head or center mass shots). Instructor will pause and talk about disadvantages to chasing the shooter into an empty bar. Scenario will be reset.</p>
<p>Officers Actions Immediately move forward to rescue down person</p>	<p>Role Player Response Instructor will pause the scenario and talk about advantages to rescuing the down person and the disadvantages of rescuing the down person right in front of the door.</p>
<p>Officers Actions Officers move to a position of cover and start implementing the four(4) C's. Make contingency plans(shots fired, suspect gives up and comes out)</p>	<p>Role Player Response Wait for officers to tell you to move towards them. Say you are shot in the hip and unable to walk</p>
<p>Officers Actions Offices tell you to move towards them.</p>	<p>Role Player Response After the officers tell you to move, crawl until you are about five feet from them and then collapse back to the floor and say "I can't move anymore. He/she shot me in the hip.</p>
<p>Officers Actions Make a plan and move out to rescue the down person. (Once victim is behind cover, officers make a plan to provide medical attention and then king X on the victim).</p>	<p>Role Player Response Comply</p>
<p>Officers Actions Keep talking to suspect</p>	<p>Role Player Response Gives up and comes out with hands empty. Follows commands of the officers.</p>



**Seattle Police Department
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Equipment needs:

- Two UTM blank firing guns
- Two magazines loaded with UTM BBR's (Battlefield Blank Rounds)

Summary of Character and Reason for Police Contact

Verbal argument in front of the doors to the Manhattan Bar. Appears the argument will turn physical



Seattle Police Department
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Barricaded Person Scenario #2 (One Suspect)

Scenario Overview

Scenario #2

Performance Objectives

- Realize noise disturbance call has changed into a barricaded person (possible hostage) situation
- Move to position of cover
- Implement the four(4) C's: Contain, Control, Communicate and Call SWAT and HNT
- Make contingency plans: unarmed person comes out, suspect gives up
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Synopsis

Apartment manager called in and stated there are two individuals inside apartment #105 who are in a loud verbal argument. He has had several complaints from other tenants and would like police to respond. Officers arrive and talk to the manager who says that this has been an ongoing problem. Normally they've stopped by now but this time it has just been getting louder and louder. Officers can hear the argument. Officers move to apartment #105 and find the front door wide open. When they look inside, suspect #1 will pull out a gun and grab their roommate in a "classic hostage" hold(victim is in front of the suspect, gun to the head of the victim) and not give the officers a chance to shoot at them. Suspect will repeatedly say "I'm not going back to jail". Officers should retreat to a position of cover, start making contingency plans(victim comes out, shots fired, suspect gives up) and implement the four(4) C's: Contain, Control, Communicate, Call SWAT/HNT. Eventually the victim will come out followed shortly after by the suspect, who will leave the apartment with his/her hands empty.



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Site Description

The students will stage in the classroom of Annex II. Two students will start the scenario. Additional students will be added into the scenario when called by the original students. Students will be briefed outside of room #107. The entrance to room #105 is through the role player closet.

Notes

When the officers knock or look into the room, the suspect will pull out a gun and grab the victim in a classic hostage stance. The suspect will yell at the officers "go away, I'm not going back to jail. Role players will stay in the room until notified by the instructor to leave and follow the officers commands.

Dispatch Directions Or Situation Explanation

Caller is the manager of the apartments located at 2203 Airport Way S. He says that the tenants in room #105 are in a very loud verbal disturbance. Several other tenants have called the manager to complain. This isn't a normal occurrence and he's afraid that it's going to get worse.



Seattle Police Department
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Performance Sheet

Scenario #2

Performance Activities	Complete	Incomplete
Identify a barricade situation.	<input type="checkbox"/>	<input type="checkbox"/>
Implement the four(4) C's: Contain, Control, Communicate, Call SWAT And HNT	<input type="checkbox"/>	<input type="checkbox"/>
Make contingency plan for the victim giving up.	<input type="checkbox"/>	<input type="checkbox"/>
Safely handle the victim and attempt to get intelligence	<input type="checkbox"/>	<input type="checkbox"/>
Make contingency plan for the suspect giving up	<input type="checkbox"/>	<input type="checkbox"/>
Safely place suspect into custody per Education and Training Section protocol	<input type="checkbox"/>	<input type="checkbox"/>



**Seattle Police Department
Education & Training Section
Lesson Plan**

Role Player Guidelines

Scenario #2

Role Player #1 (victim)

General Overview Of Situation

Role players will be inside room #105 in a very loud verbal argument. When officers look inside the room, suspect will pull out a gun and grab the victim in a "classic hostage" hold (victim is in front of the suspect, gun to the head of the victim) and not give the officers a chance to shoot at them. Suspect will repeatedly say "I'm not going back to jail" "Go away or I'll shoot him/her". Officers should retreat out of the role player closet and down the hall to a position of cover, start making contingency plans (victim comes out, shots fired, suspect gives up) and implement the four(4) C's: Contain, Control, Communicate, Call SWAT/HNT.

The victim will come out when prompted by the instructor. Victim will follow the commands of the students. The suspect will also exit the apartment when prompted by the instructor. He/she will leave the apartment with empty hands and follow the commands of the students. After the suspect has been placed in handcuffs, the instructor will King X the scenario and talk about what would need to be done next (clearing the apartment).

<p>Officers Actions Fail to identify a barricade situation and stay at the doorway</p>	<p>Role Player Response Suspect will shoot at the officers. Instructor will pause the scenario and talk about advantages and disadvantages of staying at the apartment door. Scenario will be reset.</p>
<p>Officers Actions Officers move into the apartment and attempt a hostage rescue</p>	<p>Role Player Response Instructor will pause the scenario and remind officers that they are not trained to perform hostage rescue.</p>
<p>Officers Actions Officers immediately move to a position of cover and start implementing the four(4) C's.</p>	<p>Role Player Response Stay in the apartment</p>
<p>Officers Actions Officers make contingency plans in case victim and/or suspect gives up. Start communicating with suspect</p>	<p>Role Player Response Victim will exit the apartment, when notified by the instructor, and comply with the officer's orders.</p>
<p>Officers Actions Safely deal with the victim</p>	<p>Role Player Response Comply</p>



**Seattle Police Department
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Scenario #2

Role Player #2

General Overview Of Situation

Role players will be inside room #105 in a very loud verbal argument. When officers look inside the room, suspect will pull out a gun and grab the victim in a “classic hostage” hold(victim is in front of the suspect, gun to the head of the victim) and not give the officers a chance to shoot at them. Suspect will repeatedly say “I’m not going back to jail” “Go away or I’ll shoot him/her”. Officers should retreat out of the role player closet and down the hall to a position of cover, start making contingency plans(victim comes out, shots fired, suspect gives up) and implement the four(4) C’s: Contain, Control, Communicate, Call SWAT/HNT.

The victim will come out when prompted by the instructor. Victim will follow the commands of the students. The suspect will also exit the apartment when prompted by the instructor. He/she will leave the apartment with empty hands and follow the commands of the students. After the suspect has been placed in handcuffs, the instructor will King X the scenario and talk about what would need to be done next(clearing the apartment).

<p>Officers Actions Fail to identify a barricade situation and stay at the doorway</p>	<p>Role Player Response Suspect will shoot at the officers. Instructor will pause the scenario and talk about advantages and disadvantages of staying at the apartment door. Scenario will be reset.</p>
<p>Officers Actions Officers move into the apartment and attempt a hostage rescue</p>	<p>Role Player Response Suspect will shoot at the officers. Instructor will pause the scenario and remind officers that they are not trained to perform hostage rescue.</p>
<p>Officers Actions Officers immediately move to a position of cover and start implementing the four(4) C’s.</p>	<p>Role Player Response Stay in the apartment</p>
<p>Officers Actions Offices make contingency plans in case victim and/or suspect gives up. Start communicating with suspect</p>	<p>Role Player Response Victim will exit the apartment, when notified by the instructor, and comply with the officer’s orders.</p>
<p>Officers Actions Get intelligence from the victim and keep communicating with the suspect</p>	<p>Role Player Response Suspect will give up and exit the apartment, with empty hands, and follow the commands of the officers</p>
<p>Officers Actions Safely place the suspect into custody</p>	<p>Role Player Response Comply</p>



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Lesson Plan

Equipment needs:

- Two UTM marking guns
- Two magazines loaded with UTM MMR(man marking rounds)

Summary of Character and Reason for Police Contact

Very loud verbal argument in apartment #105. Sounds like the argument will get physical

