

San Jose Police Department Regional Training Center
4 Hour Law Enforcement Driver Simulator
Course Outline

- I. Registration **(Classroom)**
 - A. Documentation
 - 1. Roll call
 - 2. POST roster
 - 3. College form
- II. Course Introduction
 - A. Objectives/Goals
 - 1. Create a positive attitude toward vehicle operations
 - 2. Increase officer survival and public safety
 - 3. Increase driver awareness
 - 4. Improved judgment and decision-making skills w/o risk
 - 5. POST mandated CPT Perishable Skill
- III. Safety Procedures
 - A. Facility safety
 - 1. Instructor notification procedure
 - 2. Exits/ evacuation routes
 - 3. Phone locations
 - 4. AED location
 - B. Weapons security
 - 1. No weapons allowed unless specifically directed
 - 2. Locker locations
- IV. Defensive driving techniques for law enforcement
 - A. Road Tactics
 - 1.Speed/ maintain a safe space cushion
 - 2.Lane positioning
 - 3.Distance from obstacles and other vehicles
 - 4.Anticipate other's actions
 - B. Vehicle operation
 - 1. Steering
 - a. Head on a swivel/ visual scans
 - b. Shuffle Steering
 - c. Microphone handling while driving
 - 2. Speed control
 - a. Prime Facie speed limits
 - b. Smooth application of throttle
 - c. Appropriate time and location
 - 3. Braking
 - a. Smooth and efficient brake application

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- b. Appropriate time and location
 - 4. Distractions - Environmental
 - a. MDC usage
 - b. Cell phone policy
 - c. Radio operation
 - 5. Distractions - Personal
 - a. Recognizing dangerous attitudes
 - b. Overconfidence
 - c. Self-righteousness
 - d. Impatience
 - e. Pre-occupation
- V. Intersections
 - A. Analysis
 - 1. Intersection analysis should start early before entering intersection
 - 2. Scan intersection for dangerous areas
 - 3. Identify hazardous areas and prepare for them (move away from danger)
 - 4. Slow or stop before entering intersections
 - B. Cross Traffic
 - 1. Look in all directions (left, right, left)
 - 2. Clear lane by lane
 - 3. Both hands on the steering wheel
 - 4. Prima Facie speed limit
 - 5. Blind intersections - 15 mph
 - 6. Stop if necessary
 - C. Collision avoidance
 - 1. Maintain a high visual horizon
 - 2. Maintain a safe space cushion
 - 3. Anticipate other's actions
 - 4. Look through turns before entry
- VI. First Simulator Driving Exercise (**CAP 200 - 300**)
 - A. Simulator equipment orientation
 - 1. Seat positioning
 - 2. Mirror positioning and usage
 - 3. Control & operation of the simulator/ "special" features
 - B. Orientation driving scenarios
 - 1. Straight-line Driving
 - a. Speed control
 - b. Lane positioning
 - c. Eye scanning

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- 2. Hazard Avoidance
 - a. High visual horizon
 - b. Speed control
 - c. Lane positioning
 - d. Steer-to-the-rear

VII. Officer Collisions (Classroom)

- A. Statistics - Collision/vehicle related deaths and injuries
 - 1. National
 - 2. State
 - 3. Local area & Agency
 - 4. Officers felonious assault vs. /vehicle related

VIII. Liability

- A. Direct Liability
 - 1. Agency
 - 2. Personal/Officer
- B. Indirect Liability
 - 1. Agency
 - 2. Personal/Officer

IX. Negligence / Willful misconduct

- A. Violation of Law
 - 1. CVC violations
- B. Violation of Policy
 - 1. Normal Response
 - 2. Emergency Response
 - 3. Pursuit Policy
- C. Consequences
 - 1. Civil & Criminal Prosecution
 - 2. Disciplinary action
 - 3. Monetary losses and loss due to injuries
 - 4. Vehicle and equipment loss

X. Second Simulator Driving Exercise (CAP 400 – 500)

- A. Orientation
 - 1. Normal response
 - 2. C-3 driving
- B. Straight-line Driving, directed driving
 - 1. Normal response

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2. C-3 driving

C. Hazard Avoidance

1. Normal response
2. C-3 driving

XI. Emergency driving procedures and regulations (Classroom)

A. California Vehicle Codes

1. Rules of the Road
2. Exemption/F.E.R.P.
3. Duty to Yield
4. Due Regard

B. Case Law

1. Brower v. Inyo County
2. Cruz v Briseno
3. Sacramento County v. Lewis
4. Scott v. Harris

C. Pursuits

1. 13519.8 CVC review
2. Definition
3. Initiation / Termination
4. Notifications
5. Review agency pursuit policies

XII. Emergency driving procedures and regulations

A. Code 3 Equipment

1. Lights
 - a. Requirements
 - b. Limitations
2. Siren
 - a. Requirements
 - b. Limitations
 - c. "Siren Syndrome"
3. Radio/MDC
 - a. Requirements
 - b. Limitations

XIII. Emergency driving

A. Human factors

1. Reactions time considerations
2. Adrenaline

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3. Tunnel vision
4. Loss of self-control
5. Post pursuit discipline

B. Tactics

1. Decision-making
 - a. Immunity v/ Liability
 - b. Need v. risk
 - c. Dept. Policies
2. Pursuit alternatives
 - a. Canceling
 - b. Tactical Parking
 - c. P.I.T.
 - d. Road Spikes
 - e. Legal intervention

XIV. Simulator Driving **(CAP 600 – 800)**

A. Code-3 Response

1. Pursuits
2. Felony Crimes against persons

B. Linked scenarios

1. Code 3 response
2. Communications
3. Coordination

C. Safe resolution

1. Vehicle positioning
2. All Participants' accountability
3. Supervisor's role

XV. Class closing and evaluations