

OBJECTIVE 4.7 Demonstrate the ability to conduct a pursuit.

INTRODUCTION

Students learn best by doing the task. Give them the opportunity to practice and discuss strategies and methods and to demonstrate what level of skill they have achieved. This will require the development of activities which will allow for a more emotional and long-lasting experience regarding vehicle pursuit.

CONTENT

Refer to the Content in Objectives 4.1, 4.2, 4.3, 4.4, and 4.5. Use the content as a guide for what should be demonstrated.

Objective 4.1: Identify factors that impact on initiating a pursuit

Objective 4.2: Identify factors involved when conducting a vehicle pursuit.

Objective 4.3: Identify factors that would warrant the pursuing officer, or a supervisor, making the decision to terminate a vehicular pursuit.

Objective 4.4: Identify factors that impact on the termination of a pursuit: suspect voluntary or involuntary stopping.

Objective 4.5: Identify factors to be considered when a law enforcement vehicle is involved in the termination of a vehicular pursuit using various physical intervention techniques (roadblocks).

SUMMARY

Although the demonstration of vehicular pursuit may be considered dangerous, given the proper driving area, vehicles, and instructional staff, danger can be kept to a minimum. The experience is important for developing good driving habits for vehicle pursuit situations.

SUGGESTED INSTRUCTIONAL METHODOLOGY**SMALL GROUP**

Divide the class into groups of two. Give each group the conditions of a pursuit or use video of an actual pursuit. Have one student act as the pursuing officer, the other should act as the dispatcher or shift supervisor. The pursuing officer should call in all necessary information during the simulated pursuit. Change roles after each pursuit. This activity can also be performed in the training vehicles on simulated pursuit scenarios.

RANGE

Create a pursuit scenario using cones or other markers which will allow for 2 or 3 vehicles to operate at the same time. (See chapter on Pursuit Scenarios-number 26, 27 & 28.) The course should have a series of turns, curves, and maneuvers built into the design. Designate one vehicle as the fleeing driver and have that vehicle begin driving the course. Designate the other vehicle(s) as pursuit vehicle(s). As the pursuit develops, create changes in following distances and allow the fleeing driver to attempt to escape from the pursuing officers.

(Insert cumulative pursuit scenarios)

Allow the students the opportunity to measure:

1. Effectiveness of pursuing at less than 2 seconds of following distance
2. Effectiveness of pursuing at greater than 3-4 seconds of following distance
3. Physiological changes such as pulse rate, stress levels, fatigue
4. Psychological changes such as emotions, frustration, anger, competition

RESOURCES AND AIDS

1. Practice emergency vehicle operations area
2. Training vehicles equipped with radios and emergency warning devices

3. Cones or markers for course design
4. State statutes
5. Agency policy
6. Experience of veteran officers
7. Chapter on Emergency Vehicle Operations Practical Exercises

SUGGESTED EVALUATION METHODOLOGY

STUDENTS

1. Observation of performance during simulated vehicle pursuit
2. Observation of performance with special attention to use of radio and emergency vehicle warning devices
3. Observation of changing human factors during vehicle pursuit
4. Observe on-job evaluation of pursuit methods and strategies

COURSE

1. Review of agency emergency/pursuit response data.