

Gulf Stream Council



2019

LAW ENFORCEMENT CHALLENGE

Competition Handbook

April 13, 2019

**Martin County Fairgrounds
Stuart**

8:00 AM – 5:30 PM

REGISTRATION DEADLINE: MARCH 29, 2019

Revision: 1/29/2019

2019 EXPLORING LAW ENFORCEMENT CHALLENGE
GENERAL INFORMATION

Check-in

Saturday, April 13, 2019 at the Martin County Fairgrounds:

Posts should have their Explorers at the Challenge by 8:00am.
Advisors' meeting begins at 8:30am.

Food

The planning committee has arranged to provide hamburgers, hotdogs, chips and beverages at an additional cost of \$5.00 per person due and payable with the post registration. In addition to Explorers, please include lunch fees for all advisors, judges and other adult leadership that may be present with your post. It is recommended that posts have an adequate supply of water for their participants.

First Aid and Health

All posts should have adequate First Aid supplies to treat injuries. Restrooms will be available.

Participation Fee

There is a participation fee of \$10.00 for each Explorer attending the Challenge. Posts should submit their payment for fees with their registration form to the Gulf Stream Council no later than **March 29, 2019** No registrations will be accepted after that date.

Explorer Challenge Guide Lines

1. The challenge will be held on the second Saturday in April of each year. (unless it conflicts with any holidays)
2. Each Post may host **only** one event. Posts are not required to host an event in order to compete.
3. Each Post hosting an event is required to create a scenario and score sheet for their event.(score sheet approval needed)
4. All score sheets will be based on a one hundred point score system or be a timed event.
5. Each Post must confirm by 12/1 the event they will be hosting. Score sheets must be in by 12/31 for approval.
6. Each Post that hosted an event will be able to have first rights to that event the following year.
7. Any Post that fails to register by the set deadline date will not be allowed to register later.
8. Only youth currently registered are allowed to compete in an event. Explorers enrolled in the Law Enforcement Academy **may not** compete in the challenge.
9. The order of the Post competing will be determined by the order in which Posts registers for the challenge. All events are listed in alphabetical order.
10. **Every Post** hosting an event must provide **TWO** judges. One judge to score their event and a second judge to assist on scoring another event.
11. Each Post hosting an event will be required to bring everything needed for the explorer and staff to complete their event. (Score sheets, staff, safety equipment, weapons, vehicles, handcuffs, ect.)
12. Posts must arrive and have their event ready by 0900 hours. Those that need more time may schedule to set up on the Friday before the event.
13. Posts are not allowed to switch times with other Posts at any event. Any Posts switching times will be disqualified from that event.
14. Staff at each event will ensure that all teams arriving on time receive the same amount of time to complete the event (excluding introduction and debriefing) and in no case go beyond the time scheduled for that event. Any Post not at an event at their scheduled time will receive only the amount of time remaining to complete the event.
15. All score sheets will be turned in as soon as the event has been scored.
16. Judges **will not** discuss their score sheet with any other judges before the sheets are turned in. Judges **will** score the event individually and not receive any import from the other judge.

Building Search & Active Shooter – Post 400 St. Lucie County S.O.

Areas of Evaluation	Max # Points	# of Point per section	Total Points
Communications:	10		
Room #1 (Entry, Search, Safety)	10		
Room #2 (Entry, Search, Safety)	10		
Room #3 (Entry, Search, Safety)	10		
Room #4 (Entry, Search, Safety)	10		
Movement Towards Threat	10		
Maintain 360 Coverage (Active Shooter Portion)	10		
Secure Threat & Scene (Eliminate Threat)	10		
Handcuffing	5		
Searching Suspect	15		
Total	100		

If a team fails to engage a threat, or violates officer safety there will be a deduction of points from final score such as the following:

Laser Partners	-15		
Shooting a non threat	-10		
Failure to Engage a Threat	-15		

A team may receive additional points for the following

adding to final score :

Asking for additional Resources	+10		
Applying first aid to individuals	+15		

Shooting Course

Hosted by: Post 221 (Lantana Police Department)

Description: This course is intended for competitive purposes. Participants will be utilizing Glock 17T with CQT 9mm training ammunitions. Appropriate safety equipment, a duty belt with Blackhawk Serpa Level 2 holster and a double magazine pouch will be provided.

Instructions:

The shooter will start in the designated starting box with handgun loaded and holstered. The shooters hands will be relaxed at the sides.

On the sound of the tone, the Shooter will run to the designated shooting box and engage all targets on the left side from near to far two handed.

Once the left side is completed the shooter **will** perform a mandatory reload, holster the weapon and run to the next designated shooting box. The shooter will then engage the right side targets from near to far **with his/her strong hand only**.

Once the shooter is done shooting the right side they **will** perform a mandatory reload and return to the holster.

All targets will be engaged with 3 rounds total, two rounds to the body and one round to the head. All targets must be engaged near to far to score.

Weapon **must** be holstered prior to running to the next shooting box.

No shooting will be done outside of the designated shooting boxes.

A total of 2 mandatory reloads will be performed.

Scoring and Targets

- (8) Standard B21 targets will be utilized.
- Targets will be 3, 5, 7 and 10 yards away from the shooter.
- Each hit on target is worth 1 point with a total of 24 possible points.
- **Failure to engage a target will be 3 points taken off of shooters total score.**
- **Failure to perform the mandatory reloads will be 3 points taken off of the shooters total score.**
- **The shooter will be disqualified if they shoot outside of the designated shooting boxes, or if the weapon is not holstered prior to leaving the shooting boxes.**

Time

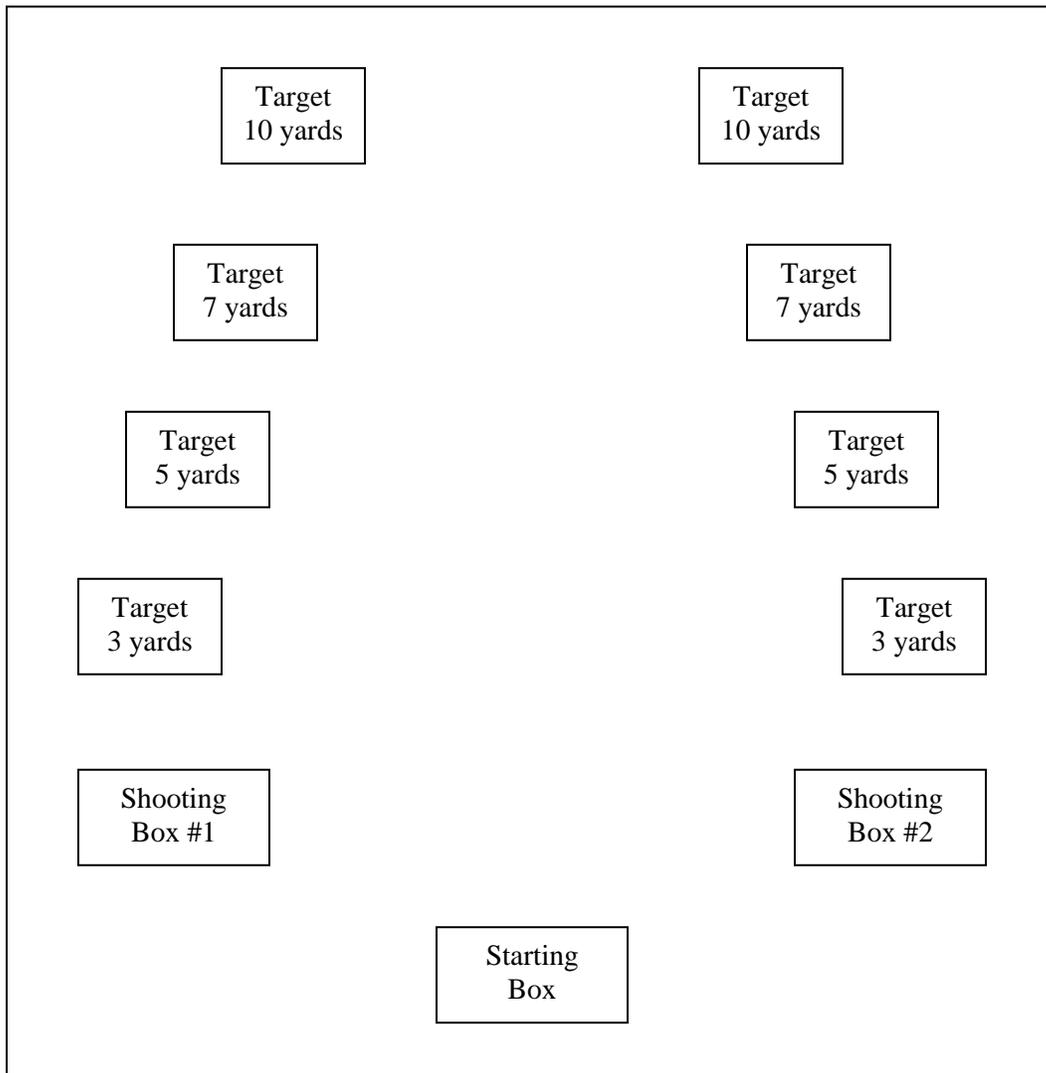
Each shooter's time will be recorded and added at the end to get the total time for each post. The time will be used as a tie breaker.

Target Example

Standard B-21 Target



Course Example



Post Number: _____ **Total Points:** _____ **Total Time:** _____

Shooter #1 Name: _____		Points
Total Points on Targets	24 points	
Failure to perform the mandatory reloads	- 3 points	
Failure to engage a target	- 3 points	
Shoots outside of the designated shooting boxes	Disqualification	
Weapon is not holstered prior to leaving the shooting boxes	Disqualification	
Time:	Total Points:	

Shooter #2 Name: _____		Points
Total Points on Targets	24 points	
Failure to perform the mandatory reloads	- 3 points	
Failure to engage a target	- 3 points	
Shoots outside of the designated shooting boxes	Disqualification	
Weapon is not holstered prior to leaving the shooting boxes	Disqualification	
Time:	Total Points:	

Shooter #3 Name: _____		Points
Total Points on Targets	24 points	
Failure to perform the mandatory reloads	- 3 points	
Failure to engage a target	- 3 points	
Shoots outside of the designated shooting boxes	Disqualification	
Weapon is not holstered prior to leaving the shooting boxes	Disqualification	
Time:	Total Points:	

Shooter #4 Name: _____		Points
Total Points on Targets	24 points	
Failure to perform the mandatory reloads	- 3 points	
Failure to engage a target	- 3 points	
Shoots outside of the designated shooting boxes	Disqualification	
Weapon is not holstered prior to leaving the shooting boxes	Disqualification	
Time:	Total Points:	

Total Points Earned By Team: _____
2019 Law Enforcement Explorer Challenge Bicycle Course
Post 477 – Fort Pierce Police Department

Rider # 1 : Name _____ Post # _____

Rider # 2 : Name _____ Post # _____

Rider # 3 : Name _____ Post # _____

Rider # 4 : Name _____ Post # _____

Rider # 1 Course Time: _____ Penalty deductions _____ Final Time _____

Rider # 2 Course Time: _____ Penalty deductions _____ Final Time _____

Rider # 3 Course Time: _____ Penalty deductions _____ Final Time _____

Rider # 4 Course Time: _____ Penalty deductions _____ Final Time _____

Penalty Time Additions

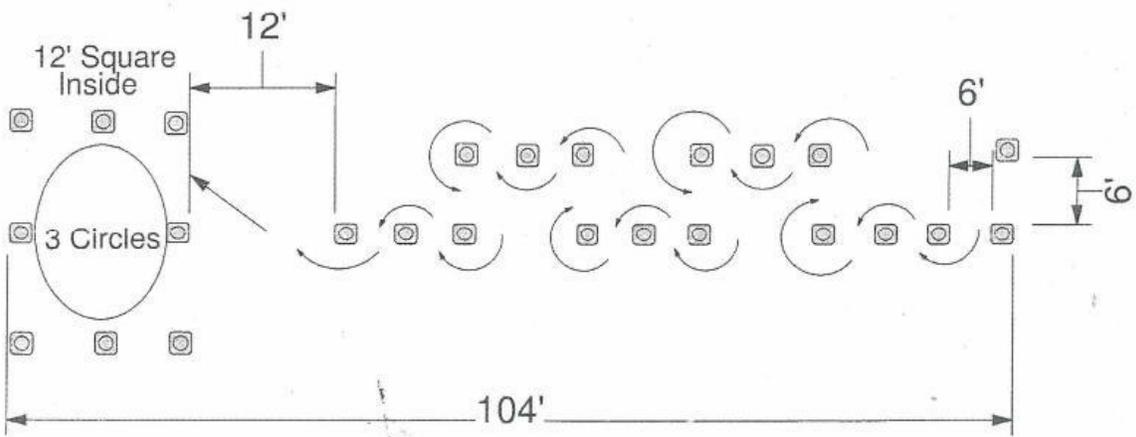
Knocking down a cone: Twenty (20) seconds

Putting a foot on the ground: Ten (10) seconds

Bumping into a cone without it being knockovered: Five (5) seconds

Judge # 1: Name / Post _____ Signature _____

Judge # 2: Name / Post _____ Signature _____



Drill and Ceremony – Post 878 – Stuart Police Department

Post Name and Number _____

All Posts must have 5 participants for this event. 1 Commander and four participants.

Report & Fall In	5 Points	_____
Uniform Inspection	10 Points	_____
Present Arms / Order Arms	1 Point	_____
Left Face	1 Point	_____
Right Face	1 Point	_____
About Face	5 Points	_____
About Face	5 Points	_____
Parade Rest	1 Point	_____
Attention	1 Point	_____
Right Face	1 Point	_____
Forward March	1 Point	_____
Mark Time March	5 Points	_____
Forward March	1 Point	_____
To The Rear March	10 Points	_____
To The Rear March	10 Points	_____
Halt	2 Points	_____
Left Step March	10 Points	_____
Halt	2 Points	_____
Right Step March	10 Points	_____
Halt	10 Points	_____
Forward March	1 Point	_____
Halt	1 Point	_____
Left Face	1 Point	_____
Report Out / Dismissed	5 Points	_____

TOTAL : _____

Judges Name: _____ Judges Name: _____

Signature: _____ Signature: _____

2019 Explorer Law Enforcement Challenge High Risk Traffic Stop Event
Post 704 – Palm Beach Gardens Police Department

Post #: _____

Radio Procedures

- 3___ Location
- 3___ State & Tag #
- 3___ Description of vehicle
- 3___ Description of occupants

High Risk Stop Tactics/Techniques – Primary Unit

- 3___ Emergency lights activated
- 4___ Maintain use of cover
- 4___ Maintain finger off trigger
- 3___ Identify as LEO (Agency Name)
- 3___ Have occupants put hands in clearly visible position
- 4___ Do not chase passenger
- 3___ Give accurate BOLO of passenger
- 3___ Have driver turn vehicle off with left hand
- 3___ Give driver specific instructions on what to do with keys
- 3___ Have driver open the door from outside and exit
- 3___ Have driver keep hands visible, above the head while facing away
- 3___ Have driver complete 360 turn and lift shirt
- 4___ Observe and communicate weapon to other units
- 4___ Advise driver how movement towards weapon will be dealt with
- 3___ Have driver walk back to patrol cars

High Risk Stop Tactics/Techniques – Backup Unit

- 3___ Emergency lights activated
- 4___ Maintain use of cover
- 4___ Maintain finger off trigger
- 4___ Holster weapon prior to handcuffing
- 4___ Handcuff driver prior to securing weapon
- 3___ Double lock and proper fit of handcuffs
- 3___ Conduct search and debrief of driver
- 3___ Locate Item #1 on driver
- 3___ Locate item #2 on driver
- 3___ Bluff vehicle before approaching to search
- 4___ Approach vehicle to search in a safe organized manner (No cross fire)

TOTAL SCORE _____

JUDGE SIGNATURE

PHYSICAL ABILITIES TEST

Hosted by
Post 712
Jupiter Police Department

The Physical Abilities Test (PAT) of Florida was designed to simulate actual tasks and essential knowledge, skills, and abilities required in a law enforcement career. Several components of the test simulate essential functions of an entry-level criminal justice officer:

1. Exiting a vehicle/opening a trunk
2. Running 220 yards
3. Completing an obstacle course
4. Dragging a 150 pound dummy
5. Obstacle course
6. Running 220 yards
7. Dry firing a weapon six times with each hand
8. Placing items in a trunk/entering a vehicle.

Applicants begin the PAT seated in a full size automobile with their seat belt on, their hands on the steering wheel at the ten and two o'clock positions. Each applicant wears a pull away flag belt, with a flag over each hip, around his or her waist. The trunk key is in the vehicle's closed glove compartment. A handgun and a baton are lying in the vehicle's closed trunk. The winning team will complete all tasks in the lowest aggregate time.

Task 1:

Remove your hands from the steering wheel, unfasten the seat belt, open the glove compartment take the key out. Get out of the car and go to the trunk, (the glove box and door are left open) insert the key, unlock, and open the trunk. **You must use the key to open the trunk.** Touch each flag with the opposite hand, from behind your back, and take the belt off. Remove the handgun and baton from the trunk. Close the trunk, leaving the key in the lock. Move toward the bench or stool. Place the handgun on the stool; keep the baton.

Task 2:

Run 220 yards on a flat surface toward the obstacle course.

Task 3:

Enter the obstacle course. Climb over a 40" wall. Run ten feet. Jump over three hurdles (24", 12", and 18") spaced five feet apart. Run ten feet and enter the serpentine. Run through 9 pylons placed in a single row, 5' apart. Run ten feet toward the low crawl. Drop to the ground and crawl eight feet under a 27" open-air barrier. Drop the baton beside the last low-crawl pylon. **You must stop and repeat any portion of the obstacle course, if you knock over a hurdle or pylon.**

Task 4:

Stand up and sprint 50'. Grab the 150-pound dummy and drag it 100' on a cut grass surface.

Task 5:

Drop the dummy and sprint 50' toward the pylons. Drop into a low crawl and pick up the baton. Enter the obstacle course in reverse. Low crawl eight feet under a 27" high open-air barrier. Stand up and run ten feet toward the serpentine. Run in a serpentine manner through nine pylons placed in a single row, five feet apart. Run ten feet and jump over three hurdles (18", 12", and 24"). Run ten feet. Climb over the 40" wall.

Task 6:

Run 220 yards.

Task 7:

Place the baton on the bench. Pick up the handgun. Assume a proper firing position and fire six rounds using dominant hand. Fire six rounds with the supporting hand.

Task 8:

Pick up the baton (keeping the gun) and run to the trunk, turn the key, and open the trunk. Place the weapon and baton inside the trunk. Close the trunk and remove the key from the lock. Run to the driver's side door and enter the vehicle. Close the door, place the key in the glove compartment, and close it. Securely fasten your seat belt. Place your hands on the steering wheel at ten o'clock and two o'clock positions.

Physical Agility Test

Agency: _____ Post #: _____

Explorer Name	Time

Total Team

Time: _____

Standardized Field Sobriety
Hosted by
Explorer Post 556
Indian River County Sheriff's Office

Expectations:

All team members are required to participate in each of the three exercises. Team members will be evaluated on the following:

- officer and “suspect” safety
- ability to clearly explain instructions to “suspects”
- ability to clearly demonstrate the exercises when required
- ability to perform any portion of the testing when required
- ability to properly analyze the performance of the “suspects” and determine if enough Probable Cause has been developed to make a lawful arrest

Scoring:

When scoring team members, the following categories are considered:

1. Did the team member evaluate their environment taking into consideration traffic, road surfaces, vehicle position and “suspect” location during testing?
2. Were instructions from the team member clear and concise and without repetition or unnecessary pauses?
3. When required, did the team member perform the exercises as would be expected from a non-impaired individual?
4. When required, did the team member perform the testing portion of the exercise properly so as to derive a valid result? (HGN)
5. Did the team member properly analyze the performance of the “suspect” *before, during and after* the exercise to make a valid decision as to whether enough Probable Cause exists to make a lawful arrest?

Scores:

Each category is worth 5 points. A score of 5 indicates that the team member's performance was superior and could not be improved upon. A score of 1 indicates that the team member's performance was unsatisfactory. Scores for the Horizontal Gaze Nystagmus (HGN) will be doubled due to the degree of difficulty the team members face in performing the testing and evaluation.

Category	<u>Walk and Turn</u>		<u>One Leg Stand</u>	<u>HGN</u>	<u>TOTAL</u>	
1	<input type="checkbox"/>		<input type="checkbox"/>		x2	<input type="checkbox"/>
2	<input type="checkbox"/>		<input type="checkbox"/>		x2	<input type="checkbox"/>
3	<input type="checkbox"/>		<input type="checkbox"/>		x2	<input type="checkbox"/>
4	<input type="checkbox"/>		<input type="checkbox"/>		x2	<input type="checkbox"/>
5	<input type="checkbox"/>		<input type="checkbox"/>		x2	<input type="checkbox"/>
TOTAL SCORE OUT OF 100						<input type="checkbox"/>

Walk and Turn

The Walk-and-Turn is a "divided attention" test that is easily performed by most unimpaired people. They require a suspect to listen to and follow instructions while performing simple physical movements. Impaired persons have difficulty with tasks requiring their attention to be divided between simple mental and physical exercises.

In the Walk-and-Turn test, the subject is directed to take nine steps, heel-to-toe, along a straight line. After taking the steps, the suspect must turn on one foot and return in the same manner in the opposite direction. The examiner looks for eight indicators of impairment: if the suspect cannot keep balance while listening to the instructions, begins before the instructions are finished, stops while walking to regain balance, does not touch heel-to-toe, steps off the line, uses arms to balance, makes an improper turn, or takes an incorrect number of steps. NHTSA research indicates that 79 percent of individuals who exhibit two or more indicators in the performance of the test will have a BAC of 0.08 or greater (Stuster and Burns, 1998)

1. Demonstrations and Instructions for the Walking and Turn

Explain the exercise requirements, using the following verbal instructions accompanied by a demonstration:

- Officer places his own left foot on the line in preparation for demonstrating the exercise.
- “When I tell you to start, you will take nine heel-to-toe steps keeping your feet on the line.” (Demonstrate)
- “After the ninth step, you will keep your left foot on the line and turn to the left placing your right foot in front of the left on the line.” (Demonstrate)
- “You will then take nine heel-to-toe steps back keeping your feet on the line.” (Demonstrate)
- “While you are walking, keep your arms at your sides at all times and count your steps out loud.”
- “Once you start walking, do not stop until you have completed the exercise.”
- “Do you understand the instructions?” (Make sure the suspect indicates he/she understands with a verbal response.)
- “Begin and count your first step from heel-to-toe position as “One”.”

2. Evaluating the Suspect’s Performance

You may observe a number of different behaviors when a suspect performs this exercise. Research, however, has demonstrated that the behaviors listed below are the most likely to be observed in someone with a BAC of 0.10% or more. When evaluating this test, for each item observed (even if it is observed more than once) there will be one (1) indicator (with a maximum of eight (8) indicators.)

- Cannot keep balance while listening to the instructions. Two tasks are required at the beginning of this exercise. The suspect must maintain their balance while listening carefully to the instructions. Typically, the person who is impaired can do only one of these things. The suspect may listen to the instructions, but not keep their balance. Assess if suspect does not maintain their balance during the instructions. Assess one indicator if the suspect appears to sway or fails to maintain their balance while listening to the instructions.
 - Starts before the instructions are finished. The suspect may also keep balance, but not listen to the instructions. Assess one indicator if the suspect begins the test prior to your completing the instructions and instructing them to begin.
 - Stops while walking to steady self. The suspect pauses for several seconds after any step. Assess one indicator.
 - Does not touch heel-to-toe. The suspect leaves a space of one-half inch or more between the heel and toe on any step. Assess one indicator.
 - Steps off of the line. The suspect steps so that one foot is entirely off the line. Only count this once, even if the suspect steps off several times. Assess one indicator.
 - Uses arms to balance. The suspect raises one or both arms more than six inches from their side in order to maintain balance. Assess one indicator.
 - Loses balance while turning. The suspect's left foot must remain on the line during the turn. Assess one indicator if the suspect removes their pivot foot from the line or if the suspect has not followed directions while turning.
 - Incorrect number of steps. Assess one indicator if the suspect takes more or fewer than nine steps in either direction.
 - Cannot do the exercise. Assess 8 indicators if the suspect steps off of the line three or more times, is in danger of falling, or otherwise demonstrates that he/she cannot do the exercise.
- TOTAL (max 8)

One Leg Stand

In the One-Leg Stand test, the suspect is instructed to stand with one foot approximately six inches off the ground and count aloud by thousands (One thousand-one, one thousand-two, etc.) until told to put the foot down. The officer times the subject for 30 seconds. The officer looks for four indicators of impairment, including swaying while balancing, using arms to balance, hopping to maintain balance, and putting the foot down. NHTSA research indicates that 83 percent of individuals who exhibit two or more such indicators in the performance of the test will have a BAC of 0.08 or greater (Stuster and Burns, 1998).

1. Demonstrations and Instructions for the One Leg Stand

Initiate the exercise by giving the following verbal instructions accompanied by demonstrations.

- “Do not start to perform the exercise until I tell you to do so.”
- “Stand with your feet together and your arms down at the side.” (Demonstrate)
- “When I tell you to start, you will stand on one leg, holding the other foot out in front. You may stand on either leg.” (Demonstrate one leg stance.)
- “Keep the raised foot six inches off the ground.” (Demonstrate)
- “While you are standing, you will count out loud for 30 seconds or until I tell you to stop.” (Demonstrate by counting as follows: one thousand one, one thousand two)
- “Throughout the entire exercise keep your arms at your sides and keep watching the raised foot.”
- “Do not hop or sway while you are standing.”
- “Do you understand?” (Make sure suspect indicates understanding with a verbal response)
- “You may now begin the exercise.”

2. Evaluating the Suspect's Performance

You may observe a number of different behaviors when a suspect performs this exercise. Researches, however, have found that those behaviors listed below are the most likely to be observed in someone with a BAC of 0.10% or higher. In evaluating this exercise, assess one indicator for each item, even if it is observed more than once. The total on this exercise is five indicators.

- The suspect sways while balancing. This refers to a side-to-side or back-and-forth motion while the suspect maintains the one leg stand position. Assess one indicator.
 - Uses arms for balance. Suspect moves the arms six or more inches from the side of the body in order to keep balance. Assess one indicator.
 - Hopping. Suspect is able to keep one foot off the ground, but resorts to hopping on the anchor foot in order to maintain balance. Assess one indicator.
 - Puts foot down. The suspect is not able to maintain the One Leg Stand position, putting the foot down one or more times during the 30 second count. Assess one indicator.
 - Cannot do the exercise. Assess 4 indicators if the suspect puts the foot down three or more times during the 30-second count or otherwise demonstrates that he/she cannot do the exercise.
- TOTAL (max 5)

Horizontal Gaze Nystagmus

Horizontal Gaze Nystagmus is an involuntary jerking of the eye that occurs naturally as the eyes gaze to the side. Under normal circumstances, nystagmus occurs when the eyes are rotated at high peripheral angles. However, when a person is impaired by alcohol, nystagmus is exaggerated and may occur at lesser angles. An alcohol-impaired person will also often have difficulty smoothly tracking a moving object. In the HGN test, the officer observes the eyes of a suspect as the suspect follows a slowly moving object such as a pen or small flashlight, horizontally with his or her eyes. The examiner looks for three indicators of impairment in each eye: if the eye cannot follow a moving object smoothly, if jerking is distinct when the eye is at maximum deviation, and if the angle of onset of jerking is within 45 degrees of center. If, between the two eyes, four or more clues appear, the suspect likely has a BAC of 0.08 or greater. NHTSA research found that this test allows proper classification of approximately 88 percent of suspects (Stuster and Burns, 1998). HGN may also indicate consumption of seizure medications, phencyclidine, a variety of inhalants, barbiturates, and other depressants.

1. Directions and Instructions for Administration of the HGN

Administer the test in a way that ensures that the subject's eyes can be seen clearly, i.e., in a well lit area or by use of a flashlight to illuminate the subject's face. The subject should not face toward the blinking lights of a police cruiser or passing cars. The subject does not have to be standing but can be sitting down. Inform the subject "I am now going to check your eyes."

- Before checking the subject's eyes, ask the subject to remove eyeglasses or inquire whether the subject is wearing hard or soft contact lenses, the removal of the eyeglasses makes it easier to observe eye movement, glasses or contact lenses do not affect the HGN test results however, note whether the subject is wearing contacts and which type.
- Ask the subject whether he or she has any medical impairment that would either prohibit the subject from taking the test or that would affect the test results. Any condition that prohibits the taking of the test voids the results, move on to the remaining SFSTs. If the subject claims to have a natural nystagmus or any other condition that may affect the test result, but does not prohibit the taking of the HGN test, note the condition but still perform the test.

The subject does not have to see the object clearly to perform the HGN test. The subject just has to see the object well enough to be able to follow it with his eyes. Blurry vision is not a medical condition that prohibits the subject from taking the test or performing satisfactorily.

- Place a pen or pencil approximately twelve to fifteen inches from the subject's face and slightly higher than eye level. Placing the object above eye level opens the subject's eyes further and makes their movement easier to observe.

Instruct the subject to follow the object with the eyes and the eyes only, the head should remain still. If subject has difficulty keeping their head still during the test, have subjects

- hold their own head still by pressing the palms of their hands to their cheeks or to hold their own chin. Ask if the subject understands all the instructions.
- After positioning the object, but before conducting the test, check for signs of medical impairment. First, check for "equal tracking" by moving the object quickly across the subject's entire field of vision to see whether the eyes follow the object simultaneously. Then check for equal pupil size. Lack of equal tracking or equal pupil size may indicate blindness in one eye, a glass eye, a medical disorder or an injury. If the subject exhibits these characteristics, discontinue the HGN test and seek medical assistance for the individual if a medical disorder or injury appears to exist.

While conducting the test, look for six "indicators," three in each eye, that indicate impairment. The officer should record the indicators on the HGN Guide. The left eye is checked for the indicator, and then the right eye. The indicators are:

- Lack of Smooth Pursuit - Moves the object slowly but steadily from the center of the subject's face towards the left ear. The left eye should smoothly follow the object, but if the eye exhibits nystagmus, note the indicator. Then check the right eye.
- Distinct Nystagmus at Maximum Deviation - Starting again from the center of the suspect's face, move the object toward the left ear, bringing the eye as far over as possible, and hold the object there for four seconds. Note the indicator if there is a distinct and sustained nystagmus at this point. Hold the object at maximum deviation for at least four seconds to ensure that quick movement of the object did not possibly cause the nystagmus. Then check the right eye. This is also referred to as "end-point" nystagmus.
- Angle of onset of Nystagmus prior to forty five degrees - Move the object at a speed that would take about four seconds for the object to reach the edge of the suspect's left shoulder. Note this indicator if the point or angle at which the eye begins to display nystagmus is before the object reaches forty-five degrees from the center of the suspect's face. Then move the object towards the suspect's right shoulder. Generally, forty-five degrees from center is at the point where the object is in front of the tip of the subject's shoulder.
- Check for vertical nystagmus - Check for vertical nystagmus by raising the object several inches above the subject's eyes. Vertical nystagmus is not one of the HGN indicators nor is it a part of the SFST battery. However, vertical nystagmus is a good indicator of high doses of alcohol, other central nervous system (CNS) depressants or inhalants, and the consumption of the drug phencyclidine (PCP). Note the result and take precautions if vertical nystagmus is evident.

HORIZONTAL GAZE NYSTAGMUS

	N	Y	Hard	Soft
Contact Lenses	—	—	—	—
	—	—	—	—
Equal Tracking	<input type="checkbox"/>	<input type="checkbox"/>		
Equal Pupil Size	<input type="checkbox"/>	<input type="checkbox"/>		

	Left	<u>Right</u>
1. Lack of smooth pursuit	<input type="checkbox"/>	—
2. Distinct nystagmus at maximum deviation	<input type="checkbox"/>	<input type="checkbox"/>
3. Onset prior to 45 degrees	—	<input type="checkbox"/>
TOTAL (max. 6)	<input type="checkbox"/>	

NOTES:

SIT-UPS (TIE BREAKER)

Post 396 – Boynton Beach Police Department

Should two or more teams receive a tie score in any event, their placement will be determined by their score in this event. Teams will do as many sit-ups as they can in two minutes. The total number of sit-ups completed by each four-person team within the time limit will be that team's score.

Participants must perform sit-ups with their arms crossed in front of their chest.

Guidelines from Law Enforcement Traffic Stop Study Guide FDLE Guidelines

Hosted by Post 319 - Delray Beach Police Department

Post Name: _____ **Number:** _____

Explorer (1) Participant's Name: _____

Explorer (2) Participant's Name: _____

- | | |
|----------------------|---|
| 0 1 2 3 4 5 –pts | Called in traffic stop to dispatch from Patrol Vehicle – Location, Tag, Vehicle, Passenger Information. Officers Positioning in Vehicle will be graded. |
| 0 1 2 3 4 5 –pts | Officer Uses appropriate equipment; Lights, Siren, PA, horn. |
| 0 1 2 3 4 5 –pts | Officer Cants front wheels to the left prior to exiting the vehicle. |
| 0 1 2 3 4 5 –pts | Officer has equipment ready and accessible. |
| 0 1 2 3 4 5 –pts | Officer consistently observed occupants in the vehicle for safety. |
| 0 1 2 3 4 5 –pts | Officer checks the trunk to make sure it's closed. |
| 0 1 2 3 4 5 –pts | Officer approaches from the left side to the driver's door post behind the A frame post. (Passenger side approach is acceptable) |
| 0 1 2 3 4 5 –pts | Officer leaves gun hand free for possible weapon use. |
| 0 1 2 3 4 5 –pts | Officer greets the offender with courtesy and identifies him / herself. |
| 0 1 2 3 4 5 –pts | Officer obtains driver's license, registration, and insurance card. |
| 0 1 2 3 4 5 –pts | Officer describes the reason for the stop to the violator. |
| 0 1 2 3 4 5 –pts | Officer does not accept the driver's purse, wallet, and or other items. |
| 0 1 2 3 4 5 –pts | Officer runs the violators driver's license through Teletype. |
| 0 1 2 3 4 5 –pts | Officer stands behind the patrol vehicle or door panel taking cover/ concealment while writing the citation. |
| 0 5 10 15 20 25– pts | Writing the Citation (The written citation will be graded for a maximum of 25 pts) |
| 0 1 2 3 4 5 –pts | Officer returns to violator using proper approach and issues the violator a citation. |

_____ **Total Score (100 Possible Points)**

Judge Print Name _____

Judge Signature _____

Checks may be made payable to Gulf Stream Council, Inc.

Talent Release: Registration for this activity includes permission for Gulf Stream Council to use voice and/or photographs of participants in news coverage or similar projects approved by the Boy Scouts of America.

Return to:
Gulf Stream Council Learning for Life
8335 N. Military Trail, Suite 100
Palm Beach Gardens, FL 33410
Deadline: March 29, 2019
Martin County Fairgrounds
2616 SE Dixie Highway
Stuart, FL



From the South

I 95 to Exit 101.

Turn right on SR 76 (Kanner Hwy).
SR 76 to 4th traffic light, turn right on Indian Street.
Continue East Indian Street to 4th traffic light, turn left on A1A (Dixie Hwy).
A1A north to the Martin County Fairgrounds.

Florida Turnpike to Stuart, Exit 133.

Continue straight at 1st traffic light after getting off Turnpike, Martin Downs Boulevard (714 East).
Cross over Palm City Bridge, continue straight, turns into Monterey Road (714 East), cross over SR 76 (Kanner Hwy), stay to the left at fork in road, cross over US 1 (SE Federal Hwy).
Continue straight on Monterey Road, cross tracks, turn right on A1A (Dixie Hwy), continue South to the Martin County Fairgrounds.

US 1 North to Indian Street

Turn right on Indian Street.

Continue East on Indian Street to next traffic light, turn left on A1A (Dixie Hwy). A1A north to the Martin County Fairgrounds.

From the North

I 95 to Exit 110

Turn left on SR 714 East (Martin Downs Boulevard).

SR 714 East (8 miles) to Stuart.

Cross US 1 (SE Federal Hwy) continue straight on Monterey Road, cross tracks to A1A (Dixie Hwy).

Turn right on A1A, South, continue to the Martin County Fairgrounds.

Florida Turnpike to Stuart, Exit 133.

Continue straight at 1st light after getting off Turnpike, Martin Downs Boulevard (714 East).

Cross over Palm City Bridge, continue straight, turns into Monterey Road (714 East), cross over SR 76 (Kanner Hwy), stay to the left at fork in road, cross over US 1 (SE Federal Hwy).

Continue straight on Monterey Road, cross tracks, turn right on A1A (Dixie Hwy), continue south to the Martin County Fairgrounds.

US 1 South to Monterey Road.

Turn left on Monterey Road

Straight on Monterey Road, cross tracks and turn right onto A1A (Dixie Hwy).

Continue south to the Martin County Fairgrounds.