

Building Search Model

(Two officer minimum)

1. Approach

- Verify that a building search is necessary
 - En route – dispatch, key-holder Intel, on-scene intelligence
 - On-scene – Type of alarm, visible signs of entry, witness information
- Look out for suspects outside the building
 - Signs of ambush, lookouts, getaway vehicles
 - Continually ask yourself ‘Am I in the best possible spot if the gunfight happens now?’
- Set up containment, request K-9, and key holder
 - Consider what additional resources and equipment you might need given the situation
- Secure radio frequency
- Deploy firearms/flashlights
 - You can search with pistols in the on target, low ready, or Sul positions
 - Consider searching with rifles
 - Bring a backup flashlight
- Silent/invisible approach (leapfrog or simultaneous) using hard cover. Use the ‘moving-move-set’ communication technique with partner
 - Officer #1 says, “Moving” (requests permission to move)
 - Officer #2 says, “Move” (gives the all clear for Officer #1 to move)
 - Officer #1 moves to new position and says, “Set”

2. Entry

- Knock and announce twice from cover positions
 - Authority, Intent, and Directive
- Perform “slice the pie” or “quick peek” through the point of entry, whichever offers you the most advantage for the circumstances.
 - ‘Slice the pie’: Allows you to slowly view detailed sections of the interior using the edge of the funnel as cover. Only your weapon barrel, flashlight, and eyes should be visible to the suspect.
 - Quick peek: Designed to draw the ambush, and see if the area of entry is clear of suspects.
 - ❖ Push the door open, peek with a flash of your light (weapon at the Sul position), and back away from the fatal funnel (outside of lunge range), weapon at the ready...all under 1.5 seconds.
 - ❖ A quick peek isn’t designed to view details of the room. Remember to shut off your light a second prior to the peek, so you don’t telegraph your move.

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- Communicate any relevant information gained from “pie” and/or “peek” and coordinate entry. Remember: your reaction time will be 1.5 seconds behind the suspect’s action!
- Use a controlled and simultaneous entry, clearing the fatal funnel within 1.5 seconds
 - ❖ The first officer enters and moves into the left or right side of the room. It is generally known that the first person to enter will attempt to take the “heavy side” (side with the most “uncleared” area) of the room.
 - ❖ The second officer goes the opposite direction. Avoid choreographing which side of the room you will take, as things can change as you move.
 - ❖ Move into the room far enough to *get out of the doorway*, but not so far that you expose yourself to angles your partner cannot cover (*avoid over-penetration*).
 - ❖ If no resistance is immediately encountered, a slow/methodical search is conducted.

Ambush Considerations:

- Defeat the potential ambush situation by giving the suspect two separating targets to process. Do this when entering every building or room. This requires that the officers enter together and then separate within the 1.5 second reaction time of the suspect.
- One officer entering an ambush situation alone has a 3% chance of survival
- Speed, multiple stimuli, and relentless forward movement are the best ways to overcome an ambush, once officers have committed to the entry

3. Clear

- Conduct a *head high sweep* for occupants. Remember your threat prioritization.
- *Challenge* any located *immediate threats* (people).
- Identify “*dead spaces*” as likely hiding spots. Visually sweep low and high looking for body parts of hiding suspects.
- *Communicate* with your partner.
- Consider turning on the *interior lights* if your partner can adequately cover your angles of exposure. It is far easier to search in a lit environment than a dark one.
 - Know the *pros/cons* of interior lights/flashlights/darkness and use what will give you the most advantage.

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4. Search

- Conduct a slow, methodical, deliberate search pattern
 - Prioritize search by most immediate threat areas (open areas, doors)
 - Try to search, secure, or alarm threat areas before bypassing them
 - Search progressively keeping angles in front of you
- Maintain constant, 360° awareness
 - Don't assume that areas that you cleared to the rear are secure
- Maintain contact/cover
 - Constantly cover each other from all threat areas/angles
 - Communicate with your partner and determine which area to clear first. The contact officer concentrates on the "dead space" to be cleared, while the cover officer moves into a position to protect his partner from other threats.
 - Don't leave your partner. Two officers search every room or area *together*
 - Don't put significant threats between officers
- Perform quick-peeks or slice the pie for each hall, room, or open area prior to entry
 - Use controlled and simultaneous entry for each room
 - One officer searches/handcuffs/communicates with dispatch, the other officer protects him /her from any threat
- Maintain Noise Discipline
 - Turn radio down
 - Keep voices low. However, consider it is generally more important to communicate with your partner while maintaining your area of responsibility than it is to be extremely quiet and whisper. Do not fool yourself by thinking the suspect(s) don't know you are there (i.e. knock and announce).
 - Stay 6" off of walls to avoid noise and skip rounds
- Interior lights on if available
 - Use light to your advantage while recognizing when it is serving no purpose (avoid backlighting). Consider it is generally more important to see your area of responsibility than to try and be stealthy. Remember the first prong of the OODA Loop is Observe. Lights on the large majority of the time.

Flashlight Considerations:

- Flashlights mostly on, don't backlight your partner
- Use the 'curtain of light', keep flashlights pointed at about chest level while searching
- Beware of light reflecting back on you from corners and white walls
- Flashlights off only just before entry/quick peeks (avoids telegraphing intent to suspects)
- Use darkness briefly, to prevent the suspect from 'timing' your entry into the fatal funnel via your light's movement
- Turn the flashlight on as you enter the doorway, light focused on the threat area

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5. Detention

- When a suspect is located: illuminate the suspect and announce authority, intent, directive (put your hands up, get on the ground, etc.)
- Immediately put the suspect in the position of greatest disadvantage
 - Prone, or kneeling if space is limited
 - Move quickly to cover, if available – In case the suspect elects to engage you. Also, there could be a second suspect
- Handcuff the suspect as safely and quickly as possible
 - The longer the suspect is free, the greater the risk of assault or flight. Get them cuffed, and if the area isn't secure: get on your feet, weapon out, and watch for other threats as you guard your prisoner
 - If there are too many threat areas for the cover officer to handle, consider securing the room, or moving the suspect to a more easily protected location
 - Sweep suspect's area of reach for weapons (midsection/back, front/back of upper legs) during handcuffing. This doesn't constitute the 'Frisk', - this is merely a part of handcuffing
- Sweep the waistband for weapons. Secure any located. Perform a complete frisk when safe, and advise them of right to council.
- When it is safe to do so, update dispatch.
 - Don't talk on the radio when you should be controlling the situation
 - Make sure containment knows when and where you are exiting the building
- Maintain control of suspect(s).
 - One officer controls the suspect(s) while the other officer covers.
- Remove the suspect from the building via the closest exit, maintaining contact/cover.
 - Consider having containment units enter to take control of suspect(s).
- Knock/Announce again, re-search building from beginning
 - Don't assume that the searched areas are still secure

6. Investigate

- After all suspects are in custody and building has been searched, do a two-officer final sweep of the building
 - Maintain contact/cover, and 360°vigilance
- Open the radio channel, break containment, conduct a search incident to arrest on offenders, and advise the suspects/offenders of the Miranda warnings
- Investigate/process crime scene