



Defensive Tactics

Revised 07-2017

Purpose: To encourage criminal justice students to improve their ability in defensive tactics and introduce them to the CJSTC standards of training.

Description of Event: Students will demonstrate proficiency in multiple defensive tactic techniques and take a written exam. The techniques and written exam questions will all come from the Florida Basic Recruit Training Program High Liability text book Volume 2 version 2014.07, available on line for anyone to download. Specifically, chapter 4. Students will also need to know general defensive tactics terminology, (definitions). It is highly recommended the students are taught by current FDLE certified instructors.

The following techniques will not be tested:

- Weapon retention
- Knife defense
- Pressure points
- Vascular neck restraint
- Ground Defense
- Ground Escapes

Limit: 2 Teams of 2 Students per Chapter

Dress Code: Each student will dress in a professional manner utilized by most law enforcement agencies or in uniform approved by the chapter advisor. The student will bring their own handcuffs and handcuff key.

Rules:

1. To be eligible for the competition a student must be enrolled in a secondary public service education program or a program completer as recognized by Florida Department of Education.

Grading: Upon entering the room the team will be presented with all the techniques they will be tested on. The techniques that are tested will be up to the judges at the time of the event. All students will be tested on the same techniques. Judges have the right to disqualify any student that does not appear to have knowledge of the techniques in this event. This is for the safety of the students.

Testing will take place as follows:

- Each member of the team will be required to demonstrate all the **THREAT ASSESSMENT** techniques listed in section #1
- Each member of the team will be required to demonstrate the escort position, and then the judge will give them two *ESCORT/TRANSPORTERS* techniques to demonstrate. The team can choose which team

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member demonstrates which Escort/Transporter technique, but both team members must demonstrate one of the **TRANSPORTER** techniques in section #2

- The judge will give the team two **BLOCKS** they would like demonstrated. The team can choose which team member demonstrates which **BLOCK**, but each member of the team will be required to demonstrate one of the three **BLOCKS** covered in section #3
- The judges will inform the team what two Restraint techniques they will be demonstrating. The team will be able to choose who does what technique but both members must demonstrate at least one of the **RESTRAINT DEVICE** techniques covered in section # 4 these techniques will be timed so they can be used as a tie breaker.
- The judges will give the team what two **TAKEDOWNS** techniques to demonstrate. The team will choose which team member demonstrates what **TAKEDOWN** technique. Each member of the team will be required to demonstrate one of the **TAKEDOWN** techniques covered in Section # 5
- The Judges will give the team what two of the **FALLING** techniques to demonstrate. The team will choose which team member demonstrates what **FALLING** techniques. Each member of the team will be required to demonstrate one of the **FALLING** techniques covered in section # 6 Falling techniques will be done from a kneeling or squatting position, not from a standing position.
- The judge will give the team two **UPRIGHT GRAPPLING BODY HOLD** techniques to demonstrate. The team will choose who will demonstrate the **UPRIGHT GRAPPLING BODY HOLD** techniques. Each member of the team will be required to demonstrate one of the **UPRIGHT GRAPPLING BODY HOLD** techniques covered in section # 7
- The judge will give the team Eight **STRIKING** techniques to demonstrate. The team will choose who will demonstrate the **STRIKING** techniques. Each member of the team will be required to demonstrate Four of the **STRIKING** techniques covered in section # 8

Tie Breaker: The tie breaker will be the time it takes a student to handcuff. Time will start when the student first touches their partner and stops when they tell the judge(s) they are done. This time will be recorded during the handcuffing phase of the evaluation.

Required Personnel: Two judges

Facilities and Equipment: One room clear of obstructions and harmful objects students may fall on. Safety mats for the demonstration of defensive tactics techniques, and a stop watch or timing device.

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Defensive Tactics

School Name: _____ Final Score: _____

Team Number: _____ Competition Order: _____

Student: _____

Student: _____

Judge Name: _____ Judge Signature: _____

Judge Name: _____ Judge Signature: _____

Score Sheet

SECTION # 1	THREAT ASSESSMENT	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
<u>5=5</u>			
BOTH TEAM MEMBERS WILL DEMONSTRATE THE FOLLOWING AND BE SCORED AS A TEAM:			Comments
<input type="checkbox"/>	Interview Stance		
<input type="checkbox"/>	Offensive Ready Stance		
<input type="checkbox"/>	Relative Positioning (to include reactionary gap, danger zone, and body movement)		
<input type="checkbox"/>	Evasion		
<input type="checkbox"/>	Redirection		
TOTAL POINTS AVAILABLE (25)		TOTAL POINTS AWARDED	

SECTION # 2	ESCORT / TRANSPORTERS	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
<u>4=9</u>			
BOTH MEMBERS OF THE TEAM WILL DEMONSTRATE THE ESCORT POSITION AND ONE TRANSPORTER AND BE GRADED AS A TEAM:			Comments
<input type="checkbox"/>	TEAM MEMBER # 1 Escort Position		
<input type="checkbox"/>	TEAM MEMBER # 2 Escort Position		
<input type="checkbox"/>	Bent Wrist		
<input type="checkbox"/>	Finger Lock		
<input type="checkbox"/>	Hammer Lock		

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<input type="checkbox"/> Shoulder Lock		
TOTAL POINTS AVAILABLE (20)	TOTAL POINTS AWARDED	

SECTION # 3	BLOCKS	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
<u>2=11</u>			
EACH MEMBER OF THE TEAM WILL DEMONSTRATE ONE OF THE FOLLOWING TECHNIQUES			Comments
<input type="checkbox"/> Upper Area			
<input type="checkbox"/> Mid Area			
<input type="checkbox"/> Low Area			
TOTAL POINTS AVAILABLE (10)	TOTAL POINTS AWARDED		

SECTION # 4	RESTRAINT DEVICES	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
<u>2=13</u>			
DEMONSTRATE THE APPLICATION AND REMOVAL OF HANDCUFFS IN THE STANDING POSITION AND ONE OTHER TECHNIQUE. ALSO DEMONSTRATE THE APPLICATION AND REMOVAL OF LEG IRONS:			Comments
<input type="checkbox"/> Standing Handcuffing (to include double locking and unlocking)			
<input type="checkbox"/> Kneeling Handcuffing (to include double locking and unlocking)			
<input type="checkbox"/> Prone Handcuffing (to include double locking and unlocking)			
TOTAL POINTS AVAILABLE (10)	TOTAL POINTS AWARDED		

SECTION # 5	TAKEDOWNS	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
<u>2=15</u>			
DEMONSTRATE TWO TECHNIQUES:			Comments
<input type="checkbox"/> Straight Arm			
<input type="checkbox"/> Outside Wrist			
<input type="checkbox"/> Inside Wrist			
TOTAL POINTS AVAILABLE (10)	TOTAL POINTS AWARDED		

SECTION # 6	FALLING TECHNIQUES	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
<u>2=17</u>			
DEMONSTRATE TWO TECHNIQUES:			Comments

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<input type="checkbox"/> Front Fall		
<input type="checkbox"/> Rear Fall		
<input type="checkbox"/> Side Fall		
TOTAL POINTS AVAILABLE (10)	TOTAL POINTS AWARDED	

SECTION # 7	UPRIGHT GRAPPLING BODY HOLDS	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
2=19			
DEMONSTRATE TWO OF THE TECHNIQUES:			<i>Comments</i>
<input type="checkbox"/> Hip Roll			
<input type="checkbox"/> Leg Sweep			
TOTAL POINTS AVAILABLE (10)	TOTAL POINTS AWARDED		

SECTION # 8	STRIKES	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
7=26			
DEMONSTRATE SEVEN TECHNIQUES:			<i>Comments</i>
<input type="checkbox"/> Palm Heel Strike			
<input type="checkbox"/> Knuckle Strike			
<input type="checkbox"/> Punches			
<input type="checkbox"/> Hammer Fist Strike			
<input type="checkbox"/> Back Fist Strike			
<input type="checkbox"/> Elbow Strike			
<input type="checkbox"/> Hi Knee Strike			
<input type="checkbox"/> Front Kick			
<input type="checkbox"/> BACK KICK			
<input type="checkbox"/> SIDE KICK			
<input type="checkbox"/> ANGLE KICK			
<input type="checkbox"/> HEAD BUTT			
<input type="checkbox"/> FOOT STOMP			
<input type="checkbox"/> SHIN SCRAPE			
TOTAL POINTS AVAILABLE (35)	TOTAL POINTS AWARDED		

GRAND TOTAL _____