



911 Dispatch Exam

Created 12/01/2019

Revised 09/01/2021

PURPOSE: To encourage students to improve their knowledge of the state exam.

DESCRIPTION OF EVENT: The student will complete a mock 911 Telecommunicator Exam that resembles the State of Florida Exam.

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

Limit: Unlimited

RULES AND PROCEDURES:

1. This competition will be held the week prior to the Regional Competition and the State Leadership Conference. The test will be given online.
2. The student will be given a mock 911 exam to complete.
3. The test will consist of 100 multiple choice questions.
4. The student will have 90 minutes to complete the test.
5. 4. In the event of a tie score, the time will be used as the tie breaker. The student with the shortest time to complete the exam will be the winner.



911 Dispatch Exam Judge's Winner Sheet

1st Place School _____
Student _____

2nd Place School _____
Student _____

3rd Place School _____
Student _____

4th Place School _____
Student _____

5th Place School _____
Student _____



911 Dispatch

Created 09/30/2020

Revised 09/01/2022

Revised 07/23/2022

PURPOSE: To encourage students to improve their communication skills for police, fire, and rescue in the field of telecommunications.

DESCRIPTION OF EVENT: The student will play the role of the call taker and the dispatcher. The student will receive a 911 call for service and ask the appropriate questions for the call type. Once the call taker has received all the information necessary, the student will dispatch the call.

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

Limit: 2 students per Chapter

RULES AND PROCEDURES:

1. The event will consist of: The judge for the competition who will be the role player, one student who will be the call taker and dispatcher.
2. The event will be timed from the call taker answering the phone to the dispatching of the unit to the call **and will not go beyond 5 minutes.**
3. In the event of a tie, the time from the call to dispatch will be used as a tie breaker.
4. The Judge (role player) will place a 911 call to the call taker.
5. The time begins when the call taker answers the call.
6. The Judge (role player) will state the particulars of the call as the call taker asks the appropriate questions.
7. The Judge (role player) will not volunteer any information that is not asked.
8. Once the call taker believes they have the necessary information, the call taker will send the call to the dispatcher.
9. The dispatcher will choose the appropriate unit(s) and dispatch them to the call. The Judge (role player) will act as the field unit and accept the call. The Judge (role player) will advise he / she is on scene and the dispatcher marks them on scene in the computer. The Judge (role player) will then advise they have cleared



the call and give a disposition. The dispatcher will again mark them appropriately in the computer. The time will end at this point and be recorded.

10. Time will stop when the unit is dispatched.

911 Dispatch Scoring Guidelines

Created 03/04/2020

Student Name _____ Final Score _____
Student Name _____
School Name _____
Judge's Name _____ Judge's Signature _____

Points Values
Excellent = 5 Superior = 4 Good = 3 Fair = 2 Poor = 1

Case Entry Protocol	Score
1. What's the address of the emergency?	_____
2. What's the phone number you're calling from?	_____
3. What's your name?	_____
4. Tell me what happened?	_____
5. Sub-complaint selection	_____

Key Questions	Score
1. Are at the location now?	_____
2. When did this happen?	_____
3. Were weapons involved or mentioned?	_____ (double points – worth 10 max)
4. How many people are involved?	_____
5. Where's the suspect/person now?	_____
6. I need to get the suspect's / person's description	_____
7. I need to get the suspect's / person's vehicle description	_____
8. Where exactly is the officer now?	_____
9. I need to get the officers description	_____
10. I need to get the police vehicle description	_____
11. Is anyone else in danger right now?	_____ (double points – worth 10 max)
12. Exactly where are they now?	_____
13. Does anyone need medical attention?	_____

Total 100 Points Possible _____



Brain Bowl – CJ

Revised 07/2019
Revised 07/23/2022

PURPOSE: The BRAIN BOWL Competitive Event is intended to stimulate and motivate students to participate in teams to test their knowledge on various topics and situations in public service education programs from Criminal Justice 1, FPSA, and Parliamentary Procedures.

DESCRIPTION OF EVENT: Teams consisting of four (4) members each will compete by giving appropriate responses to items presented by a moderator. These items may be in the form of questions, incomplete statements, and/or definitions. Winners will be determined by a series of 10-minute single elimination matches/rounds. The winners will play each other in the next round and the winners will continue to play until all teams are eliminated leaving one, 1st place team.

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

Limit: 1 Teams per Chapter

RULES AND PROCEDURES:

1. The development of a list of items shall be the responsibility of the State Director of the team leadership events. The list is based upon sample lists and testing instruments received from state FPSA advisors and/or developed by community college, technical schools, and college and university personnel. The items will be validated by a technical advisory committee.
2. Beginning with round #1, two (2) teams compete against each other. The teams will be seeded by random drawing of numbers. Other teams and team members must remain in the holding room until their numbers are called by the chairman.
3. The team is seated at a table facing the moderator. Each individual team member has a buzzer to respond to the moderator's item.
4. All competitors must remove their hands from the buzzer and place their flat hand on the table behind a line on the table before the items are presented. One judge will be assigned to observe this process.
5. The moderator presents one item. Five (5) seconds is allowed after the moderator has finished presenting each item. A team member must push the buzzer before five (5) seconds are up. That team member has five (5) seconds to respond after the moderator has recognized the team member. (No score shall be given unless the team member is first recognized by the moderator.) If no team member pushes the buzzer before five (5) seconds have passed, no points are given. The team member who pushes the buzzer must answer the question.
6. A timekeeper shall call "TIME" at the end of five (5) seconds after the team member has been recognized. Discussion between members of the recognized team may occur during the five (5) seconds; however, a team shall not be permitted to use notes.
7. If the item is not answered at the end of five (5) seconds, is answered incorrectly, or the team is disqualified by responding too soon, the other team is given the opportunity to respond to the item.



The moderator automatically repeats the question and the timing starts as in rule #5. The team must push the buzzer and be recognized to respond to the question. This is the only instance in which an item may be repeated unless the judges specifically ask for an item to be re-read.

8. Only the first answer given by a team is to be judged. One point is given for each item answered correctly. The same list of questions is asked of each team in each section during a round starting with question 1. The team that has the highest number of points in a ten (10) minute match is declared the winner of the match. If the ten (10) minute time is completed in the middle of a question, the team recognized is allowed to respond to the item. If missed, the other team is allowed to answer. The points shall be kept by the judges on a rating sheet. Score keepers and chalkboards may also be used so that the team and the audience can see the scores.
9. In the event there is a tie score, one tiebreaker items are asked and the team who answers the question correctly is the winner with the high score is the winner. This process may be repeated if necessary.
10. The moderator will not give the correct response to an item if neither team can answer correctly. It is retained for further use.
11. The winning team members of each match, round and section are not allowed to observe and must return to the holding room until recalled. Waiting winning teams are not allowed to communicate with other teams.
12. Observers are not allowed to enter or leave the room while teams are in competition (only during team changes). Observers are not permitted to tape or otherwise record items. Applause is at completion of the match.
13. The questions shall not be given to a participating team prior to the competitive event. Judges will be furnished with a copy of the questions. Judges will make all rulings and any challenges must be made before the next question is asked. Time out is called while awaiting any judge's decisions.
14. The standard references for verification shall be:
 - a. Robert's Rules of Order, Newly Revised
 - b. Current FPSA Curriculum Guides and By-Laws

Recommended Personnel:

One Chairman

One Section Leader

One Moderator

Three Timekeepers (One for ten-minute match, one for items, and one for responses)

Three to Four Judges (Parliamentary Procedure and/or FPSA knowledgeable)

Recorder for score board, if used

Courtesy Corps Members



Facilities and Equipment:

1. One large room of adequate size to accommodate personnel and as many observers as possible of semi-final and final rounds.
2. Two holding rooms- one for teams that have not competed; one for winning teams awaiting next match/round.
3. Two tables with 4 chairs each for competing teams
4. Colored tape to mark the table
5. Tables/chairs for judges and timekeeper
6. Moderator's table with microphone
7. Two stopwatches- one 10-minute timer
8. A list of at least 100 items and responses for judges and moderator. The items progress from simple to more difficult within each round. The moderator and judges should have a list of items and responses.
9. Bells or buzzer sets for each team
10. A section diagram for "seeding" team
11. Schedule form
12. Judge's rating sheet for each round
13. Scoreboard
14. Pads and pencils for judges
15. List of tie breaker items
16. Copies of each standard reference
17. Tape Recorder/Tape
18. Pencils for participants

Examples of types of test items

1. Give the name for laws enacted by legislators:
Answer: "STATUTES"
2. Another term for lawsuit is:
Answer: "CIVIL ACTION"
3. The science or philosophy of law is called:
Answer: "JURISPRUDENCE"



Brain Bowl Criminal Justice

Judge's Winner Sheet

1st Place School _____

Team _____

2nd Place School _____

Team _____

3rd Place School _____

Team _____

4th Place School _____

Team _____

5th Place School _____

Team _____



Brain Bowl – FF

Revised 07/2019
Revised 07/23/2022

Purpose: The Brain Bowl Competitive Event is intended to stimulate and motivate students to participate in teams to test their knowledge on various topics and situations in public service education programs from Emergency and Fire Management, FPSA, and Parliamentary Procedures.

DESCRIPTION OF EVENT: Teams consisting of four (4) members each will compete by giving appropriate responses to items presented by a moderator. These items may be in the form of questions, incomplete statements, and/or definitions. Winners will be determined by a series of 10-minute single elimination matches/rounds. The winners will play each other in the next round and the winners will continue to play until all teams are eliminated leaving one, 1st place team.

Dress Code: Appropriate dress to include; business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

Limit: 1 Teams per Chapter

Rules and Procedures:

1. The development of a list of items shall be the responsibility of the State Director of the team leadership events. The list shall be based upon sample lists and testing instruments received from state FPSA advisors. The items will be validated by a technical advisory committee.
2. Beginning with round #1, two (2) teams competing against each other. The teams will be seeded by random drawing of numbers. Other teams and team members must remain in the holding room until their numbers are called by the chairman.
3. The team is seated at a table facing the moderator. Each individual team member has a buzzer to respond to the moderator's item.
4. All competitors must remove their hands from the buzzer and place their flat hand on the table behind a line on the table before the items are presented. One judge will be assigned to observe this process.
5. The moderator presents one item. Five (5) seconds is allowed after the moderator has finished presenting each item. A team member must push the buzzer before five (5) seconds are up. That team member has five (5) seconds to respond after the moderator has recognized the team member. (No score shall be given unless the team member is first recognized by the moderator.) If no team member pushes the buzzer before five (5) seconds have passed, no points are given. The team member who pushes the buzzer must answer the question.



6. A timekeeper shall call "TIME" at the end of five (5) seconds after the team member has been recognized. Discussion between members of the recognized team may occur during the five seconds; however, a team shall not be permitted to use notes.
7. If the item is not answered at the end of five (5) seconds, is answered incorrectly, or the team is disqualified by responding too soon, the other team is given the opportunity to respond to the item. The moderator automatically repeats the question and the timing starts as in rule #5. The team must push the buzzer and be recognized to respond to the question. This is the only instance in which an item may be repeated unless the judges specifically ask for an item to be re-read.
8. Only the first answer given by a team is to be judged. One point is given for each item answered correctly. The same lists of question are asked of each team in each section during a round starting with question 1. The team that has the highest number of points in a ten (10) minute match is declared the winner of that match. If the ten (10) minute time is completed in the middle of a question, the team recognized can respond to the item. If missed, the other team can answer. The points shall be kept by the judges on a rating sheet. Score keepers and chalkboards may also be used so that the team and the audience can see the scores.
9. In the event there is tie score, one tiebreaker items are asked and the team who answers the question correctly is the winner. This process may be repeated if necessary.
10. The moderator will not give the correct response to an item if neither team can answer correctly. It is retained for further use.
11. The winning team members of each match, round, and section are not allowed to observe and must return to the holding room until recalled. Waiting winning teams are not allowed to communicate with other teams.
12. During the semi-final and final rounds only, audience members may observe. Communication between observers and team members or observers and event personnel is not permitted. Any audience member who attempts to communicate in any way during the competition will be asked to leave the room.
13. Observers are not allowed to enter or leave the room while teams are in competition (only during team changes), unless requested to do so in reference to item #12 above. Observers are not permitted to tape or otherwise record items. Applause is at completion of the match.
14. The question shall not be given to a participating team prior to the competitive event. Judges will be furnished with a copy of the questions. Judges will make all rulings and any challenges must be made before the next question is asked. Time out is called while awaiting any judge's decisions.
15. The standard references for verification shall be:
 - a. Robert's Rules of Order, Newly Revised.
 - b. Current FPSA Curriculum Guides and Bylaws.

Recommended Personnel:

1. One Chairman
2. One Section Leader
3. One Moderator – Moderator will be familiar with fire terminology
4. Three Timekeepers (One for ten-minute match, one for items, and one for responses)
5. Three to Four Judges (Parliamentary Procedure and/or FPSA knowledgeable)



6. Recorder for score board, if used
7. Courtesy Corps Members

Facilities and Equipment:

1. One large room of adequate size to accommodate personnel and as many observers as possible of semi-final and final rounds.
2. Two holding rooms- one for teams that have not competed; one for winning teams awaiting next match/round.
3. Two tables with 4 chairs each for competing teams
4. Colored tape to mark the table
5. Tables/chairs for judges and timekeeper
6. Moderator's table with microphone
7. Two stopwatches- one 10-minute timer
8. A list of at least 100 items and responses for judges and moderator. The items progress from simple to more difficult within each round. The moderator and judges should have a list of items and responses.
9. Bells or buzzer sets for each team
10. A section diagram for "seeding" team
11. Schedule form
12. Judge's rating sheet for each round
13. Scoreboard
14. Pads and pencils for judges
15. List of tie breaker items
16. Copies of each standard reference
17. Tape Recorder/Tape
18. Pencils for participants

Examples of types of test items

1. Language skills include 4 skills necessary for communication. They are: speaking, listening, writing and ____?
2. Give the definition of CBVE.
3. What is the most frequently desired characteristic of a teacher assistant?
4. Unemployment compensation is given to _____.
5. The four "C" of an effective business letter are: _____, _____, _____, and _____.

True or False

1. The purpose of the Introduction to Teaching Program is to prepare students for employment as paraprofessional teacher aides and to introduce students to a teaching career that requires education at the post-secondary level.
2. Students in the Introduction to Teaching Program will successfully complete a teaching practicum experience, having direct student involvement for at least 75 hours.

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3. The Introduction to Teaching Program is not designed to provide clerical support to office or administrative personnel.



Brain Bowl Firefighter

Judge's Winner Sheet

1st Place School _____

Team _____

2nd Place School _____

Team _____

3rd Place School _____

Team _____

4th Place School _____

Team _____

5th Place School _____

Team _____



Brain Bowl – TA

Revised 07/2019
Revised 07/23/2022

Purpose: The Brain Bowl Competitive Event is intended to stimulate and motivate students to participate in teams to test their knowledge on various topics and situations in public service education programs from Teaching Assisting 1, FPSA, and Parliamentary Procedures.

DESCRIPTION OF EVENT: Teams consisting of four (4) members each will compete by giving appropriate responses to items presented by a moderator. These items may be in the form of questions, incomplete statements, and/or definitions. Winners will be determined by a series of 10-minute single elimination matches/rounds. The winners will play each other in the next round and the winners will continue to play until all teams are eliminated leaving one, 1st place team.

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

Limit: 1 Teams per Chapter

Rules and Procedures:

1. The development of a list of items shall be the responsibility of the State Director of the team leadership events. The list shall be based upon sample lists and testing instruments received from state FPSA advisors. The items will be validated by a technical advisory committee.
2. Beginning with round #1, two (2) teams competing against each other. The teams will be seeded by random drawing of numbers. Other teams and team members must remain in the holding room until their numbers are called by the chairman.
3. The team is seated at a table facing the moderator. Each individual team member has a buzzer to respond to the moderator's item.
4. All competitors must remove their hands from the buzzer and place their flat hand on the table behind a line on the table before the items are presented. One judge will be assigned to observe this process.
5. The moderator presents one item. Five (5) seconds is allowed after the moderator has finished presenting each item. A team member must push the buzzer before five (5) seconds are up. That team member has five (5) seconds to respond after the moderator has recognized the team member. (No score shall be given unless the team member is first recognized by the moderator.) If no team member pushes the buzzer before five (5) seconds have passed, no points are given. The team member who pushes the buzzer must answer the question.
6. A timekeeper shall call "TIME" at the end of five (5) seconds after the team member has been recognized. Discussion between members of the recognized team may occur during the five seconds; however, a team shall not be permitted to use notes.
7. If the item is not answered at the end of five (5) seconds, is answered incorrectly, or the team is disqualified by responding too soon, the other team is given the opportunity to respond to the item. The moderator automatically repeats the question and the timing starts as in rule #5. The team must



push the buzzer and be recognized to respond to the question. This is the only instance in which an item may be repeated unless the judges specifically ask for an item to be re-read.

8. Only the first answer given by a team is to be judged. One point is given for each item answered correctly. The same lists of question are asked of each team in each section during a round starting with question 1. The team that has the highest number of points in a ten (10) minute match is declared the winner of that match. If the ten (10) minute time is completed in the middle of a question, the team recognized can respond to the item. If missed, the other team can answer. The points shall be kept by the judges on a rating sheet. Score keepers and chalkboards may also be used so that the team and the audience can see the scores.
9. In the event there is tie score, one tiebreaker items are asked and the team who answers the question correctly is the winner. This process may be repeated if necessary.
10. The moderator will not give the correct response to an item if neither team can answer correctly. It is retained for further use.
11. The winning team members of each match, round, and section are not allowed to observe and must return to the holding room until recalled. Waiting winning teams are not allowed to communicate with other teams.
12. During the semi-final and final rounds only, audience members may observe. Communication between observers and team members or observers and event personnel is not permitted. Any audience member who attempts to communicate in any way during the competition will be asked to leave the room.
13. Observers are not allowed to enter or leave the room while teams are in competition (only during team changes), unless requested to do so in reference to item #12 above. Observers are not permitted to tape or otherwise record items. Applause is at completion of the match.
14. The question shall not be given to a participating team prior to the competitive event. Judges will be furnished with a copy of the questions. Judges will make all rulings and any challenges must be made before the next question is asked. Time out is called while awaiting any judge's decisions.
15. The standard references for verification shall be:
 - a. Robert's Rules of Order, Newly Revised.
 - b. Current FPSA Curriculum Guides and Bylaws.

Recommended Personnel:

1. One Chairman
2. One Section Leader
3. One Moderator
4. Three Timekeepers (One for ten-minute match, one for items, and one for responses)
5. Three to Four Judges (Parliamentary Procedure and/or FPSA knowledgeable)
6. Recorder for score board, if used
7. Courtesy Corps Members

Facilities and Equipment:

1. One large room of adequate size to accommodate personnel and as many observers as possible of semi-final and final rounds.



2. Two holding rooms- one for teams that have not competed; one for winning teams awaiting next match/round.
3. Two tables with 4 chairs each for competing teams
4. Colored tape to mark the table
5. Tables/chairs for judges and timekeeper
6. Moderator's table with microphone
7. Two stopwatches- one 10-minute timer
8. A list of at least 100 items and responses for judges and moderator. The items progress from simple to more difficult within each round. The moderator and judges should have a list of items and responses.
9. Bells or buzzer sets for each team
10. A section diagram for "seeding" team
11. Schedule form
12. Judge's rating sheet for each round
13. Scoreboard
14. Pads and pencils for judges
15. List of tie breaker items
16. Copies of each standard reference
17. Tape Recorder/Tape
18. Pencils for participants

Examples of types of test items

1. Language skills include 4 skills necessary for communication. They are: speaking, listening, writing and ____?
2. Give the definition of CBVE.
3. What is the most frequently desired characteristic of a teacher assistant?
4. Unemployment compensation is given to _____.
5. The four "C" of an effective business letter are: _____, _____, _____, and _____.

True or False

1. The purpose of the Introduction to Teaching Program is to prepare students for employment as paraprofessional teacher aides and to introduce students to a teaching career that requires education at the post-secondary level.
2. Students in the Introduction to Teaching Program will successfully complete a teaching practicum experience, having direct student involvement for at least 75 hours.
3. The Introduction to Teaching Program is not designed to provide clerical support to office or administrative personnel.



Brain Bowl Teaching Assistant

Judge's Winner Sheet

1st Place School _____

Team _____

2nd Place School _____

Team _____

3rd Place School _____

Team _____

4th Place School _____

Team _____

5th Place School _____

Team _____



Chapter Display

Created 12/2020
Revised 07/23/2022

Purpose: To encourage Public Service students to improve their ability to:

1. Showcase their program at their school to include program of study, awards, school spirit
2. Express and communicate this interpretation with a creative visual display.

Description of Event: This event shall be a chapter effort. The chapter will set up the display and two members will always be present to answer questions about their program and school. The event will be during **the first day at** the college and career fair.

Limit: One table per chapter program

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition.

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.
2. The development of a Chapter Display which shall be related to the Florida Public Service Association, the individual chapter, and school.
3. All chapters will have set up complete by 11:00 a.m.
4. Chapters shall prominently indicate their school and program name on the display.
5. Students will complete the information portion of the rubric and have it available for the judges.
6. Tie breaking procedures, if necessary, may involve Judges' review of the rating sheet section scores assigned (*one or more, as necessary*) for score differences.
7. Contestants must be familiar with and adhere to the rules for this event.

Required Personnel:

1. One Chairman
2. One Section Leader
3. Three Judges (*one must be an art or graphic arts person*)
4. Two Courtesy Corps Members

Facilities and Equipment:

1. One room to accommodate the total number of contestants
2. Rating sheets for judges (*extras to break possible ties*)
3. Calculator for judges to calculate rating sheets
4. Pencils for judges
5. Cups and water



Chapter Display Scoring Guidelines

Revised 09/2020

School _____ Final Score _____

Chapter Number _____

Judge's Name _____ Judge's Signature _____

Points Values

Excellent =16-20

Superior =11-15

Good =6-10

Poor = 0-5

Items Evaluated

Score

1. Expresses the school, chapter, and FPSA

A Students are knowledgeable about topics

B Flow of idea is logical and well planned

2 Educational Value

A Prime focus of interpretation is clear

B Projects a clear / understandable message

3 Originality and creativity

A An imaginative approach is used

B Display is eye appealing

4 Design

A Display reflects art

B Color and accent are used effectively

5 Quality of work

A The display effect is complete

B Overall appearance is neat and attractive

Total _____



Chapter Display Judge's Winner Sheet

1st Place School _____

Student _____

2nd Place School _____

Student _____

3rd Place School _____

Student _____

4th Place School _____

Student _____

5th Place School _____

Student _____



FPSA CPR /First Aid

Revised 07/23/2022

Purpose: To provide the FPSA member with an opportunity to demonstrate knowledge and skills as a team in BLS/CPR with AED.

Description of Event: This event will consist of two rounds of competitions for a 2- person team. Round one is a written, multiple- choice test. Written test will measure knowledge and understanding of BLS/CPR with AED. Both competitors will take written exam.

The test scores from round one will be used in the final score for the team. In round two the team will demonstrate selected skill(s) identified in a written scenario. The scenario will require the use of critical thinking skills. The performance will be timed and evaluated according to the event guidelines.

Limit: 1 teams of 2 person rescuers per chapter

Dress Code: Appropriate dress to include chapter uniform, or FPSA attire, closed toe shoes.

Rules and Procedures:

1. The test will consist of fifty (50) multiple choice items. The scores of the two team members will be averaged for one composite score and will be used as a part of the final score for the event.

Round One: Written Test Plan

Basic Life Support.....

General concepts

BLS/CPR for adults, children and infants

AED for Adults, Children and infants

Mouth to mouth/ Rescue breathing

Relief of choking

2. All competitors will report to the event test room for instructions and written exam.
3. **Both competitors must present a current CPR certification card to the judge prior to taking the written test.**
4. Competitors will have 60 minutes to complete the written exam. A 15-minute verbal warning will be given by the test proctor.
5. References used for the development of the written test:
 - a. American Heart Association, Basic Life Support, latest edition
 - b. American heart association, Heartsaver First Aid CPR AED, latest edition
6. The test score from round one will be averaged and added to the final score for the team.
7. Round two will be Adult BLS/CPR with AED 2 person teams.
8. Both teammates must report with the proper equipment to perform the scenario.
9. Proper measurement of compressions and rate of compressions will be measured and used toward evaluation grade.
10. In the event of a tied score, a scenario within the guidelines of AHA Choking with BLS/CPR with AED.
11. A **twelve (12) minute maximum time limit** has been set for reviewing the scenario and caring for the patients (skill performance). Timing will begin when the scenario is



presented to the team. Competitors will be stopped at the end of the twelve (12) minute time limit.

12. The scenario is a secret topic. Professional ethics demand that competitors DO NOT discuss or reveal the secret topic until after the event has concluded.
13. Competitors must complete all steps of the skill listed in the guidelines even if the steps must be simulated/verbalized. (If the equipment is available, the competitors would complete all steps of the skill as the scenario warrants. If the equipment is NOT available, the competitors would simulate/verbalize the steps.)
14. If a student jeopardizes the patient's or his/her own safety and does not take immediate action to correct the error, the total points for the skill or specific subpart(s) of the skill will be deducted.
15. In the performance of the skill scenario, competitors are required to follow the highest standard of care when treating victims. Competitors should follow the steps on the rating sheet unless the highest standard of care required differs from the steps on the rating sheet. Judges will know when the treatment of victim/patients differs slightly from the rating sheet and when the competitors provide medically appropriate care and will award points accordingly.

General Equipment to be provided by competitors:

- Mouth-to-mask device
- Hand sanitizer
- Cell phone (for simulating 911 call)
- One pair of scissors
- Adhesive tape
- PPE: 10 pair of non- latex gloves, 2 sets of goggles or safety glasses

** Teams have the option of bringing one kit per person or one kit per team - and should ONLY bring the materials listed above.*

**AED trainer, CPR manikins, written test and score sheets will be provided*

Note: FPSA follows **American Heart Association** guidelines for CPR for healthcare providers. Steps may differ from those recommended by the American Red Cross. For competition purposes, competitors must follow the steps listed in the guidelines for this event.

Florida Public Service Association, Inc.



Florida Public Service Association, Inc.



BLS/CPR- Rescuer 1

Team #: _____

Judge's Signature: _____

* Rescuer 2 will start this skill, and then Rescuer 1 will come to his/her assistance following steps on skill IX

Adult BLS with AED – Rescuer 1 Initiates	Possible	Awarded
1. Verified scene safety.	2 0	
2. Opened first aid kit and put on PPE.	2 0	
3. Determined unresponsiveness: tapped or gently shook shoulder, shouted "Are you OK?"	2 0	
4. Shout to Rescuer 2 to activate the emergency response system and get AED/defibrillator.	1 0	
5. Checked to see if the patient has a normal breathing and a pulse for no less than 5 and no more than 10 seconds. a. Checked for breathing by scanning the patient's chest for rise and fall.	2 0	
b. Performed a pulse check by feeling for a carotid pulse (located trachea using 2 or more fingers and slid into groove between trachea and neck muscle). * Judge states, "Not breathing." or "Not breathing normally" and "No pulse."	2 0	
6. Initial Chest Compressions (30) a. Positioned self at the patient's side	1 0	
b. Made sure patient is lying face-up on a firm, flat surface.	1 0	
c. Put the heel of one hand on the center of the patient's chest on the lower half of the breastbone.	1 0	
d. Put the heel of the other hand on top of the first hand.	1 0	
e. With arms straight, positioned shoulders directly over his/her hands.	1 0	
f. Pushed hard and fast (compressions at least 2", rate of 100-120/min) (MEASURING DEVICE WILL BE USED FOR DEPTH)	2 0	
g. At the end of each compression, allowed the chest to recoil completely.	1 0	
h. 30 compressions in no less than 15 and no more than 18 seconds	2 0	
7. Initial Breaths (2) a. Placed the mouth-to-mask device on the patient's face, using the bridge of the nose as a guide for correct position.	1 0	

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b. Sealed the mask on the patient's face. <ul style="list-style-type: none"> Used the hand that is closer to the top of the patient's head and placed index finger and thumb along the edge of the mask. Placed the thumb of his/her second hand along the bottom edge of the mask. 	1	0	
	1	0	

Skill VIII: Adult BLS/CPR – Rescuer 2 (continued)	Possible	Awarded
c. Placed the remaining fingers of the second hand along the bony margin of the jaw and lifted the jaw.	1	0
d. Pushed with the hand on the patient's forehead (the heel part of the hand) to tilt the head back.	1	0
e. While lifting the jaw, pressed firmly and completely around the outside edge of the mask (with the fingers) to seal the mask against the face.	1	0
f. Delivered two breaths over 1 second each to make the chest rise.	1	0
8. Continued cycles of 30 compressions and 2 breaths with minimal interruptions until Rescuer 2 arrived with AED. Continued compressions while Rescuer 2 prepared AED.	2	0
9. Rescuer 2 – Turned on AED and applied pads and attached electrodes.	*	
10. Rescuer 2- cleared patient and allowed AED to analyze.	*	
11. Rescuer 1- moved to head to prepare for bag-mask ventilation.	1	0
12. Rescuer 2 – If AED indicated a shockable rhythm, cleared patient again and delivered shock.	*	
The remaining steps are performed by Rescuer 1.		
13. If no shock is indicated or immediately after any shock is delivered, waited for Rescuer 2 to complete 30 chest compressions before delivering 2 breaths with mouth to mask or bag valve mask.	2	0
14. Positioned self directly above the patient's head, holding the moth to mask or bag-mask.	1	0
15. Used the E-C clamp technique		
a. Performed a head tilt.	1	0
b. Placed the mask on the patient's face, using the bridge of the nose as as a guide for correct position.	1	0
c. Used the thumb and index finger of one hand to make a "C" on the side of the mask, pressing the edges of the mask to the face.	1	0
d. Used the remaining fingers to life the angles of the jaw (3 fingers form an "E"), open the airway, and press the face to the mask.	1	0

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16.	Use mouth to mask or bag valve mask to give two breaths after every 30 compressions for 1 second each.	2	0	
17.	Responded to Rescuer 2's call to switch roles after five (5) cycles, taking less than 10 seconds to complete the switch and resume with chest compressions.	2	0	
18.	Performed chest compressions, counting aloud, using a compressions to breaths ratio of 30:2. *Judge states "EMS has arrived and has taken over care of the patient."	2	0	
19.	Appropriate verbal and nonverbal communication with patient and other personnel.	2	0	
20.	Gave information about patient to EMS rescuers.	2	0	

Skill VIII: Adult BLS/CPR – Rescuer 2 (continued)		Possible	Awarded
21.	Removed gloves properly without touching the outside of the gloves with bare hands.	2	0
22.	Placed disposable PPE in a biohazard bag.	2	0
23.	Used hand sanitizer.	2	0
TOTAL POINTS		54	

*** In possible score indicates not score for rescuer 1 will be scored on rescuer 2 sheet**

****If a student jeopardizes the patient's or his/her own safety and does not take immediate action to correct the error, the total points for the skill or specific subpart(s) of the skill will be deducted.**

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BLS/CPR – Rescuer 2

Note: Variations in AED equipment should be taken into consideration when using this rating tool to evaluate student performance. Adjustments to this rating sheet should support fair and equal treatment of all competitors.

Team #: _____

Judge's Signature: _____

Adult BLS with AED – Rescuer 2 Assists	Possible	Awarded
1. Rescuer 2 will leave to designated area to activate the emergency response system and retrieve the AED from the	1	0
2. Rescuer 2 will arrive to scene put on gloves	1	0
3. Rescuer 2 – Turned on AED and applied pads and attaches electrodes.	2	0
4. Rescuer 2 cleared patient and allowed AED to analyze.	2	0
5. Rescuer 1 moved to head to prepare for mouth to mask or bag-mask ventilation.	*	
6. Rescuer 2 – If AED indicated a shockable rhythm, cleared patient again and delivered shock.	2	0
7. If no shock is indicated or immediately after any shock is delivered, began chest compressions.		
a. Positioned self at the patient's side.	1	0
b. Put the heel of one hand on the center of the patient's chest on the lower half of the breastbone.	1	0
c. Put the heel of the other hand on top of the first hand.	1	0
d. With arms straight, positioned shoulders directly over his/her hands.	1	0
e. Pushed hard and fast (compressions at least 2", rate of 100-120/min.) (MEASURING DEVICE WILL BE USED FOR DEPTH)	2	0
f. At the end of each compression, allowed the chest to recoil completely.	1	0
g. Count compressions aloud.	2	0
h. 30 compressions in no less than 15 and no more than 18 seconds	2	0
7. Called for Rescuer 1 to switch roles after five (5) cycles, taking less than 10 seconds to complete the switch and begin ventilation.	2	0
8. Took bag-mask and positioned self directly above the patient's head.	2	0
9. Used the E-C clamp technique		
a. Perform a head tilt.	1	0
b. Placed the mask on the patient's face, using the bridge of the nose as a guide for correct position.	1	0
c. Used the thumb and index finger of one hand to make a "C" on the side of the mask, pressing the edges of the mask to the face.	1	0

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d. Used the remaining fingers to lift the angles of the jaw (3 fingers form an "E"), open the airway, and press the face to the mask.	1	0	
10. Use mouth to mask or bag valve mask to give two breaths after every 30 compressions for 1 second each. <i>*Judge states "EMS has arrived & has taken over care of the patient."</i>	2	0	
11. Removed gloves properly without touching the outside of the gloves with bare hands.	2	0	
22. Placed disposable PPE in a biohazard bag.	2	0	
23. Used hand sanitizer	2	0	
TOTAL POINTS	35		

*** In possible score indicates not score for rescuer 1 will be scored on rescuer 2 sheet**

****If a student jeopardizes the patient's or his/her own safety and does not take immediate action to correct the error, the total points for the skill or specific subpart(s) of the skill will be deducted.**

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BLS/CPR – Choking Tie Breaker

Team #: _____

Judge's Signature: _____

The patient will be sitting or standing and is NOT pregnant or obese. This patient will not require EMS treatment or transport

Choking – TO BE USED AS A TIE BREAKER		Possible	Awarded
1.	Observed a patient with signs of severe airway obstruction. (Rescuer 1 verbalized, for the judges, that the patient showed signs of severe airway obstruction that were observed.)	2 0	
2.	Asked the patient if he or she is choking. * Patient nods head yes and cannot talk.	2 0	
3.	Call to Rescuer 2 to call for help. (DOES NOT RETURN TILL JUDGE ADVISES)	1 0	
4.	Introduced self and asked for permission to help. * Patient nods head yes and cannot talk.	2 0	
5.	Stood behind the patient and wrapped arms around the patient's waist.	2 0	
6.	Made a fist with one hand.	1 0	
7.	Placed the thumb side of fist against the patient's abdomen, in the midline, slightly above the navel and well below the breastbone.	2 0	
8.	Grasped fist with other hand and SIMULATED pressing fist into the patient's abdomen with a quick, forceful upward thrust. (DO NOT actually perform an abdominal thrust on the patient for this scenario.)	2 0	
9.	Repeated thrusts (SIMULATED) until object is expelled from the airway or patient becomes unresponsive, giving each new thrust with a separate, distinct movement to relieve the obstruction. * Judge states, "Object is expelled."	2 0	
Rescuer 2 will leave to a designated place to call Emergency Medical Services and will be give the appropriate points below			
10.	Rescuer 2 called Emergency Medical Services and stated:		
	a. Caller's name, location and phone number.	2 0	
	b. Situation, number and condition of both patient(s)	2 0	
	c. Hung up when instructed to by dispatcher. (Verbalized that dispatcher told him/her it is OK to hang up.)	2 0	
11.	Rescuer 2 returns to rescuer 1 to assist with patient care	1 0	

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12.	Opened first aid kit and put on PPE (or changed gloves).	2	0	
13.	Gave information about victim to EMS	1	0	

Choking (continued)	Possible	Awarded
Summary Steps		
13. Appropriate verbal and nonverbal communication with patient and other personnel.	2 0	
14. Removed gloves properly without touching the outside of the gloves with bare hands.	2 0	
15. Placed disposable PPE in a biohazard receptacle.	2 0	
16. Used hand sanitizer.	2 0	
TOTAL POINTS - Choking	34	

***If a student jeopardizes the patient's or his/her own safety and does not take immediate action to correct the error, the total points for the skill or specific subpart(s) of the skill will be deducted.*

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CPR

Scoring Guidelines

Revised 10/2013

Student Name _____ Final Score _____
 School Name _____
 Judge's Name _____ Judge's Signature _____
 Judge's Name _____ Judge's Signature _____

To Evaluator: circle point value as student performs task	Pass	Fail
Checks scene and verbalizes the scene is safe. Dons proper PPE (medical gloves if available) (the student must move patient or correct any unsafe condition for credit)	+10	0
Checks for response: tap and shout (the student may identify themselves as a first responder or similar)	+5	0
Tells someone to call 911 and find an Automatic External Defibrillator (AED) (the AED is brought to student during 4th set of compressions)	+5	0
Checks for no breathing or only gasping (5-10 seconds) by opening an airway by head- tilt/chin-lift and watching for chest rise and fall	+5	0
Locates hand placement for compressions Remove clothing as necessary and locates hands on lower half of breastbone	+5	0
Delivers first set of compressions 30 compressions in 18 seconds (100 per minute) at a depth of 2" in at least 23 of 30 c ompressions	+5	0
Gives 2 breaths with a pocket mask/BVM Must have full chest rise and fall in at least one breath and delivers both breaths in 10 seconds or less. Rescuer <i>must</i> use a barrier device, such as a pocket mask or similar. Completes 5 rounds of 30:2 at a rate of 100 per minute (+5 for each correct cycle) __ (2) __ (3) __ (4) __ (5) Notes:	+5	0
When AED arrives: (during 4 th set of compressions)		
Rescuer stops CPR and turns on AED immediately upon arrival	+5	0
Follows instructions given by AED with pad placement and defibrillation instructions. (the AED will advise that shock is advised, and rescuer will administer shock)	+5	0
Continues at least one round of CPR after first shock as advised by AED.	+5	0
Total top section: (75 possible points for top section)		
Critical Failures: (Subtract 10 points for each infraction)		
<ul style="list-style-type: none"> ○ Does not correct an unsafe scene, or other unsafe action; improper PPE ○ Does any task out of order (10 points per infraction) ○ Does not check for breathing by looking for chest rise and fall, or does not spend at least 5 sec. or spends more than 10 sec. checking for breathing ○ Improper hand placement ○ CPR compression rate is too fast or too slow ○ No effective breaths due to improper technique 		

Total bottom half: _____

Total: Add or subtract top and bottom section points to determine final score. _____



CPR

Judge's Winner Sheet

1st Place School _____

Student _____

2nd Place School _____

Student _____

3rd Place School _____

Student _____

4th Place School _____

Student _____

5th Place School _____

Student _____



Criminal Response

Revised 07-2017
Revised 09-01-2021
Revised 07-2022

Purpose: To encourage criminal justice students to improve their problem-solving, decision-making, oral, and written communication skills in the area of a criminal investigation.

Description of event: Each school may enter a total of two teams of two students each to investigate a criminal incident. This event will consist of responding to a pre-arranged crime scene, interviewing witnesses at that pre-arranged crime scene, and gathering the necessary information needed to formulate an opinion on the nature of the incident. The students will then prepare a written report using the FPSA incident report forms, reflecting their decisions. There will be no forensic activities in this event. Two judges will observe the crime scene interviews and will also review all written reports. The report will be a combined effort by both team members in the area of organization and planning, although one team member can be the designated writer, if so desired.

Students will handle this assignment from the point of view of a patrol officer responding to a call, rather than a latent investigator. Officer safety should be observed, as dictated by the nature of the assignment. *(Example--When responding to a domestic disturbance: approach to the call, proximity to subjects, etc. are all taken into account when using OFFICER SAFETY.)*

Limit: 1 Team of 2 Students per Chapter

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor. Students should not be moving through the hotel facility with mock duty gear on.

Rules:

1. To be eligible for the competition a student must be enrolled in a secondary public service education program or a program completed as recognized by Florida Department of Education.
2. Teams will be issued an event reporting time, which will be five minutes before the event begins. Teams that are late will be disqualified. The team advisor will be responsible for scheduling the reporting times with the chairperson at the beginning of the conference.
3. Students will be dispatched by radio and will respond to the pre-arranged crime scene. Students must use proper radio techniques when calling and receiving messages. Police codes will not be used by the dispatcher. Use of codes by students is acceptable, but not mandatory. Radios will be used whenever the student sees a purpose. Students should sign-off with the dispatcher when they have completed their assignments. Two radios will be issued to each team upon arrival at the event. All other supplies are the

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responsibility of the individual teams. The police radios will be turned in before leaving the crime scene event.

4. The crime scene will have 1 to 3 role players. Each team will be given 20 **10** minutes to gather information once they arrive on scene and interview the witnesses.
5. Students may **NOT** have pre-written questions or use a blank incident report while competing in this event. Students may bring a blank notebook.
6. All teams will be given the same incident to investigate and will use the FPSA incident report forms, which will be provided at the documentation site during the report writing phase of this event. The type of crime and how the officers reached their conclusions must be included in the written report.
7. Each team will be given one hour to document their incident. **A timekeeper will announce when a team has 10- and 1-minute remaining in both the crime scene and the documentation site. Teams will be directed to the documentation site and will have 10 minutes to report.** Team members may use any portion of their 10 minutes to plan and organize their activities. Late arrivals to the documentation site will have the time deducted from their 60-minute report writing time.
8. A cover page listing the team number will be completed, all pages of the report stapled together in order, and the entire report will be placed in the reporting envelope and turned into the timekeeper.
9. Reports will be written in black ink only.
10. Report-writing packages will contain a face page and supplementary pages. The timekeeper will have a dictionary and a Florida Criminal Code book at the documentation site for use by any student who needs them. All other supplies will be provided by the individual teams.
11. The judges will have the final decision on tie breakers based on the teams' overall performances. Judges may, if necessary, be from the same agency.
12. Discussing any part of the event with another team could render disqualification for both teams.
13. Students are not allowed to converse with any judge in the crime scene unless the judge addresses the student first. Role players will **NOT** be judges.



Criminal Response Scoring Guidelines

Member's Name: _____ **Time Disp** _____

Member's Name: _____ **Time Arrived** _____

School Name _____ **Time Complete** _____

Judge's Name: _____ Judge's Signature: _____

Judge's Name: _____ Judge's Signature: _____

Excellent = 5	Superior = 4	Good = 3	Fair = 2	Poor = 1
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Please reward the team a score of 1 through 5 based on the below guidelines and your observations

Radio procedures:

- Team members speak clearly on radio
- Team members identify themselves to dispatch and waits for a response before giving information.
- Team notifies dispatch they are en route to incident location
- Team notifies dispatch when they are on the scene
- Team runs subject information checking for wants and warrants
- Team informs dispatch they have completed the call.

Comments: _____

Points awarded	_____
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Scene Procedures:

- Students use interview stance.
- Students separate parties.
- Students clear scene so they know how many subjects they are dealing with.
- Students control scene / subjects with verbal direction.
- Team gathers all required information from subjects (Name, DOB, address, Phone #, occupation, hair color, and eye color) to name a few.
- Student uses note pads to take notes.

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Comments: _____

Points awarded	
----------------	--

Report Procedures:

- Student writes legibly.
- Student fills out all boxes of report.
- Student gathered all required information (Name, DOB, address, Phone #, occupation, hair color, and eye color) to name a few

The narrative of the report answers the following:

- Who was involved in the incident?
- What was the incident (what type of crime if a crime occurred?)
- When did the incident take place? (Month/Day/Year/Time of day.)
- When did the student (Officer) respond to the incident? (Month/Day/Year/Time of day.)
- Where did the incident take place? (Address/location)
- How did the Incident occur, if it is known?
- Why did they come to their conclusion? What evidence was observed to support their thought process?
- Report is signed by student completing the report.

Comments: _____

Points awarded	
----------------	--

Radio procedures	Points awarded	
Scene Procedures	Points awarded	
Report Procedures	Points awarded	
Total Points Awarded / Final Score		



Criminal Response

Judge's Winner Sheet

1st Place School _____

Team _____

2nd Place School _____

Team _____

3rd Place School _____

Team _____

4th Place School _____

Team _____

5th Place School _____

Team _____



Defensive Tactics

Revised 09-2018

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 textbook. 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.

2. The students will take a 20 question test and the score will be averaged into the final score.

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

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- 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 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
- When the students have completed the practical part of the competition, they will proceed to the report writing room and complete a 20-question test on defensive tactics. These total points of both contestants will be added to the final score.

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: _____

Student: _____

Student: _____

Judge Name: _____ Judge Signature: _____

Judge Name: _____ Judge Signature: _____

Score Sheet

SECTION # 1	THREAT ASSESSMENT	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
5=5			
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
4=9			
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		
<input type="checkbox"/>	Shoulder Lock		
TOTAL POINTS AVAILABLE (20) TOTAL POINTS AWARDED			

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SECTION #3 <u>2=11</u>	BLOCKS	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
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 <u>2=13</u>	RESTRAINT DEVICES	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
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 <u>2=15</u>	TAKEDOWNS	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
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 <u>2=17</u>	FALLING TECHNIQUES	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
DEMONSTRATE TWO TECHNIQUES:			Comments
<input type="checkbox"/>	Front Fall		
<input type="checkbox"/>	Rear Fall		
<input type="checkbox"/>	Side Fall		
TOTAL POINTS AVAILABLE (10) TOTAL POINTS AWARDED			

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SECTION # 7	UPRIGHT GRAPPLING BODY HOLDS	POSSIBLE POINTS FOR EACH TECHNIQUE (0-5)	EVALUATION
<u>2=19</u>			
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
<u>7=26</u>			
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 _____



Defensive Tactics

Judge's Winner Sheet

1st Place School _____
Team _____

2nd Place School _____
Team _____

3rd Place School _____
Team _____

4th Place School _____
Team _____

5th Place School _____
Team _____



Digital Pamphlet

Created 12/2021
Revised 09/01/2022
Revised 04/01/2022

Purpose: To encourage students to apply the basic skills and knowledge of developing an effective digital bulletin board display.

Description of Event: Contestants will prepare a digital bulletin board display before arriving at the conference. The theme of the digital bulletin board will be in their appropriate career field. This bulletin board will be created and submitted before the State Leadership Conference on a date determined by the State Director.

Limit: None

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition.

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.
2. The development of the specific ~~bulletin board~~ **pamphlet** topic will be the responsibility of the student but must be in their career field. For example, the criminal justice, firefighting, or teaching assistant field. **Examples, fighting drug abuse, fire safety in your home, improve your child's reading skills.**
3. All contestants will turn in the digital bulletin board completed on a date determined by the State Director.
4. The contestant will add their name to the pamphlet on the back center panel
5. The ~~board~~ **submission** will be a trifold **double-sided** pamphlet and created in a digital format. Programs include but are not limited to Publisher, Adobe InDesign, CorelDRAW, etc.
6. **The double-sided pamphlet, when printed, must fold into a trifold pamphlet.**
7. Contestants must be familiar with and adhere to the rules for this event.
8. Contestants shall indicate their name and school in the file name. Example, **Digital Pamphlet First Last School (Digital Pamphlet Chris Brown Sample High School)**
fpsa_student_high_school
9. Should a tie occur in the placement of competitors for this event, the following categories will be used to determine placement (in descending order):
 - a. display projects a clear and understandable message
 - b. creativity – used creative colors, designs shapes, textures to arouse interest
 - c. overall appearance – neat and attractive; items well secured



Digital Pamphlet

Created 12/2021

Name of Participant _____ Final Score _____

School Name _____

Judge's Name _____ Judge's Signature _____

Points Values

Excellent =16-20

Superior =11-15

Good =6-10

Poor = 0-5

Items Evaluated

Score

Development of theme / topic

- 1 Relates to the theme / topic _____
- 2 Display projects a clear and understandable message _____

Design

- 1 Background – sufficient empty spaces around display material (material not too crowded) _____
- 2 Colors – restricted display to a few carefully selected colors; not too loud to attract too much attention _____
- 3 Balance - items kept horizontal and vertical, not diagonal in arrangement; items grouped, not scattered _____
- 4 Emphasis - set most important item apart by size, color, or pointed out with directional device _____
- 6 Texture - invites touch inspection: attracts attention because of contrast (*i.e.* rough on smooth) _____

Quality of work

- 1 Creativity - used creative colors, designs, shapes, textures to arouse interest _____
- 2 Overall appearance - neat and attractive; items well-secured _____

Total _____



Digital Pamphlet
Judge's Winner Sheet

1st Place School _____
Student _____

2nd Place School _____
Student _____

3rd Place School _____
Student _____

4th Place School _____
Student _____

5th Place School _____
Student _____



Digital Marketing Poster Display

Created 12/2020
Revised 09/01/2021
Revised 04/01/2022

Purpose: To encourage Public Service students to improve their ability to:

1. analyze and interpret Public Service issues
2. express and communicate this interpretation with a creative visual display.

Description of Event: This event shall be in the form of an individual creation of a digital poster. This poster will be created and submitted before the State Leadership Conference on a date determined by the State Director.

Limit: No Limit

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition.

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.
2. The development of a marketing theme poster which shall be related to the Florida Public Service Association, and market to the entire organization. Example, the poster should be used for recruitment into the Florida Public Service Association.
3. All contestants will turn in the digital poster completed on a date determined by the State Director.
4. Contestants shall indicate their name and school in the file name. Example, ~~fpsa_student_high_school~~
Digital_Marketing_Poster_First_Last_School
(Digital_Marketing_Poster_Chris_Brown_Sample_High_School)
5. The poster will be created in a digital format. Programs include but are not limited to Word, Publisher, Adobe InDesign, CorelDRAW, etc. and must be able to be printed to fill the page.
6. The poster will be on one (1) page. When printed it can be any size. Example, 8 ½” by 11” up to poster size and be in Portrait layout.
7. Tie breaking procedures, if necessary, may involve Judges' review of the rating sheet section scores assigned (*one or more, as necessary*) for score differences.
8. Contestants must be familiar with and adhere to the rules for this event.

Required Personnel:

1. One Judge

Facilities and Equipment:

1. None



Digital Marketing Poster Display Scoring Guidelines

Created 12/2020

Student _____ Final Score _____

School _____

Judge's Name _____ Judge's Signature _____

Points Values

Excellent =16-20

Superior =11-15

Good =6-10

Poor = 0-5

Items Evaluated

Score

- | | | |
|----|---|-------|
| 1. | Development of topic | |
| | A Relates to the theme and topic | _____ |
| | B Flow of idea is logical and well planned | _____ |
| 2. | Educational Value | |
| | A Prime focus of interpretation is clear | _____ |
| | B Projects a clear / understandable message | _____ |
| 3. | Originality and creativity | |
| | A An imaginative approach is used | _____ |
| | B Poster is eye appealing | _____ |
| 4. | Design | |
| | A Poster reflects art | _____ |
| | B Color and accent are used effectively | _____ |
| 5. | Quality of work | |
| | A The display effect is complete | _____ |
| | B Overall appearance is neat and attractive | _____ |
| | Total | _____ |



Digital Marketing Poster Display

Judge's Winner Sheet

1st Place School

Student

2nd Place School

Student

3rd Place School

Student

4th Place School

Student

5th Place School

Student



~~Digital Poster Display~~ Digital Flyer

Created 12/2020
Revised 09/01/2021
Revised 04/01/2022

Purpose: To encourage Public Service students to improve their ability to:

1. analyze and interpret Public Service issues
2. express and communicate this interpretation with a creative visual display.

Description of Event: This event shall be in the form of an individual creation of a display poster. This poster will be created and submitted before the State Leadership Conference on a date determined by the State Director.

Limit: No Limit

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition.

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.
2. The development of the specific public service topic and provisions of backup materials (*if appropriate*) shall be related to the students chosen discipline, i.e. criminal justice, firefighter, teaching assistant. This could be a job announcement, upcoming event, or a Public Service Announcement, etc.
3. All contestants will turn in the digital poster completed on a date determined by the State Director.
4. The poster will be created in a digital format. Programs include but are not limited to Word, Publisher, Adobe InDesign, CorelDRAW, etc.
5. The poster will be on one (1) page. When printed it can be any size. Example, 8 ½” by 11” up to poster size and must print properly to fill the page.
6. Contestants shall indicate their name and school in the file name. Example, Digital Marketing Poster First Last School (Digital Marketing Poster Chris Brown Sample High School) ~~fpsa_student_high_school~~
7. Tie breaking procedures, if necessary, may involve Judges' review of the rating sheet section scores assigned (*one or more, as necessary*) for score differences.
8. Contestants must be familiar with and adhere to the rules for this event.

Required Personnel:

1. One Chairman

Facilities and Equipment:

1. None



~~Digital Poster Display~~ Digital Flyer Scoring Guidelines

Created 12/2020

Student _____ Final Score _____

School _____

Judge's Name _____ Judge's Signature _____

Judge's Name _____ Judge's Signature _____

Points Values

Excellent =16-20 Superior =11-15 Good =6-10 Poor = 0-5

Items Evaluated

Score

1.	Development of topic	
	A Relates to the theme and topic	_____
	B Flow of idea is logical and well planned	_____
2	Educational Value	
	A Prime focus of interpretation is clear	_____
	B Projects a clear / understandable message	_____
3	Originality and creativity	
	A An imaginative approach is used	_____
	B Poster is eye appealing	_____
4	Design	
	A Poster reflects art	_____
	B Color and accent are used effectively	_____
5	Quality of work	
	A The display effect is complete	_____
	B Overall appearance is neat and attractive	_____
	Total	_____



~~Digital Poster Display~~ Digital Flyer

Judge's Winner Sheet

1st Place School _____

Student _____

2nd Place School _____

Student _____

3rd Place School _____

Student _____

4th Place School _____

Student _____

5th Place School _____

Student _____



DRESS CODE

Created 09/2015
Revised 09/2018
Revised 07/23/2022

The purpose of the dress code policy is to uphold the professional image of the FPSA, Inc. and to prepare students for the business world. Acceptable attire is required for all attendees—advisers, members, and guests—at all general sessions, competitive events, meetings, workshops, and other activities unless otherwise stated.

The FPSA, Inc. is a professional organization and professional appearance is important. Your appearance is the first thing people see. Professional dress gives a favorable impression of you and the FPSA, Inc.

While in the public areas at a FPSA, Inc. event, including the State Leadership Conference, Training, or FPSA sponsored events, students, advisors, members, and guests will strictly adhere to the dress code.

Chapters will be penalized 5-chapter points for each student in their chapter found to be in violation of the dress code.

Appropriate dress includes:

- Chapter uniform
- Chapter tee shirt
- Chapter collared shirt
- Event tee shirt
- Any school sponsored shirt
- Worn with long pants, BDUs, or slacks, ~~or~~ shorts, skirts, or dresses no shorter than fingertip length 2 inches above the knee.

Unacceptable attire includes:

- Chambray, or other see through material
- Overalls, skorts, stretch or stirrup pants, exercise or bike shorts
- Low-cut, backless, see-through, tight-fitting, dresses
- Extremely short, tight-fitting, or see-through dresses/skirts
- Yoga pants
- Any pants with holes in them
- over-the-knee boots, or bare feet
- Visible foundation garments

I understand that my participation in FPSA, Inc. events requires me to adhere to this dress code.

Chapter Advisor Name

Chapter Advisor Signature

Florida Public Service Association, Inc.



Date _____



DUI Traffic Stop

Created 12/2020

Purpose: To encourage criminal justice students to improve their ability to conduct a proper DUI traffic stop, while recognizing officer safety, at the same time handling a DUI suspect with the utmost care and concern for the suspect's safety as well. This also promotes good interpersonal skills (*human relations skills*).

Description of Event: The Students will have ~~15~~ **10** minutes to complete the DUI traffic stop. Contest begins when the student officer calls into dispatch that they are conducting a potential DUI traffic stop. The student will notify dispatch and advise them of the tag number, location of the stop, and a description of the vehicle being stopped. The student (*patrol officer*) will exit his/her police vehicle; approach the traffic violator, introduce themselves and explain why the citizen was stopped.

Example: 530 to dispatch- 530 go ahead - copy a traffic stop on ABC-123 at the intersection of Main Street and 2nd Avenue, the vehicle is a silver in color Ford Expedition with dark tinted windows- copy - dispatch to 530- go ahead- your tag comes back to a 2008 Ford Expedition that is valid and has no wants or warrants-copy

Example: good morning I am Officer Smith, with the Florida Public Service Police Department, I stopped you for weaving on the roadway and you were only doing 25 mph in a 40 mph zone.

The student will ask for the driver's license, registration, and proof of insurance to identify the driver and the vehicle. The student will then ask the driver to slowly exit the vehicle and walk to the area between the suspect vehicle and the officer's patrol unit. At this time, the student will explain to the driver that he is going to conduct a field sobriety test and will explain each step of the test along the way, with clear and concise instructions. The field sobriety tests will be administered, and after failing them, the driver will be placed under arrest, handcuffed, and walked to the back door of the patrol car. When this action takes place, this will signify to the Judges that the DUI traffic stop is now complete, and the competition is over.

The following is what tests will be given in the field sobriety test, with instructions to give to the driver. These can be found at NHTSA Standardized Field Sobriety Testing Manual.

https://www.nhtsa.gov/sites/nhtsa.dot.gov/files/documents/sfst_ig_refresher_manual.pdf

Horizontal Gaze Nystagmus. This is a test that monitors what your eyes are doing. If your eyes can't smoothly follow the officer's finger or pencil as he or she moves it about six inches in front of your nose, you'll fail and be considered too impaired to drive.

Standing on One Leg. This test is designed to monitor your ability to balance, usually while completing another task. The officer may ask you to stand on one foot, place your hands by your side, while the officer counts to 30. The officer will look for swaying or loss of balance, not following directions properly, or losing count, all signs of intoxication.

Walk and Turn. This test also measures balance and ability to follow directions and count. The officer will ask you to walk a certain number of steps away, turn around, and walk the same number of steps back, maintaining

Florida Public Service Association, Inc.



heel-to-toe steps. If the officer notices you sway, lose balance, lose count, or put space between your heel and foot, you'll fail this test.

Limit: ~~6 students per chapter~~ **1st through 5th place students at regional competition**

Dress Code: Appropriate dress to include chapter uniform or other attire appropriate for the competition.

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.
2. Each student will use proper radio techniques when calling and receiving messages from the dispatcher.
3. Discussing any part of the event with other competitors could render disqualification for those involved.
4. The judges will have the final decision on tie breakers based on the individual's overall performance.
5. Students will be judged on their radio procedures, officer safety techniques, interpersonal skills and the ability to give proper instructions for the field sobriety tests as well as proper handcuff techniques.

Required Personnel:

1. One Traffic Violator
2. Two Judges
3. One Dispatcher
4. One or two Courtesy Corps members

Facilities and Equipment:

1. Outdoors-possibly within a vacant parking lot
2. Traffic violator's vehicle
3. Police vehicle (marked or unmarked)
4. Mock driver's license
5. Mock vehicle registration form
6. Two hand held radios



DUI Traffic Stop Scoring Guidelines

Student's Name: _____ School Name: _____
 Judge's Name: _____

Excellent =5	Superior = 4	Good = 3	Fair = 2	Poor = 1
--------------	--------------	----------	----------	----------

Please reward a score of 1 through 5 based on the below guidelines and your observations

Notifying Dispatch of the traffic Stop and gives the required information.

- Student called dispatch using their ID #and waits for dispatch to acknowledge them.
- Student gives dispatch the vehicle tag information including state of issue.
- Student give dispatch the location of the traffic stop
- Student gives dispatch the vehicle description, including color, make, and approximate year
- Student gives number of occupants and description if possible
- Student activates emergency lights.

Comments: _____

Points awarded	
----------------	--

Example: 530 to dispatch - 530 go ahead - I will be conducting a traffic stop on Florida tag number ABC-123 in the parking lot of the international Palms Resort. The tag is attached to a silver in color, newer model Ford expedition, occupied one time by a white male driver - 1 Copy - Dispatch to 530 - 530 go ahead - Your tag is valid with no hits - 1 Copy

Exit the patrol vehicle:

- Student checked for oncoming traffic in the rear and side-view mirrors.
- After exiting the patrol vehicle, the student securely closed the vehicle door so it will not blow open and possibly be struck by a passing vehicle.
- The door is closed quietly
- The portable radio is just loud enough to hear the radio traffic.

Comments: _____

Points awarded	
----------------	--

Excellent =5	Superior = 4	Good = 3	Fair = 2	Poor = 1
--------------	--------------	----------	----------	----------

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Please reward a score of 1 through 5 based on the below guidelines and your observations

Approach techniques: Students may use a driver's side approach or a passenger side approach.

- The student made use of available cover.
- The student approached the violator's vehicle cautiously
- The student notes the number of passengers in the vehicle
- The student checks the trunk / rear gate lock and lid to determine if someone is possibly in the trunk or rear cargo area of the vehicle. This also allows the student to leave their fingerprints on the vehicle.

Drivers Side:

- The student stays close to the vehicle stopping at the back edge of the driver's door post.
- The student leaves gun hand free to react to a threat

Comments: _____

Points awarded	
----------------	--

Interacting with the Driver:

- Student is courteous but had a commanding presence.
- Student identifies themselves as an officer.
- Student explains the reason for the stop in terms of what they saw the vehicle doing.
- Student gives the driver a chance to offer an explanation.
- Student request the driver's license, vehicle registration, and proof of insurance.
- If the driver reaches to open the glove compartment or other inside compartment, the student request that he or she do so slowly.

Comments: _____

Points awarded	
----------------	--

Excellent = 5	Superior = 4	Good = 3	Fair = 2	Poor = 1
---------------	--------------	----------	----------	----------

Please reward a score of 1 through 5 based on the below guidelines and your observations



Student directions to driver to exit the vehicle.

- Students never turn their back to the vehicle
- Students never walk backwards into traffic
- Student never loses sight of the stopped vehicle and the occupants

Comments: _____

Points awarded	
----------------	--

Student has driver in a safe position, out of traffic and explains the DUI Field Sobriety Test procedures.

- Student and driver safety.
- Student explains field sobriety test procedures, of each of the 5 tests as they are given.
- Student conducts the field sobriety tests with the driver and keeps his gun side free and out of danger of the driver getting it.

Comments: _____

Points awarded	
----------------	--

Excellent =5	Superior = 4	Good = 3	Fair = 2	Poor = 1
--------------	--------------	----------	----------	----------

Please reward a score of 1 through 5 based on the below guidelines and your observations

Student concludes the competition.

- The student finished the field sobriety test procedures and determined that the suspect failed.
- The student made the arrest, handcuffed the driver, and walked them to the back door of the patrol car, signaling competition is now complete.

Comments: _____

Points awarded	
----------------	--

Total Points Awarded _____



DUI Traffic Stop
Judge's Winner Sheet

1st Place School _____

Student _____

2nd Place School _____

Student _____

3rd Place School _____

Student _____

4th Place School _____

Student _____

5th Place School _____

Student _____



Extemporaneous Speaking

Revised 09/2020
Revised 09-01-2021
Revised 07/23/2022

Purpose: To encourage Public Service Occupation students to improve their ability in organizing and presenting information about an assigned topic in an extemporaneous manner.

Description of Event: Contestants shall report to a designated holding room or area at the time they signed up for during the opening ceremony. Each contestant shall be called by number to a preparation room and after being presented the topic by the chairman, will have ten (10) minutes to prepare a speech of 2-4 minutes in length. At conclusion of the preparation time, the contestant shall be introduced to the judges by number.

Limit: ~~3 students per chapter.~~ 1st through 5th place students at regional competition

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition.

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.
2. The topic will be selected by the judges or the chairman of the event.
3. Contestants will sign up for the event at the opening ceremony.
4. Contestants shall report at the appropriate time to a holding area until their name is called. The contestant will be called, presented the topic, and given 10 minutes to prepare a 2-4-minute speech. One 3" x 5" index cards will be provided, and notes made on this card during preparation time may be used during the delivery of the contestant's speech.
5. At the conclusion of preparation time, the contestant shall be introduced to the judges by name and will present his/her speech, using no reference other than "3 x 5" index card.
6. The extemporaneous speech shall be two to four (2 - 4) minutes in length. The time penalty shall be **2 points** for each 15 seconds or greater fraction thereof for speeches under two or over the four minutes.
7. ~~The timekeeper shall present flash cards advising the contestant of the time at 3 minutes. (2022 year no warning) The timekeeper shall advise the chairman of the judges of a time penalty.~~
8. Should a tie occur within a section, judges will use scores on the rating sheet section(s) with the highest point value(s), in descending order, to break the tie.
9. Printed materials shall not be allowed in the holding or preparation rooms. Pencils or pens and a "3 x 5" cards will be provided for each contestant in the preparation room.

Required Personnel:

1. One Chairman



2. One timekeeper
3. One or two judges (It is recommended that at least one judge have a background in public service professions and one experienced in public speaking.)
4. One or two Courtesy Corps members per section.

Facilities and Equipment:

1. Room with lectern, desk chairs for judges and chairs for observers
2. Holding room/area with sufficient number of chairs for contestants
3. Preparation room with table and chairs
4. Two (2) stopwatches, flash cards (2, 3, 3½, 4 minutes).
5. Hand calculator(s)
6. Pencils or pens and "3 x 5" index cards for each contestant
7. Prompt
8. Note pads and pencils for judges
9. Cups and water



Extemporaneous Speaking Scoring Guidelines

Revised 07/2017

Student Name _____ Final Score _____
Competition Order Number _____

Each competency will receive points as valued by the judge(s). Contestant's total score may vary based on the procedure(s) selected. The chairperson or the judges will deduct the time penalty. **The time penalty shall be 2 points for each 15 seconds or greater fraction thereof for speeches under two minutes or over four minutes in length.** Clothing or equipment penalty points (*maximum - 5*) will be subtracted once per contestant.

Judge's Name _____ Judge's Signature _____
Judge's Name _____ Judge's Signature _____

Points Values

Excellent =16-20

Superior =11-15

Good =6-10

Poor = 0-5

Content

Accurate information _____

Coverage of topic assigned _____

Organization

Opening _____

Closing _____

Cohesion of body _____

Speech _____

Delivery

Voice (pitch, tempo, quality) _____

Stage presence (appearance, poise, posture, eye contact) _____

Diction _____

Grammar _____

Pronunciation _____

Total points _____

Less dress penalty _____

Less time penalty _____

Final score _____



Extemporaneous Speaking

Judge's Winner Sheet

1st Place School _____

Student _____

2nd Place School _____

Student _____

3rd Place School _____

Student _____

4th Place School _____

Student _____

5th Place School _____

Student _____



Fire Scene Diagram

New 2021
Revised 07/23/2022

Purpose: To encourage firefighter students to improve their critical thinking during fire scene operations.

Description of Event: Participants will be given a fire scenario of an incident to complete the diagram.

Limit: 3 students per chapter

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

Rules:

1. The Chairman of the competition will provide the following:
 - a. One copy of the FPSA Fire Scene Diagram form
2. The participant will provide the following:
 - a. Scenario to complete report
 - b. Writing implements (*pens, pencils, erasers, white-out, rulers, etc.*) are the responsibility of the participant.
3. This is an individual competition and therefore, no talking or note passing will be permitted.
4. The competition will conclude in ~~two hours~~ **30 minutes**. If a participant finishes prior to that time, he/she is to
 - a. return all materials to the front of the room,
 - b. check out with a monitor
 - c. leave the competition
5. Any communication by a participant must be directed to a monitor by the upraised hand.
6. No participant will be allowed to participate at a time other than the published time for the event.
7. A participant may be disqualified at any time by a monitor for violation of the rules for this competition.
8. All the scenarios are identical.
9. The FPSA fire scene diagram form will be the only accepted form used for this competition.
10. Participants will use their charter number with the competition year as the offense report number. For example, 2021-00101.
11. If a participant leaves the area prior to completion, he or she will be considered finished and not allowed to re-enter. **There are no exceptions.**
12. **No cell phones or other electronic devices, including an Apple Watch, are allowed in the possession of the student while they are competing. Students found to be in violation will be immediately disqualified.**



Fire Scene Diagram Scoring Guidelines

Student Name	_____	Final Score	_____
School Name	_____		
Judge's Name	_____	Judge's Signature	_____
Judge's Name	_____	Judge's Signature	_____

Points Values

Excellent =16-20

Superior =11-15

Good =6-10

Poor = 0-5

	Skill	Score
1	Accurate drawing of structure	_____
2	Organization	_____
3.	Completeness	_____
4.	Neatness	_____
5.	Key elements of scenario	_____
	Total points	_____



Fire Scene Diagram Elements

The following are items that can be used when appropriate in the diagram, but is not limited to the items listed.

Accurate drawing of structure

Labeling of structure (Alpha, Bravo, Charlie, Delta)

Street view

Command post

Apparatus placements

Crew assignments

Accountability

Staging

Type of attack (offense/Defense)

Water supply

Utilities

Rehab

Ladders

Hose placements

Safety



Fire Scene Diagram

Judge's Winner Sheet

1st Place School _____

Student _____

2nd Place School _____

Student _____

3rd Place School _____

Student _____

4th Place School _____

Student _____

5th Place School _____

Student _____



Fire Scene Incident Report Writing

Created 09-01-2021

Purpose: To encourage firefighter students to improve their report writing, organizational, spelling, and grammar skills, used in public service reports.

Description of Event: Participants will be given a fire scenario of an incident to complete the report.

Limit: 3 students per chapter

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

Rules:

1. The Chairman of the competition will provide the following:
 - a. One copy of the FPSA incident report
2. The participant will provide the following:
 - a. Dictionary
 - b. Scenario to complete report
 - c. Writing implements (*pens, pencils, erasers, white-out, rulers, etc.*) are the responsibility of the participant.
3. This is an individual competition and therefore, no talking or note passing will be permitted.
4. The competition will conclude in ~~two hours~~ **30 minutes**. If a participant finishes prior to that time, he/she is to
 - a. return all materials to the front of the room,
 - b. check out with a monitor
 - c. leave the competition
5. Any communication by a participant must be directed to a monitor by the upraised hand.
6. No participant will be allowed to participate at a time other than the published time for the event.
7. A participant may be disqualified at any time by a monitor for violation of the rules for this competition.
8. All the scenarios are identical.
9. The FPSA fire scene incident report form will be the only accepted form used for this competition.
10. Participants will use their charter number with the competition year as the offense report number. For example, 2021-00101.
11. If a participant leaves the area prior to completion, he or she will be considered finished and not allowed to re-enter. **There are no exceptions.**
12. **No cell phones or other electronic devices, including an Apple Watch, are allowed in the possession of the student while they are competing. Students found to be in violation will be immediately disqualified.**



Fire Scene Incident Report Writing Scoring Guidelines

Student Name	_____	Final Score	_____
School Name	_____		
Judge's Name	_____	Judge's Signature	_____
Judge's Name	_____	Judge's Signature	_____

Points Values

Excellent =16-20

Superior =11-15

Good =6-10

Poor = 0-5

	Skill	Score
1	Detailed description of incident	_____
2	Organization	_____
3.	Completeness	_____
4.	Neatness	_____
5.	Grammar	_____
	Total points	_____



Fire Scene Incident Report Elements

Command post
Apparatus placements
Crew assignments
Accountability
Staging
Type of attack (offense/Defense)
Water supply
Utilities
Rehab



Fire Scene Diagram

Judge's Winner Sheet

1st Place School _____

Student _____

2nd Place School _____

Student _____

3rd Place School _____

Student _____

4th Place School _____

Student _____

5th Place School _____

Student _____



Firefighter Physical Agility Course

Revised 09/2019
Revised 07/23/2022

Purpose: To encourage public service students to develop physical coordination and endurance by participation in a fitness obstacle course that simulates physical tasks that a firefighter might encounter in emergency situations.

Description of Event: Prior to each contestant starting this event, the chairperson will ensure that the competitor is appropriately dressed in approved firefighting bunker gear.

Limit: 6 **10** males and 6 **10** females per chapter

Dress Code: Contestants should be dressed in appropriate clothing to run a fitness Obstacle Course, to include shorts or sweat pants, T-shirts, approved firefighting helmet, gloves, coat, pants, boots and air pack. Long hair should be tied back and no jewelry should be worn. Overly loose clothing should be avoided as the contestant could trip or become entangled in it during the course. The event chairperson reserves the right to determine appropriateness of all clothing and equipment.

Competitors will wear complete bunker gear: boots, pants, coat, helmet, gloves and SCBA. Hood will be in pant pocket and SCBA mask will be attached to the coat or SCBA.

(NOTE: Special conditions--such as sandy beach--will need special consideration.

Event 1: Hose Drag

This event uses 200 feet of uncharged 1.75-inch fire hose with a hose line nozzle. The hose line is marked at **3** feet past the coupling at the nozzle to indicate the maximum amount of hose that may be draped across the shoulder or chest. The hose line is also marked at **100** feet past the coupling at the nozzle to indicate the amount of hose line that you must pull into a marked boundary box before completing the test.

- a) Contest begins with the contestant standing at the starting line with the hose flaked out on the ground at the starting line. The contestant may not touch the hose/nozzle until time has started.
- b) A timekeeper will give the start signal and the competitor picks up the hose line, not exceeding the **3** foot mark on the hose line.
- c) Contestant will drag the hose **100** feet to a pre-positioned mark. Contestant **will walk** during the hose drag.
- d) Contestant will stop **behind** the marked **line**, drop to at least one knee and pull the hose line until the hose line's **100**-foot mark crosses the finish line. Then, the contestant must walk to Event 2 of the course.



Event 2: Equipment Carry

This event uses two pieces of fire equipment weighting approximately 20 – 40 pounds each that replicate equipment used on a fire truck.

- a) Contestant will remove the 2 pieces of equipment from a simulated tool cabinet and carry them one in each hand 50 feet around a cone and back to the starting point.
- b) Contestants are permitted to place the equipment on the ground and re-adjust their grip during the course.
- c) Upon return to the simulated tool cabinet, place the equipment on the ground.
- d) Contestant will replace equipment in the simulated cabinet. The contestant must then walk to the next event.

Event 3: Victim Rescue

This event uses a weighted mannequin that must be dragged to a specific location.

- a) Contestant will grasp a weighted mannequin (weighing no more than 110 pounds) and drag it 35 feet to a pre-positioned obstacle, make a 180 degree turn around the obstacle, and return to the starting position. The entire mannequin must clear the finish line.
- b) This concludes the obstacle course event.

Rules:

1. Students competing in the event must be a member of FPSA.
2. Each contestant will be issued an event reporting time, which will be 5 minutes before the event begins. Any contestant that is late could be disqualified. The contestant's advisor will be responsible for scheduling the reporting times with the chairperson at the beginning of the conference.
3. Competition heats will be gender integrated; however, awards will be presented to the 5 top male competitors and the 5 top female competitors.
4. All supplies/equipment for the event will be supplied by the chairperson.
5. Winners will be decided based on their recorded time.
6. Penalty points will be assessed for **EACH** of the following:
 - A. Failure to maintain at least one knee on the ground during Event 1 (d)
 - B. Failure to stay behind the mark line during Event 1 (d)
 - C. Dropping any piece of equipment during Event 2
 - D. Failure to properly remove or return equipment to simulated tool cabinet during Event 2 (d)
 - E. Grasping or resting on the pre-positioned obstacle during Event 3 (a).

Five seconds for EACH penalty point will be added to the contestant's final time.



7. Contestants will be disqualified for **ANY** the following:
 - A. Removal of any of the required equipment during any event.
 - B. Failing to follow the designated path during any event.
 - C. Running at any time during the obstacle course. All contestants are required to **walk** throughout the complete obstacle course.

Required Personnel: Chairperson
Judge/timekeeper
Courtesy Corps member
(Needs recommendation of Chairperson)

Facilities and Equipment:
100' x 250' athletic field
200 feet of 1.75-inch fire hose
1.75-inch hose line nozzle
Assortment of cones
Mannequin weighing no more than 110 lbs.
Stopwatch
Tape measure
SCBA
Judging forms (1 per student)
2 pieces of fire equipment weighing 20 – 40 lbs
Simulated tool cabinet (a fire apparatus or table can be used)



Firefighter Physical Agility Course Scoring Guidelines

Revised 07/2017

Student Name _____
School Name _____
Judge's Name _____

Overall Event Time _____

Penalty points will be assessed for **EACH** of the following

Description	Mark ONLY if Assessing Penalty
A Failure to maintain at least one knee on the ground during Event 1 (d)	Score _____
B Failure to stay behind mark line during Event 1 (d)	_____
C Dropping any piece of equipment during Event 2	_____
D Failure to properly remove or return equipment to simulated tool cabinet during Event 2 (d)	_____
F Grasping or resting on the pre-positioned obstacle during Event 3 (a)	_____

Five seconds for EACH penalty will be added to the contestant's final time

TOTAL PENALTY SECONDS ADDED _____

TOTAL SECONDS / FINAL SCORE _____

Disqualifiers: Please circle reason for disqualification

- A. Removal of any of the required equipment during any event
- B. Failing to follow the designated path during any event
- C. Running at any time during the obstacle course.** All contestants are required to walk **throughout the complete obstacle course.**



**Firefighter Physical Agility Course
Male
Judge's Winner Sheet**

1st Place School _____
Student _____

2nd Place School _____
Student _____

3rd Place School _____
Student _____

4th Place School _____
Student _____

5th Place School _____
Student _____



**Firefighter Physical Agility Course
Female
Judge's Winner Sheet**

1st Place School _____
Student _____

2nd Place School _____
Student _____

3rd Place School _____
Student _____

4th Place School _____
Student _____

5th Place School _____
Student _____

Florida Public Service Association

FPSA

State

Competitive

Event

Firefighter Stair Climb Challenge



Stair Climb Rules and Regulations

Purpose: To encourage public service students to develop the skills to reach interior, high rise fires in firefighter protective gear quickly and safely. Complies with FF1 Framework 20.03

Competition Limits: € 10 male and € 10 female competitors per First Responder Chapter, unless otherwise agreed upon by competing advisors, and as time allows to complete the event.

Description: Competitors will don all approved firefighting equipment, as if preparing to fight a high rise fire on an upper floor. They will then enter a high rise stair tower and climb as quickly as possible to a top floor destination for a time. Best time(s) wins.

Equipment: The equipment must be approved, in-service gear and shall include:

1. Fire bunker coat with liner, wristlets and collar
2. Fire bunker pants, liner and suspenders
3. Fire boots
4. Structural firefighting gloves
5. Fire protective hood
6. Fire helmet with protective ear flap, chin strap and visor or goggles
7. SCBA and mask
8. 50' Section of 2.5 or 3" hose bundle

Rules and procedures: Prior to the event starting, competitors will be allowed to don gear in preparation to enter the building. The SCBA mask shall not be worn and the regulator must be properly secured in belt harness. The hose bundle may be secured in any fashion that is determined by the chairperson to be safely carried. **The helmet and gloves may worn, held, or secured to the gear in some fashion to prevent overheating.**

Penalties during the climb: Firefighters must touch every step in the tower; no skipping steps or running is allowed. Firefighters must also make every attempt to hold at least one hand rail at all times throughout the climb for safety purposes. Any infractions will cost a 10 second time addition per occurrence.

Disqualification: not finishing the climb or any unsafe action including removing PPE during the event. Helmet is not included in this rule.

Personnel needed:

Chairperson/judge/time keeper

Time keeper at bottom of stairs (average time with top time keeper)

Time keeper at top of stairs (average time with bottom time keeper)

Stair monitors (Courtesy Corps) staged throughout the stair tower landings

Portable radios to communicate between time keepers and judge keeping times

Florida Public Service Association

JUDGES RATING SHEET

***Firefighter Stair Climb Challenge
Score and Penalty Sheet***

Contestant Name: _____

School/school number: _____

Initial Time: _____

Penalties (add time to score):

Not touching hand rail at all times (10 seconds per infraction) _____

Not touching stairs (10 seconds per infraction) _____

Automatic Disqualification:

- Removing donned PPE or not finishing climb

_____ D/Q _____

Total Time: _____

JUDGES WINNERS SHEET MALE

FF Stair Climb

1st Place STUDENT: _____

SCHOOL _____

2nd Place STUDENT: _____

SCHOOL _____

3rd Place STUDENT: _____

SCHOOL _____

4TH Place STUDENT: _____

SCHOOL _____

5th Place STUDENT: _____

SCHOOL _____

JUDGES WINNERS SHEET FEMALE

FF Stair Climb

1st Place STUDENT: _____

SCHOOL _____

2nd Place STUDENT: _____

SCHOOL _____

3rd Place STUDENT: _____

SCHOOL _____

4TH Place STUDENT: _____

SCHOOL _____

5th Place STUDENT: _____

SCHOOL _____



Forensic Investigation

Revised 07/2017
Revised 07/23/2022

Purpose: To encourage Criminal Justice students to improve their ability in properly searching a crime scene, diagramming the scene, photographing the scene, securing evidence from the scene, and properly documenting the investigation for the possibility of future use in court.

Description of Event: Each team will consist of three members: a photographer, evidence collector/finger printer, and measurer/sketcher. One of these members will also take on the role of the lead technician. The crime scene will be set up prior to each event. The event will commence when the competing team arrives and will end 30 minutes later. A judge will be inside the event but will be observing only. The judge(s) will not be a part of the scene. Judge(s) will record the time of arrival and will notify the competing team when time expires. After completion of the forensic tasks, the team will go to the documentation site and will document their investigation. They will have 90 minutes to complete documentation. The judge(s) who observed the scene will review all written reports.

Limit: ~~2~~ **1** team of 3 students each per chapter

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

Rules and Procedures:

1. Students competing must be enrolled in a state approved Criminal Justice Program at the secondary level.
2. Teams will be issued an event reporting time (which will be five minutes before the event begins). If you are late, you may be disqualified. If you are late, the timer may still begin at the scheduled event time even if the team is not present. The team advisor will be responsible for scheduling the reporting times with the chairperson at the beginning of the conference.
3. Teams will designate who will perform each job prior to the event and before arriving to the event.
4. All competitors must dress in a professional manner. This may include attire that is functional for evidence collection and packaging, such as a jumpsuit or crime scene processing outfit similar to those utilized by law enforcement agencies or chapter uniform.



5. Personal protective equipment, including a minimum of booties and gloves, will be properly packaged and submitted as evidence. If wearing a Tyvek suit with attached booties, additional booties may be worn over the suit and submitted or the suit itself can be submitted into evidence. The actual equipment will be submitted by each team.
6. Teams may bring their own digital camera, but they must bring their own memory card. A point and shoot digital camera will be provided. Each team from a chapter must have their own memory card. The memory card will be turned in by each team.
7. Personal protective equipment, processing materials, and packaging materials must be supplied by the team. The packaging materials may include a minimum of plastic and paper bags (multiple sizes if able), evidence sealing tape, and a Sharpie marker.
8. The judge, if desired by the judge, may read a brief synopsis of the scene to teams before the timed event begins. If there is a synopsis read, it will be read to all teams verbatim.
9. The judges will notify each team when they have 20, 10, 5, and 1-minute remaining in the crime scene and at the documentation site.
10. Students are not allowed to converse with any judge, for any reason, while in the crime scene and once the timed event begins. However, if a judge speaks to a student, the student may answer.
11. Students should speak at a level where the judge can hear them. Observations cannot be acknowledged, and scored, in judging if they cannot be heard.
12. Team members may touch objects in the crime scene where appropriate. Items from within the crime scene will be photographed, measured, processed, and collected during the designated time frame.
13. Team members are expected to assist each other with some tasks. Team members are expected to work as a team.
14. The photographer may take and submit up to twenty (20) images. All images must be taken within the designated time frame. No more than 20 images may be submitted.
15. The measurer/sketcher will complete a measured crime scene diagram, which does not have to be to scale. The rough sketch must be completed on scene.
16. The finger printer/evidence collector will process and collect the evidence. Additional processing required for each item will be noted on the packaging for each item (or an index card attached to the item) collected when necessary. The evidence will be submitted with the team's report. All items collected will be submitted.



17. Items collected must be placed into packaging on scene; however, they can be sealed and written on during the report writing phase.
18. The teams must report directly to the documentation area after crime scene processing is completed. The crime scene cannot be discussed with anyone not on the 3-member team. After entering the report writing area, team members cannot leave the report writing area for any reason.
19. All teams must use the standard report form provided by the chairperson and reports will be written in black ink only. Teams are responsible for bringing pens with black ink.
20. Each team member is responsible for creating a narrative, and other required documentation, detailing his/her own actions in the crime scene and will sign their own signature on the respective reporting form(s) - including sketches and log(s). A cover page listing team number and team member names will be completed; all pages will be stapled together and numbered sequentially. Collected evidence will be turned in with the report.
21. The judges will have the final decision on scoring based on the teams' overall performances.
22. Discussing any part of the event with another team could render disqualification for both teams.

Required Personnel:

Facilities and Equipment:



Forensic Investigation Skills Lead Technician

Duties

Lead Technician: Guides team member

Scoring

Each box / item receives 0-5 points

5 points awarded for complete / excellent

3 points awarded for somewhat complete / acceptable

0 points awarded for incomplete / needs improvements

Skill	Points	Comments
Scene	25 possible	
Completes initial walkthrough of crime scene	_____	_____
Directs team members of tasks	_____	_____
Takes notes	_____	_____
Does not intentionally ignore possible evidence	_____	_____
Listens to input made by other team members	_____	_____
Total earned	_____	

Florida Public Service Association, Inc.



Forensic Investigation Skills Photographer

Duties:

Photographer: Photograph the crime scene

Scoring:

Each box under **Scene** and **Report** receives 0-2 points.

2 points awarded for complete/excellent

1 point awarded or somewhat complete/acceptable

0 points awarded for incomplete/needs improvement

Each box under **10 points** section: rating of 1 through 10 awarded. 10 being perfect and 0 being poor.

Scene (2 points each)	34 possible	Comments
Attire allows for proper tasks to be completed:		
Booties worn and gloves worn		
Overall photograph of scene taken prior to entry:		
Photographs evidence found during crime scene search:		
Correct photographic techniques utilized		
Photographs correct items of evidence:		
Did not photograph items that may have been moved:		
Verbally indicates when ranges (overall, mid, close-up) are used:		
Verbally/physically indicates when a scale is used:		
Maintains seriousness throughout scene:		
Does not create unneeded foot traffic in scene:		
Does not kick/step on/lean on/move evidence inadvertently:		
Knowledgeable of where necessary supplies are located:		
Knowledgeable about overall photography of scene:		
Assists others on team:		
Conferences with team prior to leaving scene:		
Completes scene within time limit:		
Total earned	30	Comments
Report	10 Points Each	Comments
Report written with no inferences:		
Report signed:		
Photographic log completed neatly and in ink:		
Photographic log organized:		
Photographic log signed		
Photographs submitted match log:		
Correct number of photographs submitted:		
All photographs taken within time limit:		
Photos submitted were in focus		
Photos submitted were in correct point of view		
Photos submitted demonstrated knowledge of scene photography		
Personnel and equipment not captured in photographs		
Photos submitted were representative of entire scene		
The correct items were documented in the photo submitted		
Booties and gloves properly submitted		
Total earned	30	Comments
10 Points Each		
Worked well as a team member?		
Demonstrated critical/innovative thinking/problem solving?		
Crime scene completely thoroughly		
Total earned		

Florida Public Service Association, Inc.



Forensic Investigation Skills Sketcher/Measurer

Duties:

Measurer/Sketcher: Measure crime scene and draw crime scene sketch

Scoring:

Each box under **Scene** and **Report** receives 0-2 points.

2 points awarded for complete/excellent

1 point awarded for somewhat complete/acceptable

0 points awarded for incomplete/needs improvement

Each box under **10 points** section: rating of 1 through 10 awarded. 10 being perfect and 0 being poor.

Scene	38 Possible	Comments
Attire allows for proper tasks to be completed:		
Booties and gloves worn		
Measures all possibly relevant evidence:		
Known method of measurement utilized and verbally indicated:		
Measuring tape held straight, not angled:		
Measuring tape held at proper height		
Does not move evidence while taking measurements:		
Does not stand over or contaminate evidence while taking measurement		
Measured walls, windows, and furniture:		
Maintains seriousness throughout scene:		
Does not create unneeded foot traffic in scene:		
Does not kick, step on, lean on, move/touch evidence inadvertently		
Does not drop measuring equipment inside scene		
Knowledgeable of where necessary supplies are located:		
Knowledgeable about overall sketching of scene:		
Assists/accepts assistance from others on team:		
Completes rough sketch on scene prior to departing scene		
Conferences with team prior to leaving scene:		
Completes scene within time limit:		
Total earned		
Report	26 Possible	Comments
Report written and submitted with no inferences:		
Report signed:		
Final sketch completed, including all elements:		
Final sketch completed in ink		
Final sketch signed:		
Items in sketch proportionate (roughly) to each other		
Appropriate points of reference used		
Recognized method of measurement utilized		
Measurements listed neatly / organized fashion		
Rough sketch attached:		
Rough sketch completed in pencil		
Rough sketch signed		
Booties and gloves properly submitted		
Total earned		
10 Points Each		
Worked well as a team member?		
Demonstrated critical/innovative thinking/problem solving?		
Crime scene completed thoroughly?		
Total earned		

Florida Public Service Association, Inc.



Forensic Investigation Skills Evidence Collector

Duties:

Processes for latent fingerprints and collects evidence

Scoring:

Each box under **Scene** and **Report** receives 0-2 points.

2 points awarded for complete/excellent

1 point awarded or somewhat complete/acceptable

0 points awarded for incomplete/needs improvement

Each box under **10 points** section: rating of 1 through 10 awarded. 10 being perfect and 0 being poor.

Scene	38 Possible	Comments
Attire allows for proper tasks to be completed:		
Booties and gloves worn		
Conducts thorough search of crime scene		
Does not search scene until after initial photography is completed		
All relevant evidence verbally noted and appropriately marked		
Correctly determines needed on-scene processing		
Correctly completes on-scene processing where appropriate		
Collect correct items of evidence		
Correctly collects correct items of evidence		
Correct packaging materials selected for collected evidence		
Gloves changed when / if appropriate while collecting evidence		
Maintains seriousness throughout scene		
Does not create unneeded foot traffic in scene		
Does not kick, step on, lean on, or move evidence inadvertently		
Knowledgeable of where necessary supplies are located		
Knowledgeable about overall processing of scene		
Assists others on team		
Conferences with team prior to leaving scene		
Completes scene within time limit		
Total earned		
Report	26 Possible	
Report submitted and written with no inferences		
Evidence detailed in narrative		
Report does not state manner of death		
Report signed		
Appearance of report is neat, written in ink		
Report is organized / flows		
Evidence log completed		
Evidence log signed		
Evidence submitted		
Evidence properly packaged		
Evidence seals signed		
Further processing for all evidence noted on evidence bags		
Booties and gloves properly submitted		
Total earned		
10 Points		
Worked well as a team member, while still fulfilling role?		
Demonstrated critical / innovative thinking / problem solving?		
Crime scene completed thoroughly?		
Total earned		



Forensic Investigation Scoring Guidelines

Revised 01/2014

Team Number	_____	Final Score	_____
Evidence / Processing	_____		
Photographer	_____		
Sketcher	_____		
Lead Tech	_____		
Judge's Name	_____		

Evidence / Processing	Possible Points	Score
Skill		
1 Scene	38	_____
2 Report	26	_____
3 Overalls	30	_____
	Total	_____

Photographer	Possible Points	Score
Skill		
1 Scene	34	_____
2 Report	30	_____
3 Overalls	30	_____
	Total	_____

Sketcher	Possible Points	Score
Skill		
1 Scene	38	_____
2 Report	26	_____
3 Overalls	30	_____
	Total	_____

Lead Technician	Possible Points	Score
Skill		
1 Overalls	25	_____
	Total points	307 possible



Forensic Investigation

Judge's Winner Sheet

1st Place School _____

Team _____

2nd Place School _____

Team _____

3rd Place School _____

Team _____

4th Place School _____

Team _____

5th Place School _____

Team _____



High Risk Traffic Stop

Revised 07-2017
Revised 07/23/2022

Purpose: To encourage criminal justice students to improve their ability to conduct a professional felony traffic stop, recognize demonstrate officer safety skills, proper handling of dangerous individuals, and to promote good teamwork.

Description of Event: Contest begins after student's (*patrol officers*) are notified of a suspect vehicle description for a felony offense. The student's (*patrol officers*) will respond with radio transmission to dispatch on ID of suspect's vehicle, give appropriate information to the dispatch center, exit their police vehicle, remove suspects from the vehicle, detain, handcuff and verbally explain the appropriate way to search the suspects. Approach the vehicle and check for and remove additional suspects from the vehicle. The student(s) will place properly restrained subject(s) into their police vehicle. The contest will end when the officers have secured their suspect(s) in the police vehicle, entered their vehicle, closed their doors and notified dispatch of their arrest.

Limit: ~~2 teams of 2 students per team per school~~ **1st through 5th students at regional.**

Dress Code: Appropriate dress to include; business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

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.
2. Students will be judged on proper radio procedures, officer safety, weapons handling, methods of search & arrest, teamwork, professional appearance & demeanor, and handling of the police contact by use of proper police procedures. Students will verbally demonstrate to the judge(s) how they would methodically search the suspect(s). The only time student will have physical contact with the suspect(s) is during handcuffing techniques.
3. Each student will demonstrate properly accepted methods used in making a felony stop/arrest and safe handling of weapons as practiced by law enforcement agencies.
4. The judges will have the final decision on tie breakers based on the individual's overall performance.
5. **Competitive Dishonesty:** Discussing any part of the event with school competitors from the same school district which may give a competitive edge to the other team will render both parties disqualified for all events entered.

Required Personnel:

1. One or Two Felony Suspects (all competitors will have the same scenario)
2. Judge(s)
3. One Dispatcher
4. One or two judge helpers (to assist with Judges requests)

Florida Public Service Association, Inc.



Facilities and Equipment:

1. Outdoors-possibly within a vacant parking lot
2. Suspect's vehicle
3. Police vehicle (marked or unmarked) w/PA system
4. Suspect weapons
5. Police officer weapons w/belts, holsters and handcuffs (w/keys)
6. Two hand held radios to communication with the dispatcher
7. All equipment will be supplied unless contestants want to use their own equipment.



High Risk Traffic Stop Scoring Guidelines

Revised 01/2014

School Name	_____	Final Score	_____
Team Number	_____		
Student	_____		
Student	_____		
Judge's Name	_____	Judge's Signature	_____
Judge's Name	_____	Judge's Signature	_____

Points Values

Excellent =16-20

Superior =11-15

Good =6-10

Poor = 0-5

Felony Traffic Stop Procedures Scored

	Skill	Score
1	Radio Procedures (notification of high risk stops location and request for assistance)	_____
2	Use of emergency equipment (overhead lights/siren)	_____
3	Officer equipment (professional appearance / proper weapons)	_____
4	Officer weapon procedures (officer safety / handling / officer positioning)	_____
5	Officer commands to suspects (confident, clear, understandable, effective commands, in proper sequence)	_____
6	Removal of suspect from vehicle (proper steps taken to move suspect from suspect vehicle to the police vehicle)	_____
7	Approach to suspect (approach from police vehicle to suspect and cover by backup officer)	_____
8	Searching of suspect – verbal only (proper search for weapons of suspect by officer)	_____
9	Handcuffing techniques (proper restraint of suspect by officer)	_____
10	Suspect secured in police vehicle (proper handling of suspect and placement into police vehicle)	_____
	Total points	_____



High Risk Traffic Stop

Judge's Winner Sheet

1st Place School _____

Team _____

2nd Place School _____

Team _____

3rd Place School _____

Team _____

4th Place School _____

Team _____

5th Place School _____

Team _____



Ideal Prison Cell

Revised 07/2019

Revised 07/2022

Purpose: The Ideal Prison competition is designed to expose the student to the field of corrections. The competition will provide the student with opportunities to learn about the prison system and the rules and regulation that go into designing and operating a prison.

Description of Event: Design a maximum-security prison keeping it within the 8th amendment of the Constitution.

Limit: 1 team of 2 students per Criminal Justice Chapter

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

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.

Power Point Presentation: 15-minute limit

Model Prison Cell (using Department of Corrections standards)

Map of the facility either drawn on poster board or included in power point. No penalty for being hand drawn on poster board.

Presentation must include the following:

- 1) Purpose of Prison. (Punishment, Rehabilitation, Reintegration?)
- 2) Who is it designed for?
- 3) Who will staff it and what are the personal requirements, special training, and salary?
- 4) How many inmates will be housed/how many correctional officers to inmates?
- 5) How will the inmates be housed and classified?
- 6) How would your prison carry out (procedure) for the death penalty?
- 7) What type of security procedures will be used?
- 8) What type of programs will be offered to the inmate to help him reintegrate back into the community when he is released?
- 9) What is the typical inmate's daily schedule?
- 10) How will the facility be funded? Will inmates be required to work? Will the facility be state or privately run? Give reasons!
- 11) What is the institutions policy on early release and inmate privileges (furloughs and consequences for violating its terms)?



The following should be included in the presentation

- A detailed diagram (schematic) of the entire prison **cell** drawn on poster board
- **A model of a typical cell in the prison.** Must include accurate measurements and amenities. Include a copy of resources used to complete this section. A deduction of 3 points will be assessed with the absence of the copy of resources used to complete the cell.
- A PowerPoint presentation addressing the above points (1-11).
- A hard copy of your power point (just in case the projector or computer fail).

Required Personnel:

Facilities and Equipment:



Ideal Prison Scoring Guidelines

Revised 07/2017

Student Name _____ Final Score _____

Student Name _____

School Name _____

Judge's Name _____ Judge's Signature _____

Judge's Name _____ Judge's Signature _____

Points Values

Excellent = 5

Superior = 4

Good = 3

Fair = 2

Poor = 1

Purpose

Purpose of Prison. Who is it designed for? Punishment, rehabilitation, reintegration

Score

Prison Staff

Duties, education, Personnel requirements, Special training, salary

Numbers

Ration of correctional officers to inmates Change in ratio for emergencies

Housing

Total number of inmates, Description of housing, Furnishing, types of cells, Personal property of inmates

Security

What controls are used? In the prison? Bars, Barbed Wire, armed correction Officers

Programs

Educational, rehabilitative, vocational

Daily schedule of inmates

Hour by hour format, personal, work, meals, etc.

Funding

How will your prison be funded? State budget, court fines, special taxes

Privileges

Furloughs, early release, weekend passes, visitation

Death penalty

Facility preparation, inmate preparation, type of capital punishment, procedure for capital punishment

Map of institution

Neatness, labeled, (does not need to be part of PowerPoint)

Prison cell model

Neatness, labeled with correct cell dimensions

PowerPoint presentation

Creativity, graphics, pictures, knowledge of information presented

Total points _____



Ideal Prison Judge's Winner Sheet

1st Place School

Student

Student

2nd Place School

Student

Student

3rd Place School

Student

Student

4th Place School

Student

Student

5th Place School

Student

Student



Pool Policy

Swim at your own risk

Created 09-2020

It is the policy of the Florida Public Service Association, Inc., to allow chapters to use the swimming pool at FPSA events if the school district of the chapter allows.

The rules are as follows:

1. The students must have a chaperone, from their school, with them at all time while using the pool
2. Follow pool dress code at all times
3. Bathing suits are only allowed to be visible in the pool area
4. Chaperones are solely responsible for the safety and health of their students
5. When going to and from the pool area, students must be in proper FPSA dress code

A student found in violation of the pool dress code or the rules, will lose 3 **5**-chapter points.

Pool Dress Code

The following is the dress code while using the pool. It is the responsibly of the student's chaperone to enforce the dress code.

1. For males:
 - a. No skin tight revealing material
 - b. No speedos
2. For females:
 - a. No strapless tops
 - b. Nothing that reveals the buttock



Prepared ~~Bulletin Board~~ Trifold Display

Revised 09-2020
Revised 04/01/2022

Purpose: To encourage students to apply the basic skills and knowledge of developing an effective bulletin board display.

Description of Event: Contestants will prepare a bulletin board display before arriving at the conference. The theme of the prepared bulletin board will be in their appropriate career field.

Limit: None

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition.

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.
2. The development of the specific bulletin board topic will be the responsibility of the student but must be in their career field. For example, the criminal justice, firefighting, or teaching assistant field. Examples might be a career (K-9, Hazmat, Biology Teacher), a problem in our field (not enough employees), etc.
3. All contestants shall turn in their prepared bulletin board prior to the opening ceremony to the State Director.
4. All material must be firmly attached to the poster board for display purposes.
5. The board will be a tri-fold board that measures exactly 36 inches by 48 inches.
6. Contestants must be familiar with and adhere to the rules for this event.
7. Contestants shall write their name and school on the bulletin board display, on the back upper righthand corner in black Sharpe. If the bulletin board material is a dark color, a different color Sharpe will be accepted. If student and school name are not there, the entry would be disqualified.
8. Students will complete the information portion of the rubric and staple it to the top righthand corner of the back of the poster.
9. Should a tie occur in the placement of competitors for this event, the following categories will be used to determine placement (in descending order):
 - a. display projects a clear and understandable message
 - b. creativity – used creative colors, designs shapes, textures to arouse interest
 - c. overall appearance – neat and attractive; items well secured

Required Personnel:

1. One chairperson
2. Two – three judges (one must be an educator)

Facilities and Equipment:

1. One room to accommodate the total number of contestant's prepared bulletin board.



Prepared ~~Bulletin Board~~ Trifold Display

Revised 03/2021

Name of Participant _____ Final Score _____

School Name _____

Judge's Name _____ Judge's Signature _____

Points Values

Excellent =16-20

Superior =11-15

Good =6-10

Poor = 0-5

Items Evaluated

Score

Development of theme / topic

- 1 Relates to the theme / topic _____
- 2 Display projects a clear and understandable message _____

Design

- 1 Background – sufficient empty spaces around display material (material not too crowded) _____
- 2 Colors – restricted display to a few carefully selected colors; not too loud to attract too much attention _____
- 3 Balance - items kept horizontal and vertical, not diagonal in arrangement; items grouped, not scattered _____
- 4 Emphasis - set most important item apart by size, color, or pointed out with directional device _____
- 5 Shapes - kept similar, avoided too many kinds of shapes _____
- 6 Texture - invites touch inspection attracts attention because of contrast (*i.e.* rough on smooth) _____

Quality of work

- 1 Creativity - used creative colors, designs, shapes, textures to arouse interest _____
- 2 Overall appearance - neat and attractive; items well-secured _____

Total _____



Prepared ~~Bulletin Board~~ Trifold Display

Judge's Winner Sheet

1st Place School _____

Student _____

2nd Place School _____

Student _____

3rd Place School _____

Student _____

4th Place School _____

Student _____

5th Place School _____

Student _____



Prepared Speaking

Revised 09-2018

Purpose: To encourage Public Service students to improve their skills in speaking and their abilities in organizing and presenting facts or information about a topic related to a specific theme.

Description of Event: Competitors shall develop a speech related to the career path they have chosen. It must be in the Criminal Justice, Firefighter, or Teaching Assistant.

Limit: ~~3 students per chapter.~~ **1st through 5th place students at regional.**

Dress Code: Appropriate dress to include; business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

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.
2. Competitors shall report at the appropriate time and place designated and will be placed in a holding room/area until their contestant numbers are called.
3. No materials will be allowed in the presentation room. The prepared speeches shall be 3 to 5 minutes in length. The time penalty shall be three (3) points for each 15 seconds or greater fraction thereof for speeches under 3 minutes or over 5 minutes.
4. The timekeeper shall present flash cards advising the competitor of the time remaining at 4 minutes, 3 minutes, 2 minutes and 1 minute. The timekeeper shall advise the Judge if a time penalty is applicable after each contestant has finished his/her speech.
5. All competitors shall speak on a topic related to their career field and approved by their chapter advisor.
6. Props may not be used. The participant will be disqualified if they are used.
7. Should a tie occur within a section, judges will use scores on rating sheet section(s) with the highest point value(s) in descending order, to break the tie.
8. There will be no microphones used for the prepared speaking events.

Required Personnel:

One Chairman

One Timekeeper

Three to five Judges (*It is recommended that at least one Judge have a background in a Public Service profession and one with experience in Public Speaking.*)

Two Courtesy Corps members

Facilities and Equipment:

Room with lectern, microphone, desk chairs or table, chair for Judges and chairs or observers.

Holding room with sufficient number of chairs

Flash cards (4, 3, 2, & 1 minute)

Hand calculator(s)

Note pads and pencils for Judges

Cups and water

Rating Sheets for the Judges

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Prepared Speaking Scoring Guidelines

Revised 07-2017

Each competency will receive points as valued by the Judge(s). Competitor's total score may vary based on the procedure(s) selected. Only a one time-penalty shall be deducted from the total score by the Chair of the Judges. The time penalty shall be 3 points for each 15 seconds or greater fraction thereof for speeches under three (3) minutes or over five (5) minutes in length.

Student Name _____ Final Score _____
 School Name _____
 Judge's Name _____ Judge's Signature _____
 Judge's Name _____ Judge's Signature _____

Points Values

Excellent =16-20

Superior =11-15

Good =6-10

Poor = 0-5

Content

Skill

Score

- 1 Content appropriate to their career field
- 2 Accurate information
- 3 Coverage of topic selected

Total _____

Organization

Skill

Score

- 1 Opening
- 2 Closing
- 3 Cohesion of body of speech

Total _____

Delivery

Skill

Score

- 1 Voice (pitch, tempo, quality)
- 2 Diction
- 3 Grammar
- 4 Pronunciation

Total _____

Presentation

Skill

Score

- 1 Dress and appearance

Total points

	220 possible
--	--------------



Prepared Speaking

Judge's Winner Sheet

1st Place School _____
Student _____

2nd Place School _____
Student _____

3rd Place School _____
Student _____

4th Place School _____
Student _____

5th Place School _____
Student _____



Public Information Officer

Created 12/2020
Revised 07/2021
Revised 07/23/2022

Purpose: To encourage Public Service Occupation students to improve their ability in organizing and presenting information about an assigned topic in an extemporaneous manner as a public information officer.

Description of Event: Contestants shall report to a designated holding room or area at the time scheduled. Each contestant will have five (05) minutes to prepare a briefing of 1-2 minutes in length. The student will then be presented to the judge(s) and will give their briefing. When the contestant is done, the judge(s) will ask a series of questions about the briefing. The questions will be the same for each contestant. The student will be judged on the initial press briefing and on the response to the questions.

Limit: ~~1 student per chapter.~~ 1st and 2nd place students at regional competition.

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition.

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.
2. The topic will be selected by the judges or the chairman of the event.
3. Contestants will sign up for the event.
4. Contestants shall report at the appropriate time to a holding area until their name is called. The contestant will be called, presented an incident, and given 10 minutes to prepare a 2-4-minute press briefing. One 8 ½ by 11 piece of paper will be provided and notes made during preparation time may be used during the delivery of the contestant's briefing.
5. At the conclusion of preparation time, the contestant shall be introduced to the judge(s) by name and will present his/her speech, using no reference other than 8 ½ by 11 piece of paper.
6. The press briefing shall be two to four (2 - 4) minutes in length. The time penalty shall be **2 points** for each 15 seconds or greater fraction thereof for briefings under two or over the four minutes.
7. The timekeeper will not advise when time has expired. It is up to the student to keep track of their time. The timekeeper shall advise the chairman of the judges of a time penalty.
8. The judge(s) will ask a series of questions about the incident to judge the student's ability to respond to questions asked about the incident. The same questions will be asked of each contestant.
9. Should a tie occur within a section, judges will use scores on the rating sheet section(s) with the highest point value(s), in descending order, to break the tie.
10. Printed materials shall not be allowed in the holding or preparation rooms. Pencils or pens and a "3 x 5" cards will be provided for each contestant in the preparation room.



Required Personnel:

1. One Chairman
2. One timekeeper
3. One or two judges (It is recommended that at least one judge have a background in public service professions and one experienced in public speaking.)
4. One or two Courtesy Corps members per section.

Facilities and Equipment:

1. Room with lectern, desk chairs for judges and chairs for observers
2. Holding room/area with enough chairs for contestants
3. Preparation room with table and chairs
4. Two (2) stopwatches
5. Hand calculator(s)
6. Pencils or pens and blank 8 ½ by 11 paper for each contestant
7. Prompt
8. Note pads and pencils for judges
9. Cups and water



Public Information Officer Scoring Guidelines

Created 12/2020

Student Name _____ Final Score _____
 Student School Name _____
 Judge's Name _____
 Judge's Name _____

Each competency will receive points as valued by the judge(s). Contestant's total score may vary based on the procedure(s) selected. The chairperson or the judges will deduct the time penalty. **The time penalty shall be 2 points for each 15 seconds or greater fraction thereof for speeches under two minutes or over four minutes in length.** Clothing or equipment penalty points (*maximum - 5*) will be subtracted once per contestant.

Judge's Name _____ Judge's Signature _____
 Judge's Name _____ Judge's Signature _____

Points Values

Excellent =16-20

Superior =11-15

Good =6-10

Poor = 0-5

Content

Accurate information _____

Coverage of topic assigned _____

Organization

Opening _____

Closing _____

Cohesion of body _____

Speech _____

Delivery

Voice (pitch, tempo, quality) _____

Stage presence (appearance, poise, posture, eye contact) _____

Diction _____

Grammar

Pronunciation _____

Follow-up Questions

Voice (pitch, tempo, quality) _____

Stage presence (appearance, poise, posture, eye contact) _____

Diction _____

Total points _____

Less dress penalty _____

Less time penalty _____

Final score _____



Public Information Officer

Judge's Winner Sheet

1st Place School _____

Student _____

2nd Place School _____

Student _____

3rd Place School _____

Student _____

4th Place School _____

Student _____

5th Place School _____

Student _____



Traffic Crash Report Writing

Revised 07/2017
Revised 02/28/2022

Purpose: To improve Criminal Justice students' ability to write proper reports of traffic accidents and to introduce other Public Service students to the world of law enforcement and its consequences.

Description of Event: Each participant will be given a scenario, information sheet, and a board representation of a traffic accident. The task will be to prepare a standard Florida Traffic Accident Report.

Limit: 3 students per chapter

Dress Code: Appropriate dress to include; business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

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.
2. All participants will be given the same scenario information sheet and board representation and will use the standard **Florida Traffic Accident Report** form. (Forms will be provided; a sample form is attached).
3. All reports are to be filled out in black ink. The student will be responsible for providing all of his or her writing implements. ~~Dictionary and abridged copies of the Florida State Criminal Statutes will be provided.~~
4. Judging will be based on:
 - a. diagram representation
 - b. organization and grammar of narrative
 - c. completeness
 - d. neatness
5. Participants have one (1) hour to complete the report.

Required Personnel:

1. One Judge
2. Two Monitors
3. One Courtesy Corps member

Facilities and Equipment: A large room with desks and tables for writing.



Traffic Crash Report Writing Scoring Guidelines

Revised 07/2017

Student Name _____ Final Score _____
School Name _____
Judge's Name _____ Judge's Signature _____

Points Values

Excellent =16-20 Superior =11-15 Good =6-10 Poor = 0-5

Traffic Accident Report Writing

Skill	Score		
1 Completeness	_____		
2 Neatness	_____		
3 Diagram	_____		
4 Organization of Narrative	_____		
5 Grammar of Narrative	_____		
Total points	<table border="1"><tr><td> </td><td>100 possible</td></tr></table>		100 possible
	100 possible		

Judges' Comments:



Traffic Crash Report Writing Judge's Winner Sheet

1st Place School

Student

2nd Place School

Student

3rd Place School

Student

4th Place School

Student

5th Place School

Student



Traffic Stop

Revised 07/2019
Revised 07/23/2022

Purpose: To encourage criminal justice students to improve their ability to conduct a proper traffic stop, recognize officer safety skills; promote good interpersonal skills (*human relations skills*) and how to properly write a uniform traffic citation.

Description of Event: The Students will have 10 minutes to complete the traffic stop. Contest begins when the student officer calls into dispatch that they are conducting a traffic stop. The student will notify dispatch and advise them of the tag number, location of the stop, and a description of the vehicle being stopped. The student (*patrol officer*) will exit his/her police vehicle; approach the traffic violator, introduce themselves and explain why the citizen was stopped. (The reason for the stop will be supplied by the event facilitator.)

Example: 530 to dispatch- 530 go ahead - copy a traffic stop on ABC-123 at the intersection of Main Street and 2nd Avenue, the vehicle is a silver in color Ford Expedition with dark tinted windows- copy - dispatch to 530- go ahead- your tag comes back to a 2008 Ford Expedition that is valid and has no wants or warrants-copy

Example: good morning I am Officer Smith, with the Florida Public Service Police Department, I stopped you for, speeding, and you were doing 50 mph in a 40 mph zone.

The student will collect needed documents from the citizen in order to complete a traffic citation. The student will return to his/her police vehicle to conduct a criminal history check. Upon completion of the criminal history check. During this time the student will need to copy the information needed to complete their traffic citation on their own notepad they bring to the event. The student will be supplied with a dummy citation, the student will re-approach the vehicle to issue the dummy citation and explain the three options the driver has with the citation and return the citizen's documents. The citation will not have to be signed for. After issuing the dummy citation the student will returning back to the patrol vehicle calls into dispatch advising they are clear of the traffic stop. This step lets the judges know the student is done with the competition.

The student will complete the traffic ticket on scene and give it to the violator.

There will be no talking with other students when leaving the traffic stop location or in the report writing room. Students must go straight to the report writing room from the traffic stop location. Violations of this rule can result in a disqualification.

Limit: ~~6 students per chapter~~ **1st through 5th students at regional.**

Dress Code: Appropriate dress to include; business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

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.

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2. All participants will be given two copies of a Florida Uniform Traffic Citation.
3. Citations will be filled out and written in black ink.
4. Each student will use proper radio techniques when calling and receiving messages from the dispatcher.
5. Discussing any part of the event with other competitors could render disqualification for those involved.
6. The judges will have the final decision on tie breakers based on the individual's overall performance.
7. Students will be judged on their radio procedures, officer safety techniques, interpersonal skills and the neatness, accuracy of the citation.

Required Personnel:

1. One Traffic Violator
2. Two Judges
3. One Dispatcher
4. One or two Courtesy Corps members

Facilities and Equipment:

1. Outdoors-possibly within a vacant parking lot
2. Traffic violator's vehicle
3. Police vehicle (marked or unmarked)
4. Mock driver's license
5. Mock vehicle registration form
6. Two hand held radios
7. Uniform traffic citations



Traffic Stop Scoring Guidelines

Member's Name: _____

School Name _____

Excellent =5	Superior = 4	Good = 3	Fair = 2	Poor = 1
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Please reward a score of 1 through 5 based on the below guidelines and your observations

Notifying Dispatch of the traffic Stop and gives the required information.

- Student called dispatch using their ID #and waits for dispatch to acknowledge them.
- Student gives dispatch the vehicle tag information including state of issue.
- Student give dispatch the location of the traffic stop
- Student gives dispatch the vehicle description, including color, make, and approximate year
- Student gives number of occupants and description if possible
- Student activates emergency lights.

Comments: _____

Points awarded	
----------------	--

Example: 530 to dispatch - 530 go ahead - I will be conducting a traffic stop on Florida tag number ABC-123 in the parking lot of the international Palms Resort. The tag is attached to a silver in color, newer model Ford expedition, occupied one time by a white male driver - I Copy - Dispatch to 530 - 530 go ahead - Your tag is valid with no hits - I Copy

Exit the patrol vehicle:

- Student checked for oncoming traffic in the rear and side-view mirrors.
- After exiting the patrol vehicle, the student securely closed the vehicle door so it will not blow open and possibly be struck by a passing vehicle.
- The door is closed quietly
- The portable radio is just loud enough to hear the radio traffic.

Comments: _____

Points awarded	
----------------	--

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Excellent = 5	Superior = 4	Good = 3	Fair = 2	Poor = 1
---------------	--------------	----------	----------	----------

Please reward a score of 1 through 5 based on the below guidelines and your observations

Approach techniques: Students may use a driver's side approach or a passenger side approach.

- The student made use of available cover.
- The student approached the violator's vehicle cautiously
- The student notes the number of passengers in the vehicle
- The student check the trunk / rear gate lock and lid to determine if someone is possibly in the trunk or rear cargo area of the vehicle. This also allows the student to leave their fingerprints on the vehicle.

Drivers Side:

- The student stays close to the vehicle stopping at the back edge of the driver's door post.
- The student leaves gun hand free to react to a threat

Passenger Side:

- The student walked behind the patrol vehicle to avoid crossing the front of the headlights

Comments: _____

Points awarded	
----------------	--

Interacting with the Driver:

- Student is courteous but had a commanding presence.
- Student identifies themselves as an officer.
- Student explains the reason for the stop in terms of what they saw the vehicle doing.
- Student gives the driver a chance to offer an explanation.
- Student request the driver's license, vehicle registration, and proof of insurance.
- If the driver reaches to open the glove compartment or other inside compartment, the student request that he or she do so slowly.

Comments: _____

Points awarded	
----------------	--

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Excellent =5	Superior = 4	Good = 3	Fair = 2	Poor = 1
--------------	--------------	----------	----------	----------

Please reward a score of 1 through 5 based on the below guidelines and your observations

Return to the patrol vehicle:

- Students never turn their back to the vehicle
- Students never walk backwards into traffic
- Student never loses sight of the stopped vehicle and the occupants

Comments: _____

Points awarded	
----------------	--

Request dispatch complete criminal justice database checks using the driver's information:

- Student called dispatch using their ID #and waits for dispatch to acknowledge them.
- Student request dispatch copy driver's license information and conduct a driver's license and wanted person check.
- Student waits for dispatch to contact them, then answers.
- After dispatch gives the student the requested information, the student acknowledges receiving the information.

Comments: _____

Points awarded	
----------------	--

Example: 530 dispatch - 530 go ahead - Can you copy a driver's license number - Go Ahead - Florida drives license number 5514-172-80-844-0 Copy - I copy - Check the driver's license status and run a wants and warrant check - Copy - Dispatch to 530 - 530 go ahead - the driver's license your ran is a valid class E license with no wants or warrants attached - I copy

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Excellent =5	Superior = 4	Good = 3	Fair = 2	Poor = 1
--------------	--------------	----------	----------	----------

Please reward a score of 1 through 5 based on the below guidelines and your observations

Re-approaching the vehicle and Issuance of citation: *Students may use a driver's side approach or a passenger side approach.*

- The student made use of available cover.
- The student approached the violator's vehicle cautiously

Drivers Side:

- The student stays close to the vehicle stopping at the back edge of the driver's door post.
- The student leaves gun had free to react to a threat

Passenger Side:

- The student walked behind the patrol vehicle to avoid crossing the front of the headlights

Issuance of citation:

- The student explains the three options the driver has with the citation.
- The student returns the citizens' documents

Comments: _____

Points awarded	
----------------	--

Return to the patrol vehicle:

- Students never turn their back to the vehicle
- Students never walk backwards into traffic
- Student never loses sight of the stopped vehicle and the occupants

Comments: _____

Points awarded	
----------------	--

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Excellent =5	Superior = 4	Good = 3	Fair = 2	Poor = 1
--------------	--------------	----------	----------	----------

Please reward a score of 1 through 5 based on the below guidelines and your observations

Completion of the traffic stop:

- The Student called dispatch using their ID #and waits for dispatch to acknowledge them.
- The Student advises dispatch they are finished with the traffic stop.

Comments: _____

Points awarded	
----------------	--

Example: 530 dispatch - 530 go ahead - I have completed the traffic stop issuing a citation - copy

Writing the citation:

- The Student ensures that the information is legible
- The Student uses black ink
- The Student fills in each date field or "X" in the appropriate box based on the requested information
- The Students completes all applicable sections and leaves blank any that are not applicable
- The Student chooses the correct state statute for the violation.
- The Student puts correct person vehicle information on citation.
- The Student had the stop location correct.

Comments: _____

Points awarded	
----------------	--

Total Points awarded	
-----------------------------	--

Judge's Name: _____

Judge's Signature: _____

Judge's Name: _____

Judge's Signature: _____



Traffic Stop Judge's Winner Sheet

1st Place School

Student

2nd Place School

Student

3rd Place School

Student

4th Place School

Student

5th Place School

Student



Use of Force

Revised 09-2020

Purpose: To instruct Public Service students in the safe and legal use of firearms. To improve their knowledge of the role of firearms by the police, as well as emotional and physical skills needed in the appropriate use of a firearm.

Description of Event: Students will take part in a simulated firearms career development event. Each student will complete a prescribed cycle under the supervision of a Range Officer

The following skills will be tested:

1. **Weapons Safety:** Does the student follow appropriate safety and range protocol during event?
2. **Accuracy:** hitting a simulated target.
3. **Reaction Time:** tests and helps develop coordination of visual and physical skills.

Limit: ~~None~~ 4 Students per chapter

Dress Code: Appropriate dress to include business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

Rules and Procedures:

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.
2. Contestants will perform four scenarios. The scenarios will be the same for all competitors. Students waiting to compete will be in one location and students who have completed the course in a separate location with a monitor.
3. Contestants will be judged in four categories, **Weapons Safety, Accuracy, Judgment and Reaction time**. Contestant's scores will be displayed on a screen after each event and recorded for each student by surname and school. A judge will tally the scores.
4. Awards will be given for the first five high individual scores. Judges will calculate all scores.
5. In the event of a tie score, a one scenario event will be completed as a tie breaker.
6. Space will not permit the competition to be viewed by other than those directly involved in judging or supervising.
7. Students will be provided a holster or may bring their own.

Required Personnel:

1. Two Monitors to watch contestants.
2. Two Judges to record and calculate scores.
3. One Supervisor to run FATS equipment.

Facilities and Equipment: The State Director will work with the hotel, Chairperson and *Conference Site Chair* to provide an adequate facility (*room*) and area to hold the competition and competing teams prior to their scheduled time to compete.



Use of Force Scoring Guidelines

Revised 01-2014

Student Name _____ Final Score _____

School Name _____

Judge's Name _____ Judge's Signature _____

Scenario	Time	Safety	Accuracy
Scenario 1	_____	_____	_____
Scenario 2	_____	_____	_____
Scenario 3	_____	_____	_____
Scenario 4	_____	_____	_____
Total	_____	_____	_____
Average	_____	_____	_____

Comments: _____

Total points

	possible
--	----------



Use of Force

Judge's Winner Sheet

1st Place School _____

Student _____

2nd Place School _____

Student _____

3rd Place School _____

Student _____

4th Place School _____

Student _____

5th Place School _____

Student _____