Training Name: Active Shooter Response (Tactical Teams)

Course Name: Ohio Tactical Team Response to Active Threats - 16hrs. CPT general hours - 24CPT003

Dates: 06/03/2024 - 06/04/2024

Venue: Hardin County Sheriff's Office - Kenton

Kenton, OH 43326

Price: \$750

Instructors: RED Team Cadre

Tony Castillo Shawn Combs Joe Ball

RED Team Cadre

Training Description:

Course description, eligibility, equipment needs & schedule below.



? This Course is OPOTA-Approved for 2025: 16 Hours of Leadership and 16 Hours of General CPT

All tactics, techniques, or technologies presented at any OTOA advanced training or annual training conference must be implemented in accordance with the United States Constitution, the Ohio Revised Code, and the policies and procedures of the student's employing law enforcement agency.

ELIGIBILITY

- OPOTC-certified peace officers, deputies, and troopers assigned full or part-time to an Ohio law enforcement agency tactical team.
- Tactical medics (TEMS) are also eligible if they are OPOTC certified as Ohio peace officers, assigned to a tactical team, and employed full—or part-time by an Ohio governmental agency.

DESCRIPTION

The OTOA's Active Shooter Response for Tactical Teams 16-hour course equips tactical teams to effectively manage active threat situations, primarily focusing on saving lives. This distinctive program merges evidence-driven principles with

hands-on tactics, concentrating on critical decision-making, the lawful use of force, and de-escalation strategies, all while comprehensively addressing human behavior under extreme stress.

Participants will gain insights into the psychological aspects of stress, the Constitutional Use of Force, and collaboration techniques with other officers. This will culminate in practical, reality-based scenarios that solidify the application of these skills for real-world readiness.

STUDENT EQUIPMENT NEEDS

NO LIVE AMMUNITION OR MAGAZINES PERMITTED WITHIN THE TRAINING ENVIRONMENT OR CLASSROOMS

ALL TRAINING RIFLES WILL BE PROVIDED BY THE OTOA FOR SCENARIO-BASED EXERCISES

STUDENTS MUST PROVIDE THE FOLLOWING

ALL EQUIPMENT utilized for a "call out" or SWAT / SRT activation.

- Tactical team or training uniform.
- Body Armor MANDATORY. Plate carrier and Level II or Level III soft body armor.
- Ballistic Helmet.
- Issued Firearms Pistol & Rifle (used for practice NO Mags & NO Ammo)
- NO Tasers, NO Batons, NO OC Spray.
- Clear wrap-around eye protection: Mandatory for force-on-force scenarios.
- Gloves we recommend gloves compatible with weapons manipulation.
- Ballistic shields if you use them.
- Pen and notebook.
- Water and food No meals are provided.

CLASS SCHEDULE

Class starts at 8:00 AM, and the training days are eight hours long.

Day 1:

- 0800 0830: Welcome and Overview
- 0830 1100: Active Threat Response Presentation
- 1100 1200: Safety and Weapons Handling
- 1200 1300: Lunch
- 1300 1500: Single Officer Tactics
- 1500 1630: Officer Subject Encounters
- 1630 1700: Debrief and Critique

Day 2:

- 0800 0830: Safety Briefing and Weapons Handling
- 0830 1200: Two Officer Tactics
- 1200 1300: Lunch
- 1300 1500: Multi-Officer Response Tactics
- 1500 1630: Open Space Engagement Tactics
- 1630 1700: Debrief and Critique

STUDENT GOALS

- Comprehend trends in active threat incidents.
- Grasp the "active dying" concept and the urgency of immediate response.
- Understand the Constitutional Use of Deadly Force and strategies for de-escalation.
- Learn to coordinate with uniformed and plainclothes officers, avoiding friendly fire incidents.
- Collaborate with security professionals and armed civilians.
- Practice safe gun handling and mission-driven tactical responses.
- Achieve proficiency in OTOA's mission-driven tactics.

LODGING, TRAVEL & MEALS

The course cost does not include lodging, transportation, and food.

• Attendees are responsible for their lodging, transportation, and food.

Schedule this FREE training for your agency or select from the available dates below.

Don't see a date that works for you or the agency?

HOST THIS TRAINING