Training Script

Welcome to the Federal Bureau of Investigations Sections Z-V training. I am (rank and name), your host today. Behind me is my co-host (rank and name) and the assistants are (rank and name) and they will be assisting with this training to make it efficient. Throughout this training, you are expected to address us by (Sir/Ma'am). If we ask you a question, we expect an answer. This training will be based on a 3-strike system, if you receive 3 strikes for whatever reason then you will be dismissed on the spot. However, if you fail either of the driving courses for a certain amount of time then you will be dismissed even if you didn't have any strikes before.

Upon completion Trainees will be promoted to Probationary Agent and will be able to act under three pillars, understand the rules and regulations, proper use of weapons including the Use of Force and ability to identify their targets accordingly.

Probationary Agents will act the rules IAW FBII 01-002, Roblox TOS, Discord TOS, and any rules Trainers state throughout this training. Failure to abide by rules will result in an immediate suspension of duties depending on the severity.

Now, I'll be going over the rules so listen closely:
1. You are not permitted to record or live stream the entirety of this training unless you've been permitted by a Supervisor or a Trainer. If any part of this training is leaked, whether by videos, images, or by mouth you will be immediately blacklisted.
2. Respect - You are to show respect to every individual within this training.
3. Integrity - Everyone learns from their mistake, but we're unable to assist you throughout your learning process if you're not being truthful with us, so be honest.
4. Professionalism - You are to show professionalism throughout the entirety of this training, do not muck around.
5. If an individual is addressing the class, do not interrupt them.
6. If something within the entirety of this training does not belong to you, do not touch it.
7. If you would like to go AFK, you must ask a trainer to go AFK. If you go AFK without notifying us, you'll be dismissed.

8. If you show any misconduct throughout the entirety of this training, you'll not only waste everyone else's time but also waste your own, use common sense.
9. Don't joke around with the weapons that you have.
10. You must listen to all instructions that are given to you by a trainer within the Federal Bureau of Investigations and you must abide by these instructions.
11. Throughout your time within the Federal Bureau of Investigations, there are many instances where you'll have to adapt to a new environment, so start adapting to the changes if there are any throughout this training.
12. You must follow all established safety precautions such as range commands which are given to you by a trainer.
13. You are not permitted to play any audio through Discord including audio that isn't your true or real voice. An example of this is; Voice changes.
14. If you are not willing to participate throughout the entirety of this training or generally have a negative attitude, you'll be dismissed as you'll waste everyone's time.
15. If you go AFK for more or equal to 10 minutes, you'll be dismissed.
16. Lastly, use PTS if you wish to speak.

As an agent you will act under the three pillars; Fidelity, Bravery, & Integrity. At all times, you will act with Fidelity to our great Nation and the department. At all times, you will act with Bravery to show we have what it takes to defend the United States of America. At all times, you will act with Integrity whenever being questioned.

Throughout this training, there will be several sections that you'll have to complete to receive your Z-V. Section Z will be callouts, Section 1 will be vehicle knowledge, capabilities, Emergency Vehicle Operations Courses, Code 5 Stops and Pit Manoeuvres. Section 2 will be weapon fundamentals, Section 3 will be weapon tactics, Section 4 will be non-lethal fundamentals, and Section V will be handcuffing, apprehension and detention.

All Agents will begin their journey within the Federal Bureau of Investigations in the Field Operations Division. There are many divisions within the Federal Bureau of Investigations the Department offers, including; the Training Division and Internal Affairs and Critical Incident Response Group.

The chain of command is as follows:
Director - Izzy
Deputy Director - N/A
Director of Trainings - Col_Chonk
Deputy Director of Trainings - DevHedgedog
Director of Internal Affairs - DevHedgedog

Director of Field Operations (CIRG) -Turbulence_RBLX

Now, we'll be moving on to what call-outs are and how to call them in properly. Every time you call in something on the radio for other personnel, you will need to follow this format: Callsign | Type of Call | Location | Description of suspect/vehicle | 32s or not. Call-outs are done in this format to assist other personnel and agencies to successfully respond to where you need assistance and have the vital information they need. 10-codes can be found in the Radio Traffic Only server under the channel called "10-codes". You are required to know these 10 codes to understand what other LEOs are saying and for when you want to call something in. Whenever you are doing something in-game, call it in so other LEOs can assist you if needed. I'll now demonstrate to you how to call in a shots fired call, please listen carefully as you will be required to do a call afterwards. An example of shots fired call is like this: A-161, active 10-13s inside Fleeca Bank, x1 black male wearing a durag, requesting 32s. Now, I will go up to each one of you and give you a 10-code in which you have to directly message me how to call in that specific call using the format that I gave. You will need to include your information instead of just copying my example.

Go to up every one of them and give them each a 10-code and instruct them to DM you that call.

We will now do contact commands. When performing field operations Agents will encounter gunfire and therefore it is crucial Agents know the contact commands. Contact commands are completed with your firearms in your make-ready position. Throughout contact commands, this is the only time Agents are excused from flagging other Agents. *Contact call-outs are from the direction at which the majority of the personnel on scene are facing, this causes less confusion among those on scene.* Contact commands are only useful during a breach so that personnel can call out where the target is. The contact commands are as follows:
Contact front - Contact is right in front the way most personnel are facing
Contact rear - Contact is right behind the way most personnel are facing
Contact left - Contact is to the left of which most personnel are facing
Contact right- Contact is to the right of which most personnel are facing

Demonstrate how contact commands work and then instruct them to do it.

The 3Ds are distance, direction and description. When Agents are taking fire, they can be called out like this using the 3Ds: A-258, taking fire from the NorthBound hill from Fleeca (direction), the suspect is about 500 metres (distance) away wearing a white shirt with red pants (description). You are now to directly message me on how you would call something in when you are taking fire using the 3Ds, make sure you include your information and not copy my example.

Instruct them to do a call-out using the 3Ds including their information.

Now, we'll move on to the EVOC courses. Please spawn in a 2016 Ford Interceptor at the FBI spawner. Once done, line up at the cone course which is to the right when you exit the hangar.

Throughout this section, I'll be giving you knowledge on the many functions which the Federal Bureau of Investigations vehicles include. Please listen carefully as the vehicles are one of the main things you will utilise within your journey at the Federal Bureau of Investigations. After I give you the key bind, you do it as well. FBI vehicles only have 1 stage of Emergency Lighting System, the Agents' cars have red and blue lights and Special Agents+ have all blue. You can turn it on by pressing 'J' and once again turn it off. There are 3 different sirens that you can use. 'R' is for wail and once again to turn it off, 'T' for yelp and once again to turn it off and 'H' for priority and once again to turn it off. To turn on a dimmer headlight, press 'L' once, for a brighter one, press 'L' again and to turn it off, press 'L' once again. To indicate left, press 'Z' and once again to turn it off while indicating to the right is by pressing 'C' and once again to turn it off. You can turn on your spotlight by pressing 'N' and once again turn it off. Please keep in mind you may have to spam it a few times to turn it off. To honk, press 'F' or hold it down for a longer one. Let it go once you no longer need it. To use your radar, go directly behind or in front of a vehicle and the GUI to the left of your screen will tell you how fast they are going. "Front" is the vehicle in front, "Back" is the vehicle behind and "Patrol Speed " is your speed. You can also open the database by clicking "Open Database" on top of the GUI and you can view a person's previous citations, arrest and if they have any active warrants. To place a warrant, you will be required to be Supervisory Agent+. In the main game, every time you exit your vehicle, you must lock it by saying "/lock" and if you wish to get back in, say "/unlock".

Demonstrate it to them and make sure they are doing it alongside you.

We will be doing the cone course. For this, you will be weaving in between the cones from left to right without going over the white lines or crashing into a cone. Your minimum speed is 20 and your maximum speed is 60. Once you have finished the cone course, line back up. This course will be completed without lights or sirens. You will have 3 attempts at this course, if you fail on the 3rd one then you will automatically be dismissed.

Demonstrate to them how to do the cone course. Make sure that if they go over the white line/crash into a cone, you make them restart. They will be allowed 3 attempts at this. If they fail the second go, give them a strike. If they fail on the third one, dismiss them on the spot.

We will now be doing the second part of this cone course. You will be doing circles around the cones, first starting from the left side then going to the right side and so on. Don't go over the white lines or crash into a cone. Your minimum speed is 20 and your maximum is 60. This will be completed without lights and sirens. Once you have completed this, drive over to the Advanced Driving Course on Panorama Drive. You will have 3 attempts on this course, if you fail on the 3rd one then you will automatically be dismissed.

Demonstrate to them how to do the cone course. Make sure that if they go over the white line/crash into a cone, you make them restart. They will be allowed 3 attempts at this. If they fail the second go, give them a strike. If they fail on the third one, dismiss them on the spot.

We will now be doing the Advanced Driving Course which is on Panorama Drive. Line up behind each other behind the grey pads. For this advanced driving course, you will be driving Code 3 which are lights and sirens through Panorama drive onto Route 68 and then to Joshua to replicate your response to a call in-game with obstructions such as; spikes, vehicles, barriers, etc. For this, you will be required to drive on Panorama onto 68 and then Joshua and you can't be crashing into cars and spikes. If you hit a spike, do "!help I hit a spike" and then you will be respawned and expected to start again. You will have 3 attempts to do this course. Intersections are when 2 or more roads meet each other and you are required to clear them by slowing down and switching in between your sirens as well as using your horn. If we find out that you hit a spike and you have not informed us, you will be dismissed. The correct route will be Panorama onto R68 and then Joshua, if something is blocked off don't turn there as it's the incorrect route. Once you have finished the course, make your way back to the Hangar.

I will now go over Code 5 Stops. Code 5 Stops also known as High-Risk Traffic Stops, Warrant Based Traffic Stops, and Felony Stops are worded differently, but follow the same procedures. Code 5 Stops is the most common name. They are mainly initiated for felonies or a BOLO. Before you initiate a Code 5 Stop, you will need to create a short and easy plan to follow with other units. An example of a felony is Murder, going over 100, robbery, etc. The positions to a Code 5 Stop are as follows:

O/S Commander: As the on-scene commander (the unit who initiated the HRTS) it is YOUR job to communicate & command suspect(s) inside of the vehicle, assign units that are O/S primary duties (i.e assigning specific units to switch to a non-lethal option, assigning specific unit(s) to handcuff suspect(s), etc), and to ensure overall scene safety.

O/S Unit: As the on-scene unit your job is to follow orders given by the O/S Commander, and to ensure overall scene safety.

I will now tell you what the steps are to perform a Code 5 Stop:

1. Notify units, utilising your form of communication, that you are about to conduct a Code 5 Stop. The call should be like this: Callsign | Code 5 Stop | Location | Description of vehicle | 32s needed or not. Every Code 5 Stop must have at least 3 units on-scene. Additional units from other agencies are welcomed as long as they won't deter/distract the operation.

2. Wait for additional units to assist or initiate HRTS.
Note: Initiation occurs when the suspect vehicle is at a complete stop and emergency lights are activated.

3. Position Unit vehicles in such a manner to provide cover & concealment as shown in front of you.

4. Take out any firearm you wish or go with your taser as non-lethal.

5. Give commands to the suspect(s) as follows:

5a. "Everyone in the vehicle, put your hands up now!" - Use the term _Everyone_ just in case there's more than 1 suspect.

5b. "Driver, exit your vehicle, now!"

5c. "Driver, keep your hands up and face away from me!"

5d. "Driver, walk back slowly towards me!"

5e. "Driver, keep your hands up and stop moving!" - Only say this when they are close enough! Note: The driver should be close to the squad car driver door to ensure the safety of the arresting unit.

5f. "Blank passenger, keep your hands up and step out of the vehicle now!"

5g. "Blank passenger, face away!"

5h. "Blank passenger, walk back towards me, slowly!"

5i. "Blank passenger, keep your hands up and stop moving!" - Only say this when they are close enough!

Note: "Blank" should be filled in with the suspect you want to take out (i.e. Driver, Front Passenger, Left Rear, Middle Rear, or Right Rear Passenger). Only say this when there's a passenger.

6. Call in that the Code 5 Stop is Code 4 once all suspects are detained.

Use the attendees if needed and the Code 5 Stop model to demonstrate to them how to do a Code 5 Stop.

Instruct them to follow you to R13 and line up. (Ensure they use Gun motion.)

We will now move on to pit manoeuvres. Place yourself in an environment with an active pursuit. As an Agent within the Federal Bureau of Investigations, most likely the pursuit is for an individual who has committed a federal offence and/or a serious offence, and/or a warrant. Three options are given, either eliminate the suspect(s) while they are driving to stop the escape of an offender (only if they are armed), or you can utilize the pit manoeuvre to attempt to bring the suspect(s) into custody, or you can use spikes to disable their vehicle.

Performing a Pit,

1. Place the FBI vehicle to the left or right side of the rear quarter panel

(bumper/fender area) while in motion and slowly drive towards the suspect's vehicle. With Roblox delays in mind, the suspect will not know when the Pit is coming, since Roblox has a HEAVY delay for vehicles and showing where the other vehicle is at (you could be right behind them, but on their screen, you are 100-200 studs away). Upon contact with the suspect vehicle noise is played, like a car crashing. Immediately upon that noise playing, BOX the suspect's vehicle in.

Follow-On Procedures,

After performing a success pit, perform the following

Drive a vehicle at the front/rear of the suspect's car, and an additional unit shall go to the opposite end. Performing a 'Box' technique will stop the suspect's vehicle temporarily, due note, a suspect will *most likely* shoot at Agents if they feel trapped.

Finally, hold the suspect(s) at gunpoint and follow the same procedures as a Code 5 Stop beside positioning your vehicle like a pyramid.

Demonstrate to them how to do a pit and box and then let them do it.

Authorization of Emergency Lights and Sirens is given under the circumstance for Agents within the Federal Bureau of Investigations when, and only when conducting in a manner when there is an emergency.

Code 1 Routine: You will be using no emergency lights or sirens, but you can go 5-15 MPH over the speed limit. You can use this when another Agent notices something suspicious or is conducting a warrant, but doesn't want to tip off the suspect(s).

Code 2 Urgent: You will use emergency lights and sirens only when clearing an intersection or trying to get a car to move out of the way. You can go 15-25 MPH over the speed limit. You can use this when you are en route to a scene where a threat is no longer active, but you are needed with urgency.

Code 3 Emergency: You will use both emergency lights and sirens when responding. There's no set speed limit but only go as fast as you and your vehicle can handle so that you don't spin out and delay response time. You can use this when an emergency is in progress (e.g. Bank Robbery).

Additionally and finally, before arriving on-scene <u>ensure you disable emergency lights and</u> <u>sirens</u>! The idea behind this is the suspect(s) will not hear your sirens as you approach and will not see your emergency lights, essentially giving you an additional level of surprise.

Directly from the Director, <u>ONLY go as fast as you and your</u> <u>vehicle can handle</u>! Speeding excessively will cause you to crash, spin out, and get demoted/suspended within a blink of an eye. A famous quote said amongst Law Enforcement is, "Don't become another emergency when responding to an emergency." Take your time and drive safely. The more you crash the longer it will take for you to arrive O/S. Meaning, the longer your peers will have to wait for your assistance they may desperately need.

When approaching a Stop Sign with Lights and/or Sirens YOU DO NOT have the right of way. As a Federal Law Enforcement Officer, you will obey ALL traffic laws; however, when responding with lights and/or sirens Agents WILL yield at a stop sign or stop light.

When responding with lights and/or sirens Agents WILL obey ALL traffic laws; however, given a scenario (not in a pursuit) Agents are permitted to exceed the posted speed limit by 25+ MPH to assist other agencies, where a serious offence is being committed (i.e bank robbery, active shooter, multiple shooters, & gangs).

The purpose of defensive driving is to ensure agents or individuals within the custody of agents are safe. Utilising technique, skill, and most importantly predictability will ensure safety.

I won't be going over the cut-off glitch as you won't be using it unless you're in pursuit with an inserted vehicle/whitelisted team's vehicle/unwhitelisted team's vehicle. Although, you can view the steps to do it in the Training Guidelines and also view the clip attached.

When transporting (a) suspect(s) or (a) High-Priority individual(s) you will encounter individuals who will crash into you and attempt to stop your vehicle as well as shoot. Your job is to ensure the safety of the transport and

utilise additional vehicles and Agents. There is no set limit, depending on the transport and its importance. Formations are allowed; however, are sometimes ineffective. Utilise proper Codes (usually C-2) when transporting suspects.

Now, moving on to the Weapon Fundamentals. Firstly, I'll be going over the range commands. The range commands are as follows:

Unholster - Take the firearm you were instructed to out

Holster - Put the firearm away

Fire - Listen to how many rounds you were told to fire and fire that amount. If I just say fire then just fire one round

Cease fire - Stop firing

Fire at will - Keep on firing until instructed to stop

Make ready - You will aim at the target

Make safe - You will put your firearm in the safety position

The golden rule is when someone is down range, don't aim or shoot.

After each command, put your firearm in safety.

Make sure when you are reloading, you notify other personnel that you are reloading by stating "RELOADING!" or when you are out of ammo on all weapons you notify other personnel by stating "I'M OUT!". This will not be required of you to do in-game, however, suggested so that other units can cover you. Although, you must do it in this training.

First, I'll be going over the Glock 19. The Glock 19 is a semi-automatic pistol that Agents will use throughout their journey within the Federal Bureau of Investigations. This Glock 19 is your secondary weapon. You must treat the Glock 19 as if they are loaded. You must not point your firearm at something you don't intend to shoot. Many firearms have the same key binds in-game. To reload your Glock 19, you must press 'R' as the selected key bind. To clear stoppages from your Glock 19, you must press 'F' as the selected key bind. When you are unholstering your Glock 19, you must be aiming at the target and nothing else, do not look around for anything but imminent danger. You

can turn on the flashlight by pressing 'J', equipping the suppressor by pressing 'U' and equipping the laser by pressing 'H'.

Give different range commands to attendees for them to use the Glock 19.

Secondly, I'll be going over the MK18. The MK18 is a firearm that is designed for both automatic fire and semi-automatic fire which Agents will use throughout their journey within the Federal Bureau of Investigations. This MK18 is your primary weapon. You must treat the MK18 as if they are loaded. You must not point your firearm at something you don't intend to shoot. Many firearms have the same key binds in-game. To change the function of the MK18, you must press 'V' as the selected key bind. This will switch the firearm to either semi-automatic fire or automatic fire. To reload your MK18, you must press 'R' as the selected key bind. To clear stoppages from your MK18, you must press 'F' as the selected key bind. To utilise the flashlight attached to the MK18, you must press 'J' as the selected key bind. To utilise the suppressor on the MK18, you must press 'U' as the selected key bind. When you are unslinging your MK18, you must be aiming at the target and nothing else, do not look around for anything but the imminent danger. Please note that you will need to say "-unslings-" to take your MK18 out and "-slings-" to put it away.

Give different range commands to attendees and let them use them. (Every 4 shots that are missed is 1 strike as it is a danger to everyone that surrounds them.)

Once done, instruct attendees to go to the moving targets.

Now, move to the moving targets that are on your right. These moving targets are to replicate your target in-game as they won't just be standing still for you to get free shots.

Let them use the Glock 19 and MK18 with different functions that you give them.

We will now move on to weapon tactics.
Cover and Concealment:
All Agents must utilise cover, concealment or both. The difference between the two is that concealment doesn't provide cover from fire. However, cover provides concealment.

For example, during a shootout utilise hard surfaces such as walls and hard terrain etc. These options will give you cover and will protect you from getting hit by fire.

If you don't utilise the listed examples and instead use a bush or anything similar to a bush for 'cover', it will result in fatality. An example of cover is also getting behind the terrain built which can be seen on your left and right. Concealment is best utilised when placed in an environment that requires stealth. A situation where concealment should be looked for is when you are assisting CIRG or SRT as a Sniper performing hostage situations, robberies, etc. Please note, you can only use a Sniper when you have the role called 'Marksman Certifications'.

Instruct them to find cover from the targets in front of them and then concealment.

It is ultimately up to the Agent's discretion, however, cover is always better than concealment when a threat is imminent or active.

Leaning:
Agents that utilise leaning and cover have a greater chance of survival than those who don't. Adapting to leaning can increase your chance of survival because less of your body mass is shown. Leaning outside of a wall decreases your overall footprint which makes you a harder target. To lean in-game, you'll use the key bind 'Q' once to lean to the left from the forward and upright position or 'E' to lean to the right from the forward and upright position.

For example, you are at the motel performing a raid for a warrant you have for an individual. They know you are there and start firing off rounds. If you are posted on a corner and leaning outwards so you can see the hallway you have a greater chance of eliminating the threat the moment they step out of the door than they have to eliminate you. Their body mass is far greater than yours which makes them an easier target.

Instruct them to lean to the left, once done, instruct them to lean to the right and go back to the upright position.

Crouching and Prone:
Crouching and prone are suited for areas where cover & concealment is lacking or there is nothing at all. To make your body mass or footprint smaller

in that environment, it is best to crouch or go prone. Once again, the smaller your footprint, the harder of a target you are. Crouching and going Prone not only increases stability but also limits your movement. While crouching or prone you have extremely slow movement speed or no movement. To crouch in-game, you'll use the key bind 'C' once from the standing position. To go prone in-game, you'll use the key bind 'C' twice from the standing position.

In-Vehicle Use:

While patrolling around Sandy Shores, you will encounter subjects shooting at you while performing your duties. If you are patrolling with an Agent and you are the front passenger, you are authorised to utilise your duty firearm(s). However, if you are not the front passenger you are not authorised to utilise any weapons. This is because there are cages in the back of the vehicles and it is not allowed due to FBII 01-002 guidelines.

We will now go on to non-lethal fundamentals. First, I'll be going over the taser, also known as the ER-31X. The ER-31X is a non-lethal tool best utilised when the individual(s) are actively resisting. This could be if the individual is running away, struggling or fighting with law enforcement. The maximum roleplay distance the ER-31X can be utilised within Sandy Shores is 40 studs. You must treat the ER-31X as if they are loaded. You must not point your ER-31X at something you don't intend to shoot. To reload your ER-31X, you must press 'R' as the selected keybind and then it will automatically reload. You can press 'L' for the flashlight and 'B' for the laser. When you unholster your ER-31X, you must be aiming at the target and nothing else, do not look around for anything, but the imminent threat. If you are utilising the ER-31X, you can be in first person and you can have the cursor behind you as well as over you and it will not tase you. The ER-31X only carries 3 cartridges, once you have used all 3 cartridges then you will need to go back to your vehicle and roleplay getting more by saying "-gets more cartridges-".

Let attendees tase the trainer and then reload to tase something random.

Instruct them to go to the buildings next to the gun range.

As we've concluded with the ER-31X, we'll now move on to flashbangs. Flashbangs can be utilised in a multitude of situations. There are two functions to this flashbang. If you would like to throw the flashbang from a far distance, you would not press any key binds. Though if you wish to throw

the flashbang at a short distance, you'll press 'F' as the key bind and throw the flashbang.

Demonstrate to them how to throw a flashbang into the room and then let them throw it. It would be considered a strike if they unsuccessfully throw it.

Lastly, we'll move on to handcuffing, apprehension and detention. Within the Federal Bureau of Investigations, there are 4 tools that Agents can utilise to assist with handcuffing, detaining, grabbing and frisking a subject. It is recommended that Agents utilise the Arrest, Detain and Grab tool the majority of the time. You will need to follow these steps when arresting a suspect:

1. Chase after the suspect and tase them (if they are resisting)
2. Equip your detain tool and click on them (arms, legs, feet) often work best
3. Equip your grab tool, click on the user and bring them near your vehicle
4. Ungrab them
5. Use your arrest tool and search them
6. Roleplay removing their tools by "-removes tools-"
7. Tell them why they're being arrested
8. Say "Rights in jail"
9. Put them in your vehicle
10. Transport them to prison
11. Grab them out and arrest them (make sure it doesn't go over 710 seconds)

The max amount of time an Agent can arrest an individual is 710 seconds. Do not use the arrest-and-grab tool at the same time, otherwise, you will be flying through the map. You are not required to roleplay cuffing or grabbing.

You will be chasing after an attendee or assistant as an example and follow the steps as to how to arrest someone. After that, the attendees will chase you (preferably one at a time).

Throughout roleplaying in-game, Agents will encounter individuals who RDM or FRP. In the event where a 'Snipe Cuff' is necessary, Agents are permitted to 'Snipe Cuff' suspects to ensure their safety. Agents will arrest on-scene if Agents choose to 'Snipe Cuff'. I will be now demonstrating a 'Snipe Cuff',

please watch carefully as you will be asked to do this scenario as well. Please note, in-game there is an auto kick system, if the suspect is too far away, do not attempt to 'Snipe Cuff' as it will kick you. To 'Snipe Cuff', you can use your Grab or Arrest tool. After you have sniped cuffed them, you will tell them why they're being arrested and then say "AOS, FRP " then you will arrest them on sight. Even though they have FRP'd, you can't go over 710 seconds when arresting them.

You will demonstrate to them how to snipe cuff and then let them snipe cuff you.

Congratulations, you have passed your Z-V training and you will momentarily receive your role after this training. You are now allowed to patrol once you have your Z-V, but keep in mind, you will need to read all of the documents in the #guidelines channel, read #agency-announcements, and make sure you have your role and callsign before patrolling. RTO is mandatory when patrolling.

Give them their Z-V role, dismiss them, delete the announcement in #training-announcements and then log the training.

VI and Barrett M107 Training Script coming soon!