

Callsigns

2

Callsigns

CALLSIGNS			
Team 1 Callsign	Team 2 Callsign	Role	
U411	U421	PSU Commander	
U412	U422	Area Car	
U413	U423	Protected Carrier	
U414	U424	Protected Carrier	
U415	U425	Protected Carrier	
U416	U426	Protected Carrier	
U417	U427	Protected Carrier	
U418	U428	Area Car	
U419	U429	Q - Car (Unmarked)	
PHANTOM-###	Protest Removal Team	JANKEL-1, -2, etc	Armoured Vehicle

Dress Code

CODE 1 DRESS	CODE 2 DRESS	CODE 3 DRESS
A PSU is being deployed wearing full Personal Protective Equipment (PPE).	A PSU is being deployed wearing PPE, with immediate access to NATO helmets (but police issue helmet/hat is being worn). Fluorescent jacket/tabard worn over the equipment.	A PSU is being deployed in normal operational uniform wearing force issue protective boots, with immediate access to PPE.
		

Response and Standby Grading

PUBLIC ORDER RESPONSE AND STANDBY GRADING

Public order events are split into different standby gradings which depend on the climate, these can be found below:

GRADING	RESPONSE REGULATION	EQUIPMENT CONSIDERED	AUTHORISATION LEVEL
C1	Immediate response to any Public Order Event, CBRN Threat or Terrorism Threat.	Code 1 Dress, CBRN, AEP Declaration, Jankel Authorisation, AFO Deployment.	TSG Bronze Commander or MPS Gold Command
C2	Immediate response to any Public Order Event or CBRN Threat.	Code 1 Dress, CBRN, AEP Declaration, Jankel Authorisation.	TSG Bronze Commander or MPS Gold Command
B3	15 Minute response to any Public Order Event or CBRN Threat.	Code 1 Dress, CBRN.	Serial Sergeant
B4	30 Minute response to any Public Order Event.	Code 1 Dress	Serial Sergeant
B5	1 Hour response to any Public Order Event.	Code 3 Dress	Serial Sergeant

Cell Relocation

WHAT IS A CELL RELOCATION?

A cell relocation is where there is a risk to life towards a detainee and at which officers with specialist training must make entrance to the cell in order to move them.

Officers will utilize shields in order to move the suspect into a corner so that they can be restrained and will then safely transport them from their current cell into another cell.

A cell relocation may be used for many reasons, some reasons may be as follows:

- Dirty Protesting
 - A dirty protest is where a prisoner has chosen to defecate or urinate in a cell without using the facilities provided. Blood or other body fluids may also be present.
- Violent Detainee
 - This does not include verbal violence unless moving them away from a specific cell / individual would de-escalate the situation.
- Damage to Cell

WHY CONDUCT A CELL RELOCATION?

A cell relocation is essential to ensure that officers and the detainee remain safe. Relocating a detainee prevents them from causing injury to officers when they are being unruly and aggressive.

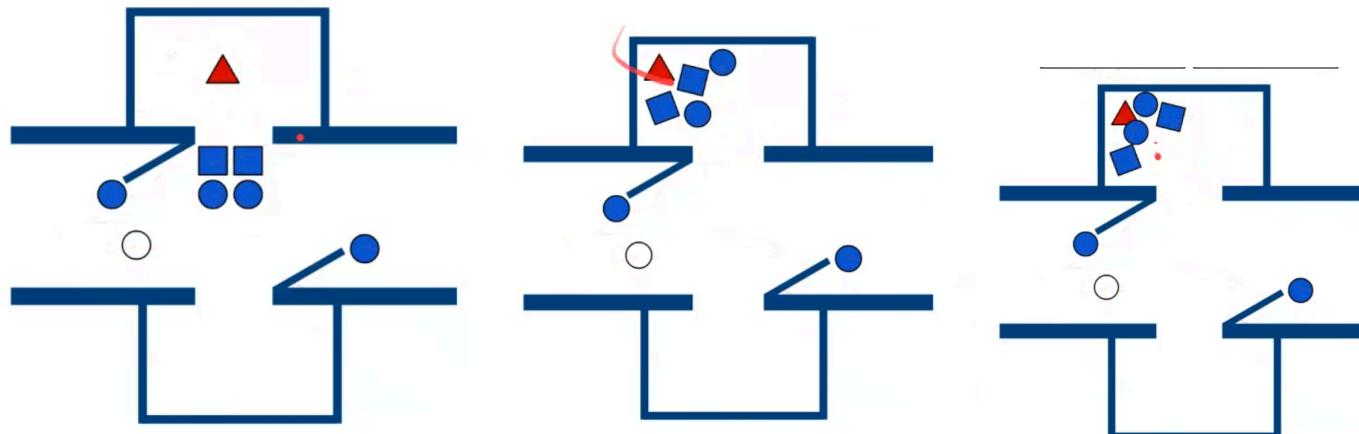
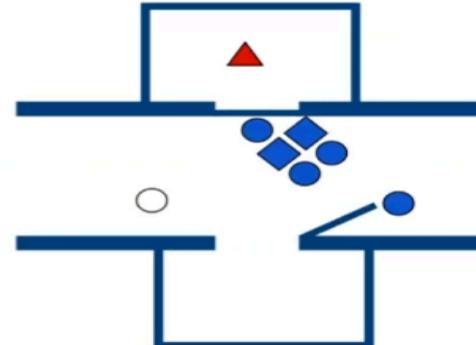
A cell relocation will also allow for potential hazardous situations to be easily de-escalated without injury towards officers.

How to conduct Cell Relocation

HOW TO CONDUCT A CELL RELOCATION

Once officers have been assigned their roles by their Serial Sergeant, officers will organise themselves into the formation shown to the right.

You will now be talked through the process of a cell relocation by your trainer via the diagram shown on the right. Please do not be ashamed to ask questions, it's better to ask than to mess it up.



Method of Entry

METHOD OF ENTRY - EQUIPMENT



ENFORCER



CIRCULAR SAW



RABBIT TOOL

HALLIGAN BAR

ENFORCER

- Ensure there is enough space
- Ensure you have enough officers
- Ensure you hit the locks of the door
 - This will reduce efficiency and make the door more vulnerable
- Once door is in, enforcer officer should stand to the side, let officers in and then follow behind
- Ensure boarding up services are called at the end

CIRCULAR SAW

- Ensure there is nobody that may be cut
- Ensure you have enough officers
- Ensure there is no fire risk
- Once door is open, saw officer should stand to the side and let officers in
- Ensure boarding up services are called at the end

RABBIT TOOL

- Ensure there is enough space
- Ensure you have enough officers
- Apply to the side of the lock, this will push the lock through the door frame
- Once door is in, breaching officer should stand to the side and let officers in
- Ensure boarding up services are called at the end

HALLIGAN TOOL

- Ensure there is enough space
- Ensure you have enough officers
- Hit the door frame in a "baseball bat" like motion to sink the pick into the frame, then pry the tool and force the door open
- Once the door is in, halligan officer should stand to the side, let officers in and then follow behind
- Ensure boarding up services are called at the end

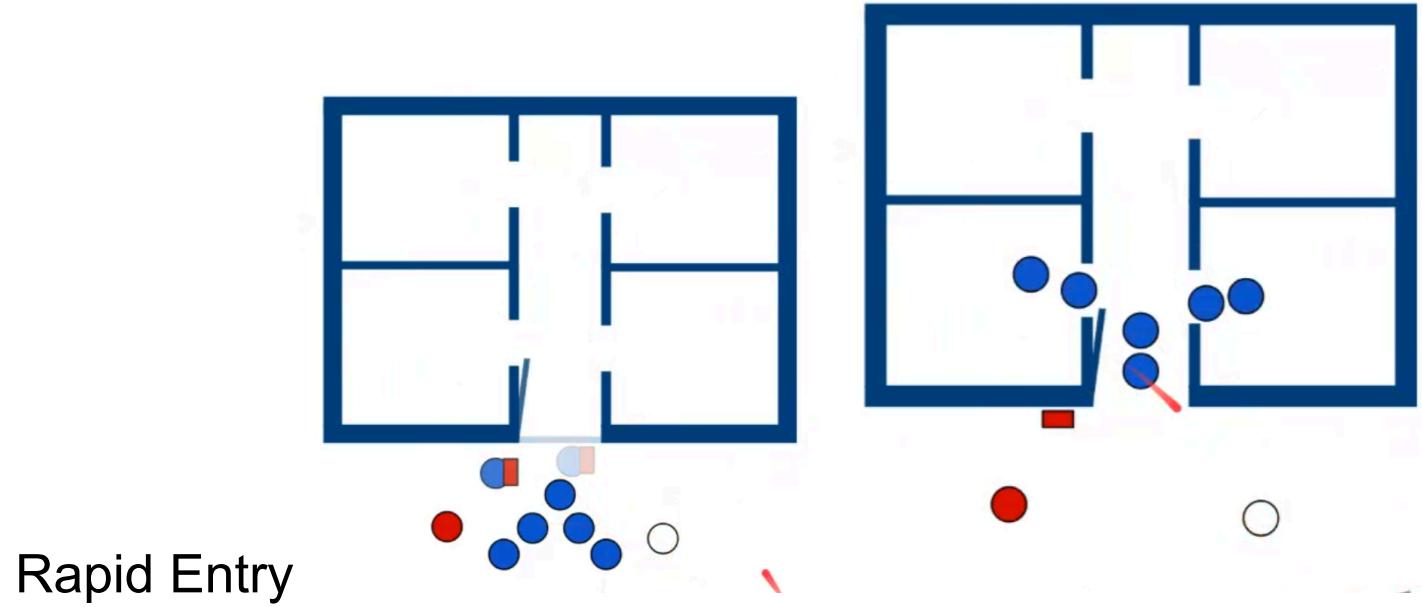
No Knock Forced Entry

NO-KNOCK FORCED ENTRY

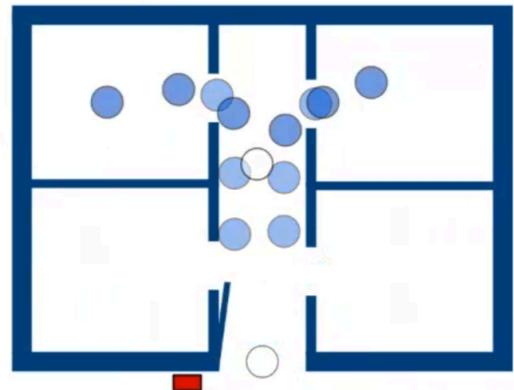
No-knock forced entry is when officers are raiding a property that they have a belief that someone inside that property is wanted for an offence and they make entry quite literally, without knocking on the door.

You must only consider a no-knock forced entry when the visit risk assessment has identified an operational need to enter the premises quickly and covertly due to a risk of:

- An occupant harming themselves
- An occupant harming another
- An occupant destroying or concealing evidence



Rapid Entry



Shield Entry

SHIELD ENTRY

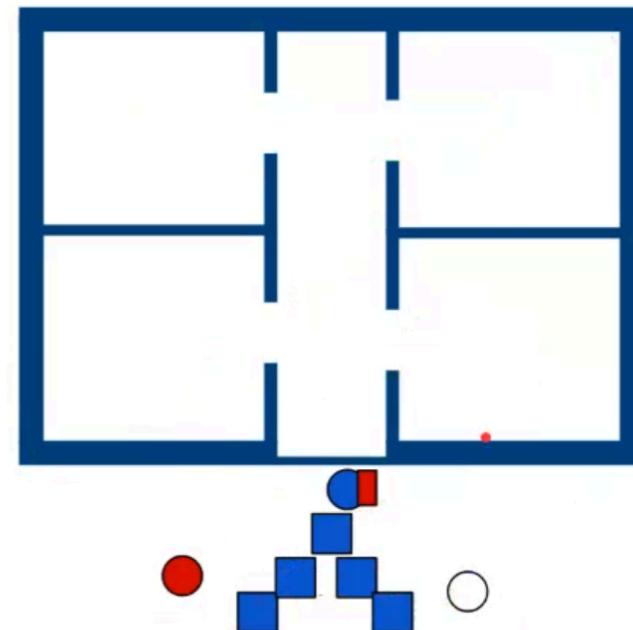
A shield entry is the same as a rapid entry with the following differences:

- Some/all officers will be using long shield as a contingency when executing the entry
- There is not an element of speed
- More tactical coordination is required for this
 - Not only from commanding officers but also the officers conducting the entry between each other

Please Note:

- Element of speed and surprise
- Precautionary commands
 - E.g. "POLICE STAY WHERE YOU ARE"
- Shout "DETAINED" when you detain someone
- Stay with your detainee
- When a room is cleared, shout "CLEAR"
- If you find another door and you have someone detained, shout "DOOR"
- Do not leave the building until told otherwise.

	SHIELD
	INSPECTOR
	ENFORCER
	SERGEANT



METROPOLITAN
POLICE

NEW
SCOTLAND
YARD