

Learn the response protocols
for disengagement and how
to mitigate liability.



SAVAGE
TRAINING GROUP

Response to the Non-Criminal Barricade: Disengagement & Special Relationships®

October 28, 2024
Rocklin, CA

Rocklin Police Department EOC/Community Room
4080 Rocklin Rd., Rocklin, CA 95677

Hosted by the Rocklin Police Department

Instructor: Lt. Donald Anderson, San Francisco Police Department

\$299/student

CA POST Certified: #1345-23047-24-003

This course teaches law enforcement officers and supervisors the best way to respond to mentally ill persons who are armed, barricaded, and in crisis. Students will leave the course with an understanding of modern disengagement and re-engagement tactics, the specific ways to avoid liability, and a collection of the best non-criminal barricade policies from police agencies all around the country.

Each student will receive:

- ✓ An understanding of your state's laws regarding the public duty doctrine, special relationships, liability, and duty
- ✓ A decision-making cheat sheet for disengagement
- ✓ Policies, a police report template, and a script to use to sever special relationships

Most every police agency is searching for de-escalation training for law enforcement. Instead of vague philosophical notions about de-escalation, this course presents specific guidance that your officers can use immediately.

Your instructor, **Donald Anderson**, is an active-duty Lieutenant with the San Francisco Police Department. Donald is an experienced law enforcement professional who regularly responds to critical incidents, including barricade subjects, as a Team Leader on the department's Crisis Negotiation Team. Donald has not only studied best practices for responding to non-criminal barricades but is also a real-world practitioner, frequently responding to such incidents. He is an experienced trainer who is passionate about helping police officers navigate these challenging incidents and saving lives.

Space is limited so register today at
SavageTrainingGroup.com

