

116TH CONGRESS
1ST SESSION

H. R. 2329

To develop an immersive, real-life, scenario-based training curriculum for law enforcement personnel, and for other purposes.

IN THE HOUSE OF REPRESENTATIVES

APRIL 15, 2019

Mr. RYAN introduced the following bill; which was referred to the Committee on the Judiciary

A BILL

To develop an immersive, real-life, scenario-based training curriculum for law enforcement personnel, and for other purposes.

1 *Be it enacted by the Senate and House of Representa-*
2 *tives of the United States of America in Congress assembled,*

3 **SECTION 1. SHORT TITLE.**

4 This Act may be cited as the “Law Enforcement
5 Immersive Training Act of 2019”.

6 **SEC. 2. FINDINGS.**

7 Congress finds the following:

8 (1) Grassroots organizations like the National
9 Association for the Advancement of Colored People,
10 the American Civil Liberties Union, the National

1 Council of La Raza, the National Urban League,
2 National Congress of American Indians, and the Na-
3 tional Asian Pacific American Legal Consortium
4 have monitored the issue of police misconduct.

5 (2) Membership associations like the Hispanic
6 American Police Command Officers Association, Na-
7 tional Asian Pacific Officers Association, National
8 Black Police Association, National Latino Peace Of-
9 ficers Association, National Organization of Black
10 Law Enforcement Executives, Women in Law En-
11 forcement, Native American Law Enforcement Asso-
12 ciation, International Association of Chiefs of Police,
13 National Sheriffs' Association, Fraternal Order of
14 Police, and National Association of School Resource
15 Officers have worked for the needs of Federal, State,
16 local, and Indian tribal law enforcement groups and
17 with the civilian community on matters of common
18 interest.

19 **SEC. 3. LAW ENFORCEMENT IMMERSIVE TRAINING CUR-**
20 **RICULUM.**

21 (a) IN GENERAL.—Not later than one year after the
22 date of the enactment of this Act, the Attorney General,
23 acting through the Director of the Office of Community
24 Oriented Policing Services, shall develop an immersive,

1 real-life, scenario-based training curriculum for use in ac-
2 cordance with the grant program under section 4.

3 (b) CURRICULUM.—In developing the curriculum
4 under subsection (a), the Attorney General shall—

5 (1) develop an immersive, real-life, scenario-
6 based training curriculum, which addresses—

7 (A) improving community-police relations;

8 (B) officer safety;

9 (C) officer resilience;

10 (D) situational awareness;

11 (E) physical and emotional responses to
12 stress;

13 (F) critical decision-making and problem-
14 solving;

15 (G) de-escalation;

16 (H) use of force and deadly force; and

17 (I) crisis intervention;

18 (2) consult with relevant professional law en-
19 forcement associations, community-based organiza-
20 tions, and defense and national security agencies in
21 the development and dissemination of the cur-
22 rriculum;

23 (3) provide expertise and technical assistance to
24 entities seeking to implement the curriculum;

1 (4) evaluate best practices of immersive, real-
2 life, scenario-based training methods and curriculum
3 content to maintain state-of-the-art expertise in
4 immersive, real-life, scenario-based learning method-
5 ology; and

6 (5) develop a certification process for entities
7 that have successfully implemented the curriculum.

8 **SEC. 4. LAW ENFORCEMENT IMMERSIVE TRAINING GRANT**
9 **PROGRAM.**

10 (a) **IN GENERAL.**—Beginning on the date that is one
11 year after the date of the enactment of this Act, the Attor-
12 ney General, acting through the Director of the Office of
13 Community Oriented Policing Services, is authorized to
14 make grants to States, units of local government, Indian
15 tribal governments, other public and private entities, and
16 multi-jurisdictional or regional consortia to provide law en-
17 forcement personnel with access to an immersive, real-life,
18 scenario-based training curriculum that is substantially
19 similar to the curriculum developed under section 3.

20 (b) **APPLICATION.**—An applicant seeking a grant
21 under this section shall submit to the Attorney General
22 an application at such time, in such manner, and con-
23 taining such information as the Attorney General may rea-
24 sonably require.

25 (c) **REPORTS.**—

1 (1) GRANTEE REPORTS.—On the date that is
2 one year after receiving a grant under this section,
3 each grant recipient shall submit to the Attorney
4 General a report on—

5 (A) any benefits of, and barriers to, deliv-
6 ering the curriculum to law enforcement per-
7 sonnel; and

8 (B) recommendations for improving the ac-
9 cess of law enforcement personnel to immersive,
10 real-life, scenario-based training.

11 (2) OFFICE OF COMMUNITY ORIENTED POLIC-
12 ING SERVICES REPORTS.—Not later than one year
13 after initially awarding grants under this section,
14 and annually thereafter, the Attorney General, act-
15 ing through the Director of the Office of Community
16 Oriented Policing Services, shall submit to Congress
17 a report on—

18 (A) the number of entities that received
19 grants under this section;

20 (B) the cumulative number and proportion
21 of law enforcement personnel in each State that
22 received training under the immersive, real-life,
23 scenario-based training curriculum described in
24 section 3, or a curriculum that is substantially
25 similar to such curriculum;

1 (C) any benefits of, and barriers to, deliv-
2 ering such curriculum to law enforcement per-
3 sonnel;

4 (D) recommendations for improving the
5 curriculum developed under section 3; and

6 (E) recommendations for improving the
7 grant program under this section.

8 (d) FUNDING.—No additional funds are authorized
9 to be appropriated to carry out this Act. The Attorney
10 General shall carry out this Act using unobligated
11 amounts that are otherwise made available to the Depart-
12 ment of Justice.

13 **SEC. 5. DEFINITIONS.**

14 In this Act:

15 (1) COMMUNITY-BASED ORGANIZATIONS.—The
16 term “community-based organization” means a
17 grassroots organization that monitors the issue of
18 police misconduct and that has a national presence
19 and membership.

20 (2) IMMERSIVE, REAL-LIFE, SCENARIO-BASED
21 TRAINING.—The term “immersive, real-life, sce-
22 nario-based training” means the use of simulations
23 and role-playing to place law enforcement personnel
24 in an interactive learning environment to replicate

1 real-life scenarios or teach particular skills or tech-
2 niques.

3 (3) PROFESSIONAL LAW ENFORCEMENT ASSO-
4 CIATION.—The term “professional law enforcement
5 association” means a law enforcement membership
6 association that works for the needs of Federal,
7 State, local, or Indian tribal law enforcement groups
8 and with the civilian community on matters of com-
9 mon interest.

10 (4) STATE.—The term “State” means any
11 State of the United States, the District of Columbia,
12 the Commonwealth of Puerto Rico, the Virgin Is-
13 lands, Guam, American Samoa, the Commonwealth
14 of the Northern Mariana Islands, and any possession
15 of the United States.

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