

Glossary

The definitions given below are for the purposes of the Innovative Research Call 2020 for Explosives and Weapons Detection.

Checkpoint (non-aviation) – A defined physical barrier where screening takes place, usually at the entrance to a protected building or area. Any person or vehicle who approaches the checkpoint is required to comply with the screening process before they are allowed to proceed / enter.

Component Parts – In the case of firearms this could mean disassembled parts of a weapon which could be reassembled at a later date. This includes ammunition of any calibre suitable for use with a firearm. In the case of an IED, these could include the main charge (explosive), means of initiation, switch or a power source.

Defensive Search – A search where there is no direct intelligence to suggest a threat is present, meaning the *likelihood* of a find is low. However, due to the high *impact* if a threat was found, the *risk* is deemed high and a search is conducted. Examples of this could be a venue search prior to a VIP visit or searching freight before being loaded onto a ferry.

Detection – An indication that a threat was present as part of a defined search. The ‘detector’ does not necessarily provide any further information regarding the nature of the threat (for example, an explosives search dog will indicate the presence of an explosive, but will not further identify it).

Explosive – An energetic material which is used as a component in an Improvised Explosive Device.

Explosive precursor – A chemical compound that can be combined with other chemical substances to manufacture explosives.

False Alarm/Indication – The inaccurate but positive response from a detector or identification device following a test or sample from a non-threat or benign material.

Goods – Any items or materials being transported between locations, not including the vehicle. This does not include people and their associated baggage / personal items.

Identification – The process of positively confirming a specific threat. This could be carried out simultaneously to detection (for example, an explosives trace detector may also provide information on which target analyte has been found), or as a secondary process that is carried out after a detection has been made (for example, a detailed physical search that identifies the presence of a knife following a detection from a walk-through metal detector).

Improvised Explosive Device (IED) – A viable explosive device where all of the required components have been put together to allow it to function.

Island Site – A building or area where the boundary has been secured and entrance/exit of people, vehicles and items is now only possible through a defined checkpoint. Adopting this process gives confidence that a building or area remains free from threats after a full search has been completed.

Manual Search – ‘Hands-on’ search techniques which require a search officer to carry out a detailed and methodical physical search of a person, item or area. This process is usually the ultimate resolution step for any technology-based search technique and confirms the presence of a credible threat.

Nuisance Alarm/Indication – The positive response from a detector or identification device following a test or sample that it is programmed to find but is not an actual threat. An example is a walk-through metal detector giving a positive response or indication on a large bunch of keys.

Process – A defined methodology that describes in detail how a search will be carried out and how any finds will be dealt with. This is necessary to ensure both training and operation are consistent and delivered to an appropriate standard.

Offensive Search – A search where there is direct intelligence to suggest a threat is present, meaning that the *likelihood* of a find is high. An example could be the search of a vehicle for a firearm following a shooting.

Screening – The action of carrying out a search process on an item or individual with the objective of finding a threat.

Search Scenario – The defined concept of operations where equipment and methodology are used to search objects and/or individuals.

Weapon – A ‘weapon’ is defined as a) a ‘live-firing’ firearm of any size (long and short barrel) which is capable of firing a bullet, b) deactivated firearms, c) ‘blank-firing’ or replica firearms, d) improvised firearms, e) a bladed item of any size which could be used to stab or slash, and f) a spiked item which could be used to stab.