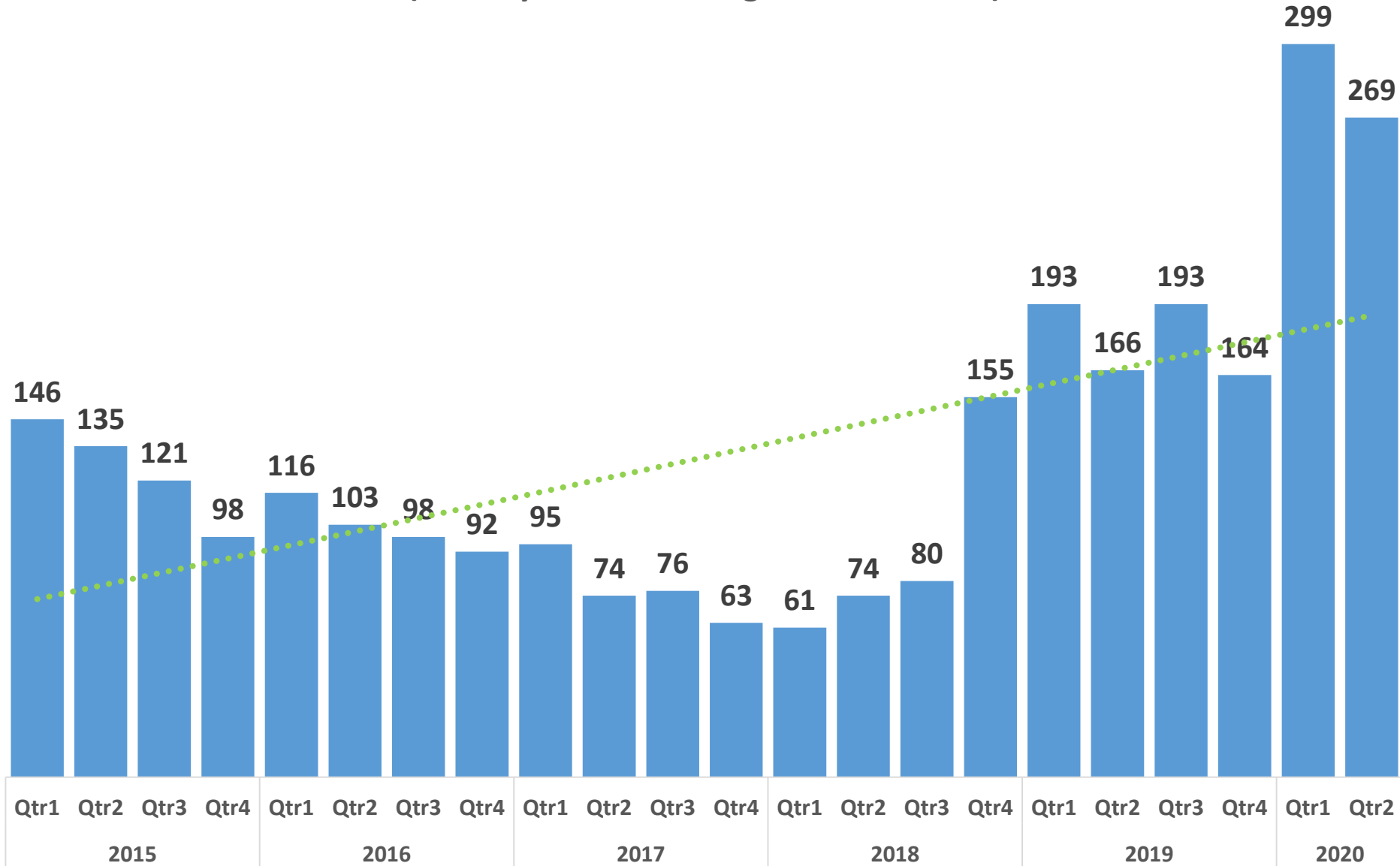


# Total Use of Force Incidents Per Quarter

(January 1, 2018 through June 30, 2020)

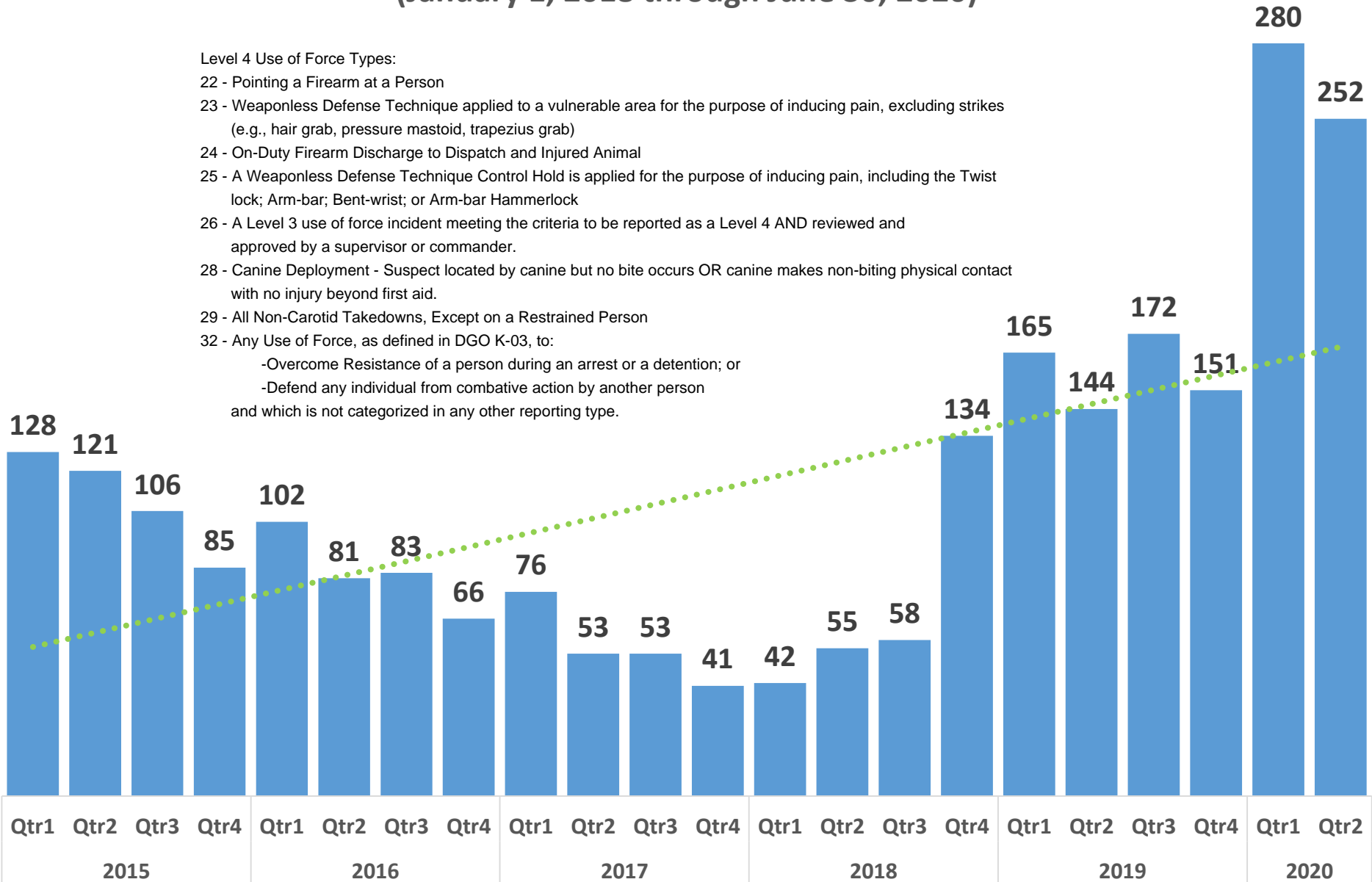


# Total Level 4 Incidents Per Quarter

(January 1, 2018 through June 30, 2020)

Level 4 Use of Force Types:

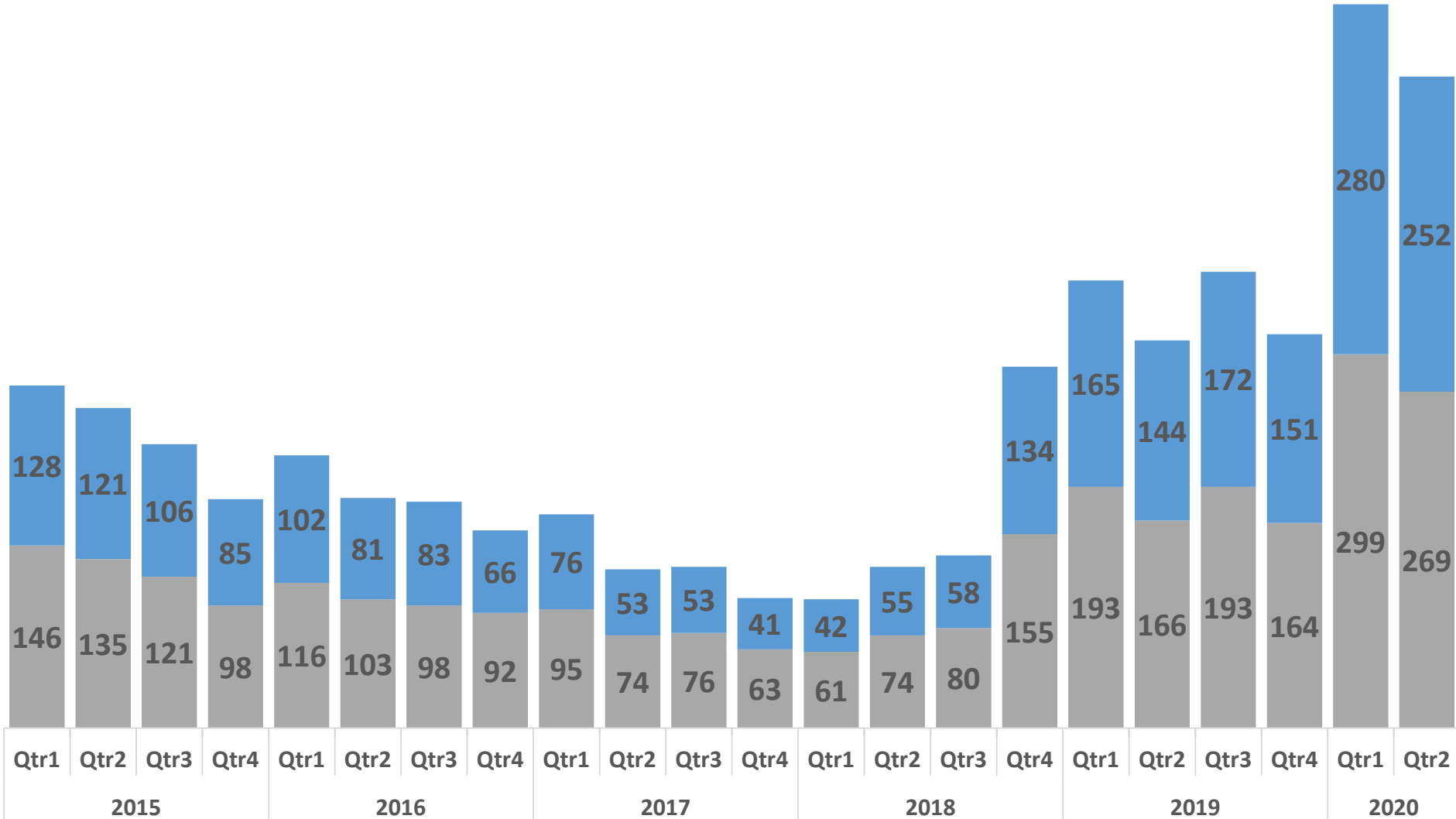
- 22 - Pointing a Firearm at a Person
- 23 - Weaponless Defense Technique applied to a vulnerable area for the purpose of inducing pain, excluding strikes (e.g., hair grab, pressure mastoid, trapezius grab)
- 24 - On-Duty Firearm Discharge to Dispatch and Injured Animal
- 25 - A Weaponless Defense Technique Control Hold is applied for the purpose of inducing pain, including the Twist lock; Arm-bar; Bent-wrist; or Arm-bar Hammerlock
- 26 - A Level 3 use of force incident meeting the criteria to be reported as a Level 4 AND reviewed and approved by a supervisor or commander.
- 28 - Canine Deployment - Suspect located by canine but no bite occurs OR canine makes non-biting physical contact with no injury beyond first aid.
- 29 - All Non-Carotid Takedowns, Except on a Restrained Person
- 32 - Any Use of Force, as defined in DGO K-03, to:
  - Overcome Resistance of a person during an arrest or a detention; or
  - Defend any individual from combative action by another person
 and which is not categorized in any other reporting type.



# Total Level 4 UOF Incidents Against Total UOF Incidents Per Quarter

(January 1, 2018 through June 30, 2020)

■ Total UOF Incidents ■ Total Level 4 Incidents

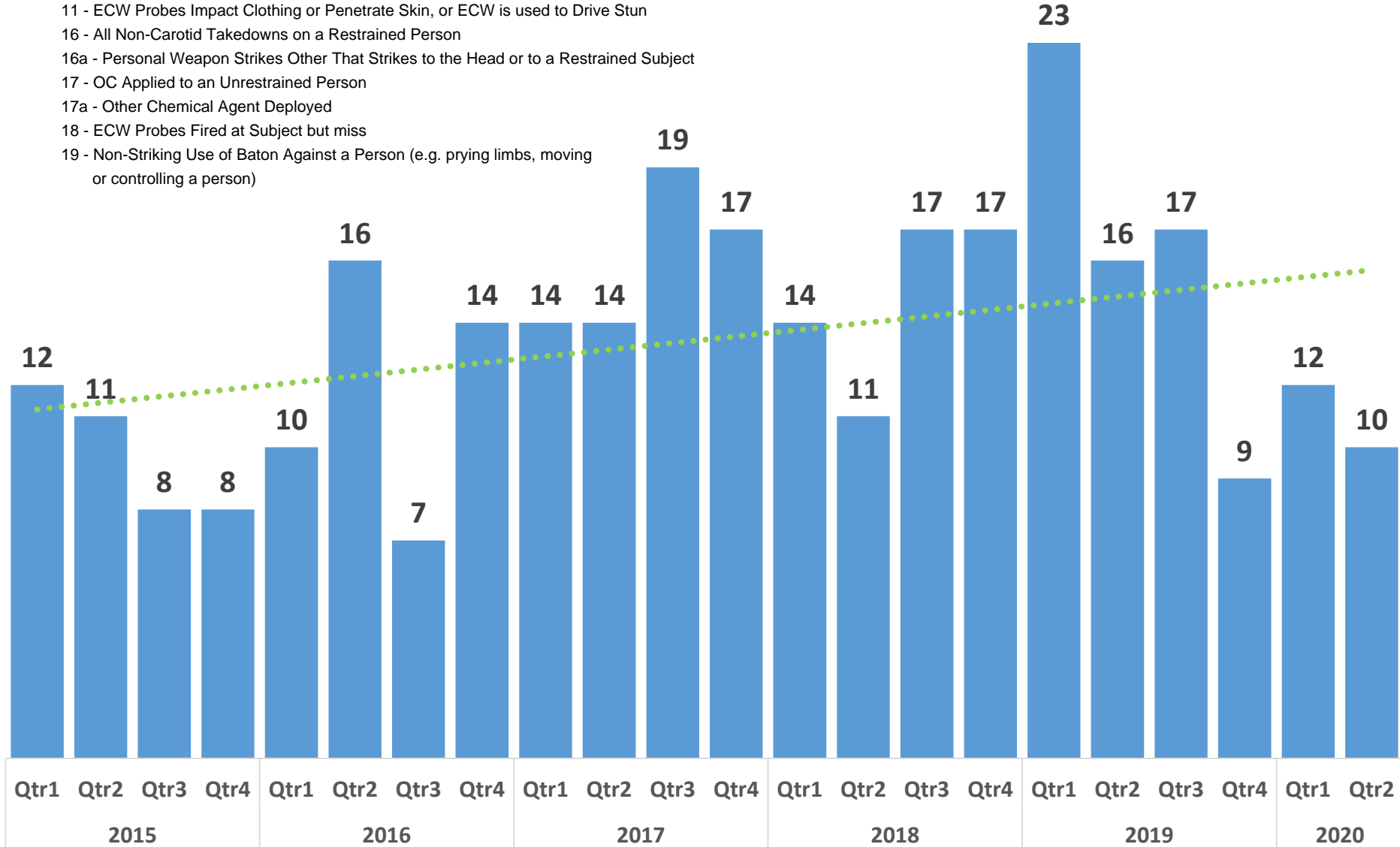


# Total Level 3 Incidents Per Quarter

(January 1, 2018 through June 30, 2020)

Level 3 Use of Force Types:

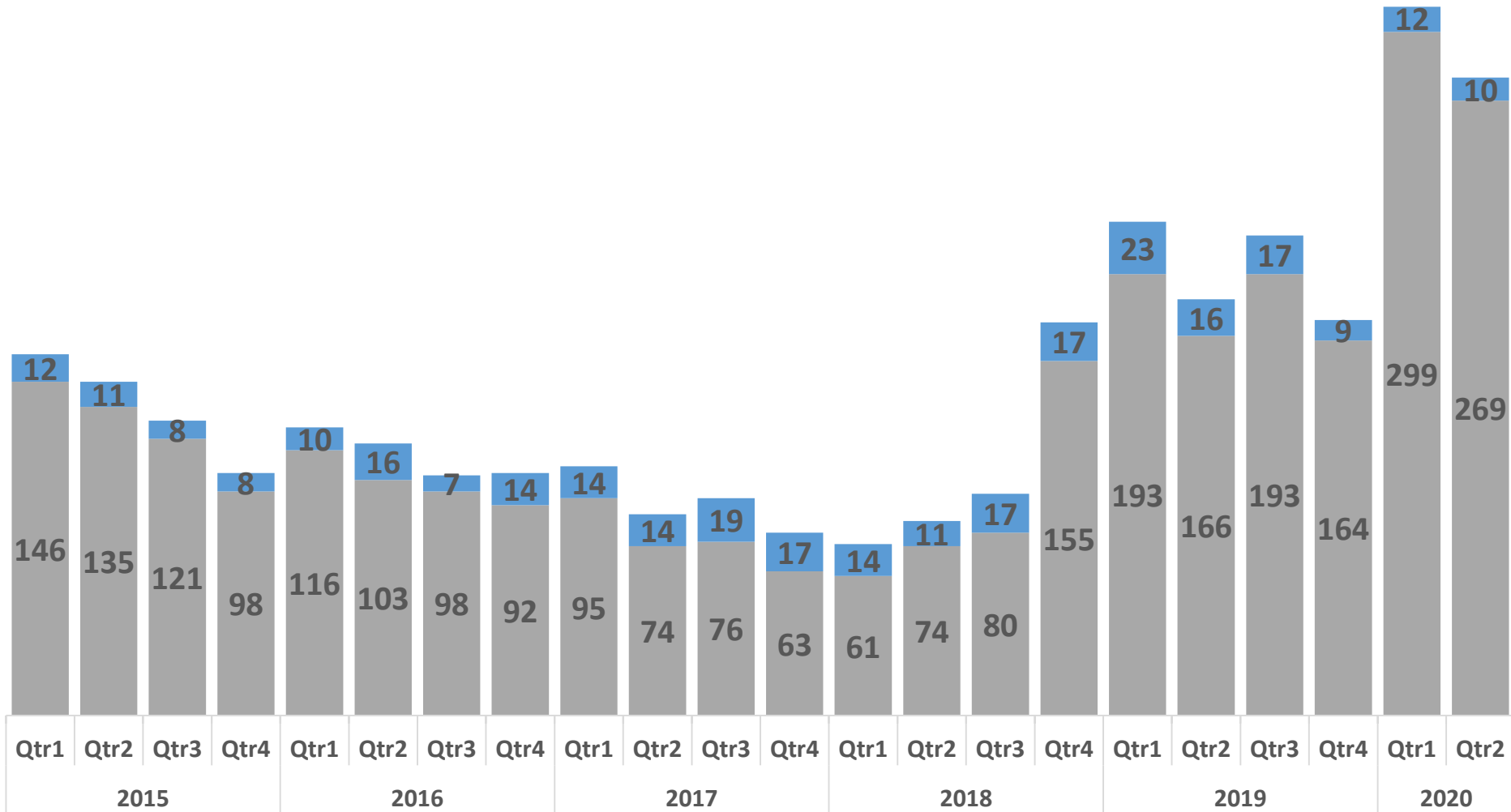
- 11 - ECW Probes Impact Clothing or Penetrate Skin, or ECW is used to Drive Stun
- 16 - All Non-Carotid Takedowns on a Restrained Person
- 16a - Personal Weapon Strikes Other Than Strikes to the Head or to a Restrained Subject
- 17 - OC Applied to an Unrestrained Person
- 17a - Other Chemical Agent Deployed
- 18 - ECW Probes Fired at Subject but miss
- 19 - Non-Striking Use of Baton Against a Person (e.g. prying limbs, moving or controlling a person)



# Total Level 3 UOF Incidents Against Total UOF Incidents Per Quarter

(January 1, 2018 through June 30, 2020)

■ Total UOF Incidents ■ Total Level 3 Incidents



# Total Level 2 Incidents

## Per Quarter

(January 1, 2018 through June 30, 2020)

Level 2 Use of Force Types:

9 - Personal Weapon Strikes to the Head or to a Restrained Person

10 - Use of Carotid Restraint, including Carotid Takedown, without loss of Consciousness

12 - Impact/Impromptu Impact Weapon with Contact - Regardless of Injury

13 - Any Use of Force Resulting in Injury Which Requires Treatment in a Hospital or Medical Facility Beyond What is Required by Basic First Aid (other than a Level 1 Force Type)

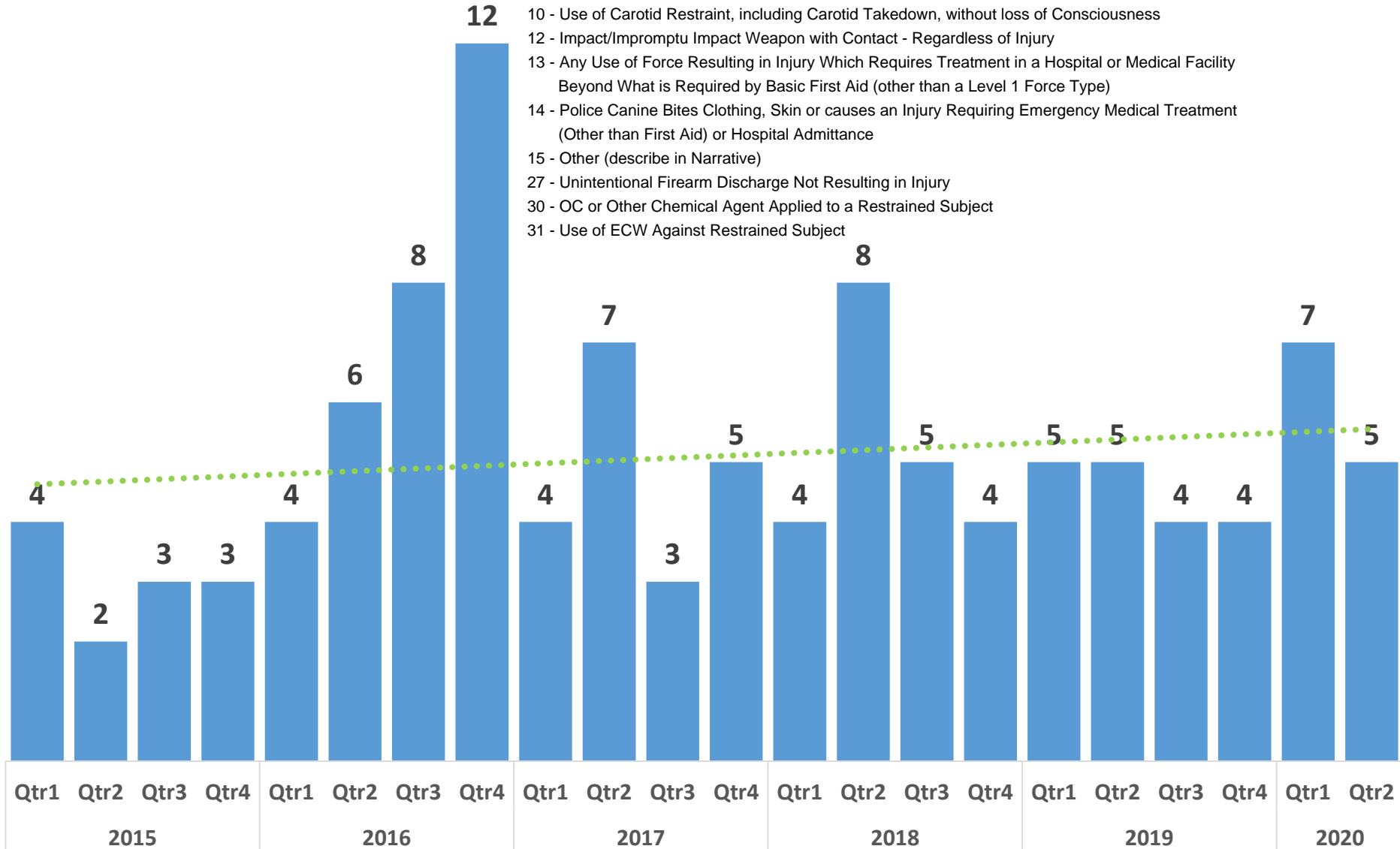
14 - Police Canine Bites Clothing, Skin or causes an Injury Requiring Emergency Medical Treatment (Other than First Aid) or Hospital Admittance

15 - Other (describe in Narrative)

27 - Unintentional Firearm Discharge Not Resulting in Injury

30 - OC or Other Chemical Agent Applied to a Restrained Subject

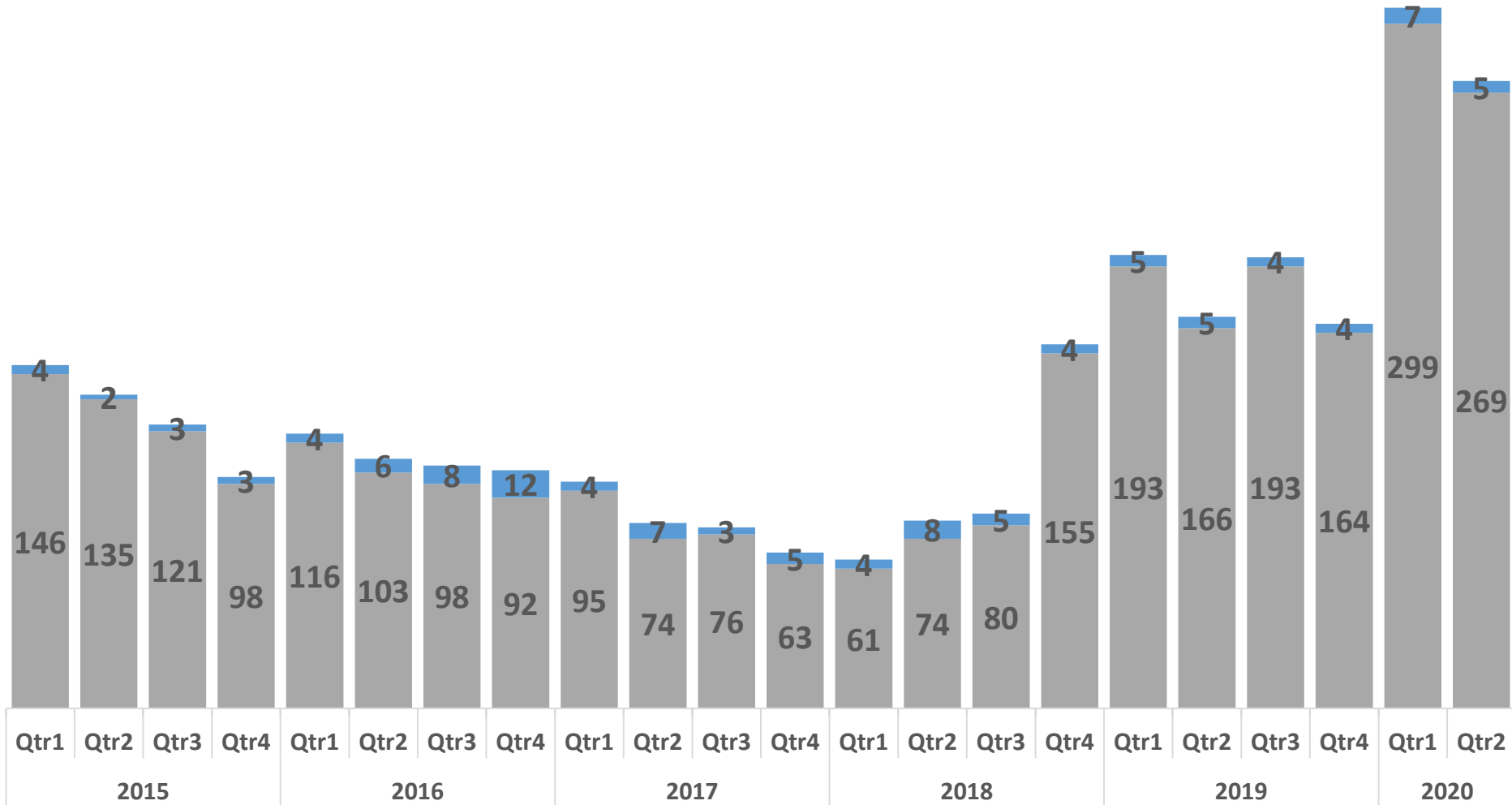
31 - Use of ECW Against Restrained Subject



# Total Level 2 UOF Incidents Against Total UOF Incidents Per Quarter

(January 1, 2018 through June 30, 2020)

■ Total UOF Incidents ■ Total Level 2 Incidents

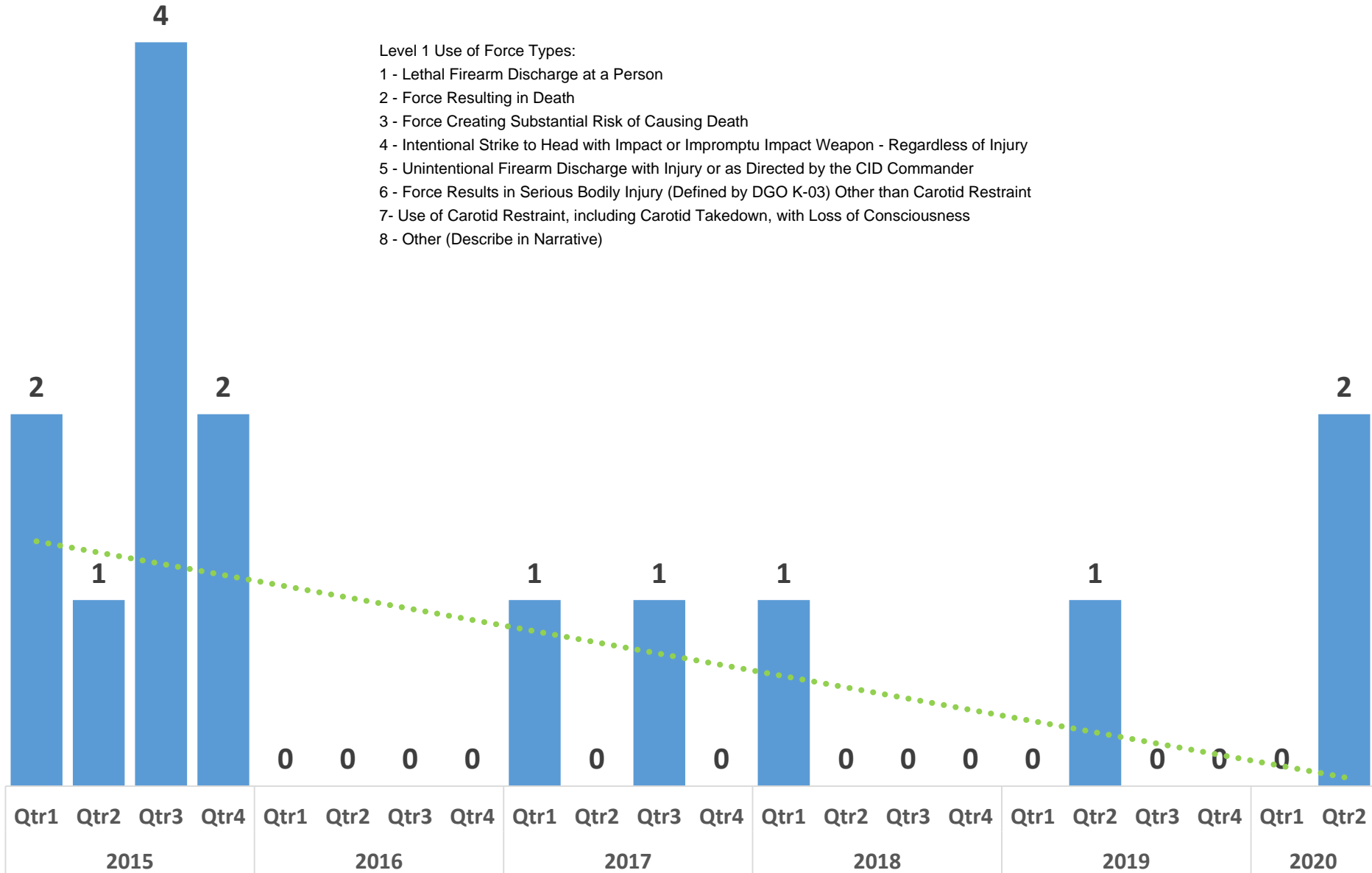


# Total Level 1 Incidents Per Quarter

(January 1, 2018 through June 30, 2020)

Level 1 Use of Force Types:

- 1 - Lethal Firearm Discharge at a Person
- 2 - Force Resulting in Death
- 3 - Force Creating Substantial Risk of Causing Death
- 4 - Intentional Strike to Head with Impact or Impromptu Impact Weapon - Regardless of Injury
- 5 - Unintentional Firearm Discharge with Injury or as Directed by the CID Commander
- 6 - Force Results in Serious Bodily Injury (Defined by DGO K-03) Other than Carotid Restraint
- 7 - Use of Carotid Restraint, including Carotid Takedown, with Loss of Consciousness
- 8 - Other (Describe in Narrative)





# Total Level 1 UOF Incidents Against Total UOF Incidents Per Quarter

(January 1, 2018 through June 30, 2020)

■ Total UOF Incidents ■ Total Level 1 Incidents

