

Effective: June 20, 2023

Supersedes: N/A

Distribution: Department Members

PURPOSE: This Order establishes department policy for the use of intermediate weapons.

05-15-1 POLICY

It is the policy of this department that enforcement members shall only use an intermediate weapon when it is reasonable, necessary, and proportional to effectively and safely resolve an incident, based on the totality of circumstances, and in accordance with department policy and training. Using an intermediate weapon during an incident is considered a use of force and shall be documented in accordance with the guidelines stipulated in Procedure Manual 05-03, Documenting, Reporting, and Investigating Use of Force.

05-15-2 USE OF INTERMEDIATE WEAPONS

- A. Except as otherwise provided by this Order, department-issued intermediate weapons may be used in situations where the subject's actions constitute Active Resistance (e.g., pulling/pushing away, blocking), Active Aggression (e.g., advancing, challenging, punching, kicking, grabbing, wrestling) or when the enforcement member reasonably believes that lower forms of empty hand control will be inadequate or unsafe.
- B. Enforcement members are authorized to use department-approved control techniques and intermediate weapons to:
 - (1) Protect the enforcement member or others from injury or death.
 - (2) Stop potentially dangerous and unlawful behavior.
 - (3) Protect subjects from injuring themselves.
 - (4) Make a lawful arrest.
- C. Intermediate weapons authorized and issued by the department include:
 - (1) Electro-Muscular Disruption Devices (Taser X26P, Taser 10)
 - (2) Collapsible Baton (Armament Systems and Procedures)
 - (3) CS OC Spray (Aerko International, Freeze +P)

All procedures related to documenting the use of force shall be followed in accordance with the guidelines stipulated in Procedure Manual 05-03, Documenting, Reporting, and Investigating Use of Force.

DIRECTOR

Annual Review Responsibility:	Organizational Development Division
Accreditation Standards:	CALEA 4.3.4