

# Force Options Used And Their Effectiveness

From 1/1/2014 through 12/1/2014

Force Options	Used Not Effective	Used & Effective	Most Effective	Unknown Effectiveness	Total Incident Count	Effective Count % Effective
<b>Physical Strength</b>	514	5443	1430	22	7409	6895
	6.94%	73.46%	19.3%	0.3%		93.06%
<b>Control Hold (wOut Impact Weapon)</b>	162	1348	406	14	1930	1768
	8.39%	69.84%	21.04%	0.73%		91.61%
<b>Pressure Points</b>	132	245	74	2	453	321
	29.14%	54.08%	16.34%	0.44%		70.86%
<b>Control Hold (with Impact Weapon)</b>	8	35	10	0	53	45
	15.09%	66.04%	18.87%	0%		84.91%
<b>Safety Control Chair</b>	12	85	4	0	101	89
	11.88%	84.16%	3.96%	0%		88.12%
<b>Maximum Restraint</b>	84	636	236	2	958	874
	8.77%	66.39%	24.63%	0.21%		91.23%
<b>Extended Range Impact Weapon</b>	10	6	2	0	18	8
	55.56%	33.33%	11.11%	0%		44.44%
<b>40 MM Foam Baton</b>	4	0	0	2	6	2
	66.67%	0%	0%	33.33%		33.33%
<b>Chemical Agents</b>	120	256	138	6	520	400
	23.08%	49.23%	26.54%	1.15%		76.92%
<b>Distraction Techniques</b>	0	0	0	0	0	0
	NaN%	NaN%	NaN%	NaN%		NaN%
<b>Take Downs</b>	71	1361	400	10	1842	1771
	3.85%	73.89%	21.72%	0.54%		96.15%
<b>Carotid Restraint</b>	99	97	42	8	246	147
	40.24%	39.43%	17.07%	3.25%		59.76%

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<b>Air Taser</b>	2	10	0	0	12	10
	16.67%	83.33%	0%	0%		83.33%
<b>Taser X26</b>	84	112	74	13	283	199
	29.68%	39.58%	26.15%	4.59%		70.32%
<b>Taser X2</b>	2	4	2	0	8	6
	25%	50%	25%	0%		75%
<b>Taser X2 Arc Warning</b>	4	8	5	0	17	13
	23.53%	47.06%	29.41%	0%		76.47%
<b>Personal Body Weapons</b>	119	391	138	6	654	535
	18.2%	59.79%	21.1%	0.92%		81.8%
<b>Hard Impact Weapons</b>	23	37	16	0	76	53
	30.26%	48.68%	21.05%	0%		69.74%
<b>Pointing A Firearm</b>	227	1042	354	35	1658	1431
	13.69%	62.85%	21.35%	2.11%		86.31%
<b>Total Force Counts</b>	<b>1671</b>	<b>11104</b>	<b>3324</b>	<b>120</b>	<b>16238</b>	<b>14567</b>
						<b>89.71%</b>