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COMMUNICATIONS OPERATIONS LAW ENFORCEMENT POLICY

Policy No.	4745	Date Issued:	June 1, 1996
Section: Accreditatior	4700 – Specific Procedures 1 Standards: None	Date Revised:	November 8, 2021
SUBJECT: DRUNK SUBJECTS DocuSigned by: Wis Mony APPROVED: Chairperson, Law Enforcement Users Subcommittee APPROVED: Amethyst Uchida, General Manager			

1.0 Policy

Intoxicated or drunk subjects can pose a threat to themselves or others as well as cause a public nuisance. The first priority of law enforcement is to check the welfare of any person reported as drunk and then to mitigate any public safety or nuisance issue.

REMEMBER, IT IS ALWAYS BETTER TO SEND TWO (2) UNITS WHEN THERE IS A QUESTION OF OFFICER SAFETY. THE FIRST UNIT ON SCENE CAN ALWAYS CANCEL THE COVER UNIT IF NOT NEEDED.

2.0 Procedure

2.1 Upon receipt of a call of a drunk subject, dispatchers will first ascertain if the subject is suffering from any medical condition or injury. If it is determined that medical attention is needed, or the subject is "passed out", the dispatcher should immediately create a law incident using Type Codes 'INTOX2' or 'DOWN' and then using associated incidents to create a Fire/EMS response. After the calls have been created and all pertinent law incident information has been obtained, including scene security information, the call will be processed through the emergency medical dispatch (EMD) program. As time permits, an appropriate ProQA code will be updated and pre-arrival instructions given. Dispatchers should always advise fire/EMS responders of any scene security issues and that law enforcement unit(s) are also enroute.

- 2.2 If it is determined that no medical attention is required, dispatchers will ascertain the following:
 - Location of the subject and direction of travel
 - Number of subjects and descriptions
 - Activity of the subject, i.e. causing a disturbance, in and out of traffic, etc.
- 2.3 If it is determined that the subject is in immediate danger, or is an imminent threat to public safety, dispatchers should dispatch a unit(s) using the Type Code 'INTOX2'.
- 2.4 If it is determined that the subject is ONLY a public nuisance, dispatchers should dispatch a unit using the Type Code 'INTOX'.
- 2.5 A normal response for a drunk subject is one (1) unit unless the subject is causing a disturbance or is a known drunk that causes disturbances or fights with officers.
- 2.6 When a hospital calls NetCom advising that a drunk subject ready to be "picked up" or transported, i.e. to the jail, and dispatchers are unable to determine the location of where the drunk subject was brought from originally, dispatchers should create a call for the Sheriff's Office.

If dispatchers are able to determine that the drunk subject was originally contacted within a city limit, i.e. Santa Cruz city limits, and transported to a hospital via ambulance or police officer, dispatchers will create a call for that city of jurisdiction, i.e. Santa Cruz Police Department.