



# Jackson Police Department

**Michelle Weber**  
Acting Police Chief

## SUMMARY OF USE OF FORCE INCIDENT AND FINDINGS BY THE JACKSON POLICE DEPARTMENT

### FORCE TYPE\*

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Soft-hand Techniques: Ground Stabilization, control holds.  
In custody injury

### DATE

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10/31/2020 0127 hours

### REASON FOR CONTACT:

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On October 31, 2020 at 0127 hours JPD officers were dispatched to a local bowling alley to investigate a call concerning an intoxicated male wearing a black jacket and khaki pants with a knife making threats outside of the establishment. When the first officer arrived, he successfully handcuffed the subject without incident. A knife was located in the subject's pocket.

It was determined the suspect was in violation of his terms of probation.

The suspect was advised he was under arrest for the probation violation. The suspect's demeanor immediately deteriorated from compliant to rage as he began struggling with the police officer's efforts to place him in the patrol vehicle. The suspect was exhibiting passive and active physical resistance in the form of kicking, flailing, and headbutting with intent to cause bodily injury to the officers. While attempting to put the suspect in the police car he kicked one officer 3 times which connected with the officer's face and left thigh. Another officer sustained 3 kicks to his torso. The suspect was arrested for interference with injury and probation violation.

Suspect sustained injury to his head when he pounded it against the cage in the patrol vehicle.

Minor injury to officer's shin, face, and hands.

### \*LEGEND

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Soft-hand techniques: Physical restraint and control holds to include ground and/or fixed surface stabilization.

Hard-hand techniques: Strikes, kicks, and throws.

Chemical agents: OC Spray or CS Gas.

Impact tools: Straight stick or expandable baton.

Improvised tools: Any object used in a sudden defensive encounter (flashlight, ticket book, etc.)

Less-lethal impact munitions: Drag stabilized bean bag rounds.

Conducted Energy Weapon: Taser

Knives: Deadly Force Option

Firearms: Deadly Force Option

Vehicles: Deadly Force Option