

**Force Options Used and Their Effectiveness
2014**

Type of Force	Used Not Effective	Used & Effective	Most Effective	Unknown Effectiveness	Total Used	Effective Used
PhysicalStrength	634 8.42%	5,339 70.93%	1,345 17.87%	209 2.78%	7,527 100.00%	6,893 91.58%
ControlHoldWOutWeapon	123 8.47%	983 67.65%	302 20.78%	45 3.10%	1,453 100.00%	1,330 91.53%
PressurePoints	92 26.59%	191 55.20%	54 15.61%	9 2.60%	346 100.00%	254 73.41%
ControlHoldWWeapon	3 6.67%	25 55.56%	14 31.11%	3 6.67%	45 100.00%	42 93.33%
SafetyControlChair	8 12.70%	48 76.19%	6 9.52%	1 1.59%	63 100.00%	55 87.30%
MaximumRestraint	57 10.11%	360 63.83%	136 24.11%	11 1.95%	564 100.00%	507 89.89%
ExtendedRangImpactWeapon	15 45.45%	12 36.36%	5 15.15%	1 3.03%	33 100.00%	18 54.55%
ExtendedRangImpactWeapon40MM	6 75.00%	0 0.00%	0 0.00%	2 25.00%	8 100.00%	2 25.00%
ChemicalAgents	68 17.35%	212 54.08%	99 25.26%	13 3.32%	392 100.00%	324 82.65%
DistractionTechniques	0 N/A	0 N/A	0 N/A	0 N/A	0 N/A	0 N/A
TakeDowns	45 3.90%	838 72.55%	247 21.39%	25 2.16%	1,155 100.00%	1,110 96.10%
CarotidRestraint	62 41.61%	60 40.27%	26 17.45%	1 0.67%	149 100.00%	87 58.39%
Taser	85 31.48%	105 38.89%	68 25.19%	12 4.44%	270 100.00%	185 68.52%
PersonalBodyWeapons	182 18.46%	567 57.51%	201 20.39%	36 3.65%	986 100.00%	804 81.54%
HardImpactWeapons	21 18.10%	83 71.55%	12 10.34%	0 0.00%	116 100.00%	95 81.90%
PointFirearmAtPerson	124 12.07%	655 63.78%	218 21.23%	30 2.92%	1,027 100.00%	903 87.93%
All Force Types	1,525 10.79%	9,478 67.06%	2,733 19.34%	398 2.82%	14,134 100.00%	12,609 89.21%

**Force Options Used and Their Effectiveness
2015**

Type of Force	Used Not Effective	Used & Effective	Most Effective	Unknown Effectiveness	Total Used	Effective Used
PhysicalStrength	497 5.49%	6,622 73.09%	1,733 19.13%	208 2.30%	9,060 100.00%	8,563 94.51%
ControlHoldWOutWeapon	138 8.57%	1,107 68.72%	324 20.11%	42 2.61%	1,611 100.00%	1,473 91.43%
PressurePoints	120 35.19%	162 47.51%	41 12.02%	18 5.28%	341 100.00%	221 64.81%
ControlHoldWWeapon	2 4.44%	26 57.78%	15 33.33%	2 4.44%	45 100.00%	43 95.56%
SafetyControlChair	10 11.76%	60 70.59%	12 14.12%	3 3.53%	85 100.00%	75 88.24%
MaximumRestraint	43 6.78%	406 64.04%	179 28.23%	6 0.95%	634 100.00%	591 93.22%
ExtendedRangImpactWeapon	0 0.00%	15 65.22%	6 26.09%	2 8.70%	23 100.00%	23 100.00%
ExtendedRangImpactWeapon40MM	0 N/A	0 N/A	0 N/A	0 N/A	0 N/A	0 N/A
ChemicalAgents	51 15.60%	161 49.24%	106 32.42%	9 2.75%	327 100.00%	276 84.40%
DistractionTechniques	0 N/A	0 N/A	0 N/A	0 N/A	0 N/A	0 N/A
TakeDowns	58 4.89%	865 72.93%	234 19.73%	29 2.45%	1,186 100.00%	1,128 95.11%
CarotidRestraint	34 36.17%	33 35.11%	26 27.66%	1 1.06%	94 100.00%	60 63.83%
Taser	50 23.36%	96 44.86%	39 18.22%	29 13.55%	214 100.00%	164 76.64%
PersonalBodyWeapons	142 20.58%	367 53.19%	121 17.54%	60 8.70%	690 100.00%	548 79.42%
HardImpactWeapons	22 24.44%	37 41.11%	21 23.33%	10 11.11%	90 100.00%	68 75.56%
PointFirearmAtPerson	196 12.29%	1,036 64.95%	317 19.87%	46 2.88%	1,595 100.00%	1,399 87.71%
All Force Types	1,363 8.52%	10,993 68.73%	3,174 19.84%	465 2.91%	15,995 100.00%	14,632 91.48%