General Order

Houston Police Department

ISSUE DATE:

NO.

April 3, 2017

500-20

REFERENCE: Supersedes all prior conflicting Circulars and Directives, and General Order 500-20, dated August 11, 2010

SUBJECT: TREATMENT OF PRISONERS, SUSPECTS, AND OTHER CITIZENS

POLICY

Employees of the Houston Police Department shall treat all prisoners, suspects, and citizens in a humane and lawful manner. This General Order applies to all employees.

1 GUIDELINES

Employees shall avoid all unnecessary physical contact with all prisoners, suspects, and other citizens. Unnecessary contact may include, but is not limited to, pushing, shoving, dragging, punching, or kicking.

Employees shall not place handcuffs on prisoners tighter than is necessary to ensure the prisoner does not remove the handcuffs. Tightening the handcuffs to the point circulation is impaired is prohibited. Officers shall double lock the handcuffs to ensure that they are not inadvertently tightened during transport.

2 REPORTING REQUIREMENTS

All employees are reminded of their duty to ensure the safety of all suspects, prisoners, and citizens. Mandatory reporting requirements are outlined in General Order 200-03, **Investigation of Employee Misconduct**, regarding the mistreatment of prisoners, suspects, or citizens. Failure to report even minor mistreatment of any person shall result in disciplinary action.

Supervisors who witness mistreatment or are present at the scene where mistreatment is occurring or is alleged are responsible for ensuring the safety of suspects, prisoners, and citizens. Supervisors are also responsible for ensuring that all necessary department notifications are made, incident reports are generated, and forms are completed.

3 RELATED GENERAL ORDERS

200-03, Investigation of Employee Misconduct

200-08. Conduct and Authority

300-32, Processing Complaints and Employee Issues

500-01, Effecting Arrests and Searches

500-02, Handling and Transporting Prisoners and Other Persons

600-17, Response to Resistance

Art Acevedo Chief of Police