

# LASD Pursuit full guide

- The following document will provide you with all the knowledge required to effectively participate in a pursuit.
  - This document will provide you with tips and recommended actions which you can take during any type of pursuit.
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## Introduction

You are actively engaged in a pursuit when you are chasing a suspect who's on foot, using a vehicle or any type of transport for the purpose of evading law enforcement.

During (and after) a pursuit you have to follow some procedures.

Most pursuits are started because the suspect seeks to avoid capture by the police, most likely because they committed a crime or are in possession of an illegal firearm. Suspects may also seek to avoid police when they get a ticket or get fined, which is a rare thing, but still happens.

Officers are expected to always be aware of the risk that a suspect can start evading and must always be prepared to engage in a pursuit.

One recommendation when you are in a traffic stop is to make sure you always plan your fastest route to the driver seat.

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# Pursuit

## **Stage 1: Initial pursuit.**

The suspect starts evading. Like mentioned before, you have to be prepared. Immediately run to your driver's seat using your planned route and initiate a pursuit. Using the radio, communicate with your fellow LASD members and inform them of an on-going pursuit. To save yourself a crash, instead of typing 10-80 type only 80, as most of the officers will understand. Update your location and if possible request spikes (10-81 or 81 for short).

## **Stage 2: Main pursuit.**

You've passed stage one and are now actively chasing a suspect. During the chase you have to keep your location updated using the radio (quick radio feature using the button Y). When there are additional units in the pursuit, the one who started the pursuit is the primary unit, then the second unit after him, etc. If an HSU unit joins the pursuit, the LASD officers must give way to the HSU unit and let him become the primary.

## **Stage 3: Pursuit is C4/Terminated.**

There are 2 outcomes for stage 3. Either the suspect was caught and arrested or the suspect got away.

*First outcome:* suspect was caught. When a suspect was pitted, crashed or grappled you must not charge for the suspect.



Instead of charging for the suspect you should park as shown in the picture, making sure the side of your car is pointing to the suspect's vehicle. This aims to protect you in case of a situation, where the suspect starts firing at officers, as the car will provide you cover. You must not charge to prevent yourself getting killed. If a suspect starts running on foot, make sure you chase him with your vehicle as long as possible so you are still covered and once again do not charge in for the arrest as the suspect may be armed. As soon as you are SURE the suspect is unarmed and not dangerous you may engage in a foot pursuit.

*Second outcome:* You lost eyes and the suspect got away. In case of a situation, where the suspect got away you must communicate using the radio and tell them you terminated the pursuit, this prevents other LEO from following you to join in the pursuit. When you terminate the pursuit, you must provide all the details possible (vehicle model, color, plate, occupant, 4/2 seater, amount of occupants, armed or dangerous) and proceed to issue a BOLO.

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## Rules

There are strict rules you have to follow during a pursuit.

- **Overtaking:** Overtaking during a pursuit is strictly prohibited and is seen as a reckless action from the officer. Overtaking is a risk for the general public, civilian lives and fellow officers who are taking part in the pursuit. Overtaking can cause you to crash into vehicles, ruin the pursuit, cause accidents. This action will be seen as reckless driving and will get you heavily punished.

Overtaking is only allowed when an officer in front of you has to stop, ran out of gas or crashed.

- Wrong side of the road: During a pursuit, driving on the wrong side of the road is strictly prohibited and is reckless driving which you can get heavily infracted for. Driving on the wrong side of the road can cause you to crash into a vehicle head-on, which can cause a very serious incident. In an unavoidable case, where you find yourself on the wrong side of the road, use the emergency lane or quickly get off the road to avoid any incoming cars.
- Crashing: During a pursuit, when you crash into an obstacle, you must not do anything that interrupts the pursuit. You must not back up, turn right back into the road, cut off officers. When you have crashed, you must stay still until you are 100% confident all the LEO cars have passed and the road is clear to get back on. This prevents any rogue officers possibly stopping all the units in their tracks and losing the suspect because they crashed into their vehicle. At times when you lose a significant amount of speed, you must yield to all the other officers.
- HSU units: During a pursuit, when an HSU unit joins the pursuit, all the officers must yield to the HSU unit so it can take primary. They may only yield if it's possible to do so. Yielding to grappler units is also recommended, as grapplers can stop a suspect in the most efficient way possible.

You must strictly follow all the rules provided at all times during a pursuit, breaking these rules may cause you to get infracted.

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## Spiking

Spiking is one of the best ways to deal with a pursuit. This includes using a valuable piece of equipment given to LEOs - spike strips and stop sticks.

The most recommended thing to LASD officers is to spike suspects.

You don't always have to chase the suspect using your vehicle. Having the slowest car in your team doesn't mean being the most irrelevant member of your team. Spiking may be one of the safest ways to end a pursuit. If you don't have the ability to chase the suspect - intercept him using spikes. Communicate effectively using the radio and end pursuits deploying spikes. The most recommended places to spike on is either riverside drive or the landmark (red) bridge on the highway. This is because suspects tend to speed up on these strips of road, which can cause their cars not to be able to turn at such high speeds and in the process - be easily spiked. Utilize spikes as much as possible.

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## **Airship Support**

Airship support is very useful to LEO. Airship support should be the most used thing in pursuits as it tracks the suspect and keeps their location on the map updated. LEO may request airship support to help them chase suspects. Airship support is especially applicable with spikes, as spikers can always intercept the suspect since the suspect's location is shown on the map. Airship has some limitations and rules. You may not call airship support unless you are positive you have eyes on your suspect and you must request on-duty supervisor's permission (doesn't matter from which department).

This mostly concludes your guide to pursuits. LASD seeks to keep our pursuits realistic and safe. As LEO, we seek to protect the community and keep our streets safe of accidents. Please make sure you follow all the rules provided and utilize all the tips that were given to you. Seek to make our department the safest in LARP.

*Version 1, LASD pursuit full guide, can be updated any time.*

