

COMPLIMENTARY COPY

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Superintendent

**MANUAL
CIVIL
DISTURBANCES**

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FOREWORD

This manual has been prepared to provide the individual Trooper with a ready guide in the handling of assemblages under abnormal conditions.

As representatives of the State of Maryland, we are charged with enforcing its inherent "police powers." To do this it is imperative that each Trooper understand his duties in the protection of life, the protection of property, and in the protection of individual liberties as guaranteed by our Constitution. Protection of life and property are in themselves problems that tax the best Police thinking. To accomplish this without infringing on individual liberties, natural to our form of government, is an even greater problem--especially in times of great stress.

An attempt has been made here to give each member of the Agency an idea as to why people act as they do under certain abnormal conditions, how these conditions can be prevented from developing, and finally, how to best handle the people involved when unable to prevent these developments.

It must be remembered that no manual can be written that will cover in detail all situations. The best that can be accomplished is to outline a general procedure that, if followed, will be of value on most occasions. Consequently, do not consider this manual a cure-all for our problem; the most that it furnishes are tested tools with which to work.

Chapter 1
Introduction

CHAPTER 1

INTRODUCTION

I. COMMAND

- A. Except as provided in Article 41, Section 15B, Annotated Code of Maryland, 1971 Replacement Volume (see appendage), when members of the Agency of Maryland State Police are made available to local authorities in a situation of the type discussed in this Manual, it should be made clear to those authorities that after aid is requested and received, the Command of State Police personnel will remain with a senior member of this Agency, who will:
 1. Be in full command of the incident or
 2. Coordinate our activities with local agencies in the best interest of good Police procedures.
 3. No member of the Maryland State Police Agency shall be required to obey the orders, or act under the command of any but a superior Officer of his own Agency.
 4. Other Police present at the scene shall remain under the immediate command of their respective superiors, and cooperate in formulating and furthering the plan of action outlined by overall command.
- B. The Maryland State Police Commander must remember that he and his men are representing the State of Maryland.
 1. He should have tentative plans available from which he can quickly formulate an effective plan of action for the particular occasion.
 2. He must display confidence in both himself and his men.
 3. He must take positive, decisive action and be willing to assume full responsibility for the success or failure of this action. He must be constantly evaluating his decision as it is being acted upon, and be prepared to alter his plan if developments indicate the necessity.

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4. He must never forget that he has the duty of protecting the lives and property of the public without infringing upon the individual liberties guaranteed all citizens of the United States.
5. Finally, in a situation of the type being discussed, the Commander, to be effective, must lead. He must exemplify by his own knowledge, tact, bearing, courage, sense of justice and decisiveness just exactly what he requires from his men, and from those involved in the disturbance.

II. PRESS RELATIONS

- A. During any activity of the type covered by this Manual, extensive news coverage may be counted on.
 1. Senior Officer present shall be responsible until the arrival of the Public Information Office (PIO) Representative.
 - a. All information shall be fed to this Officer, who will make the decision regarding release.
 - b. All news inquiries shall be referred to the PIO Representative.
 2. The Senior Officer and PIO Representative must realize the news media have the responsibility of adequately reporting news. He must be tactful and free with information while at the same time he must be cognizant of the fact that some information, if released, may hinder efforts to restore order.
 3. The PIO Representative should establish a headquarters from which to carry out his duties. This headquarters should be equipped with whatever communications equipment is necessary.
 - a. The location of this Headquarters should be publicized to all concerned.

III. DESCRIPTIVE TERMS

- A. Certain descriptive terms are often mentioned when discussing civil disturbances of any type. So that everyone interprets these terms alike, a brief definition of each follows. The definition is based in law; however, Maryland has very little statutory law pertaining to the subject at hand. Most of these terms, then, will be found to be at Common-law, while others find their foundation in the Constitutions of the United States and of Maryland.
1. **AFFRAY** — Includes fighting in a public place, by agreement or otherwise, to the disturbance of the public peace, and aiding therein.

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2. **BREACH OF THE PEACE** — Breaking or disturbing the public peace by any riotous, forcible or unlawful proceeding.
3. **CROWD** — The term itself is indefinite; however, it always implies numbers. Generally the members of a crowd act as individuals and are without organization. A "physical" crowd is a casual and temporary collection of persons, such as people at a shopping center. A "psychological" crowd is a group of people with a common interest.
 - a. **Casual** — The common interest may be any event receiving the crowd's attention for a few minutes.
 - b. **Intentional** — The common interest may be any event receiving the crowd's attention for several hours.
4. **INCITING TO RIOT** — The process of arousing, stirring up, instigating or setting in motion a riotous condition.
5. **MISFEASANCE** — The Public Official performs his duty in such a manner as to infringe upon the rights and privileges of others.
6. **MOB** — A mob is a crowd whose members, acting in a violent and disorderly manner, defy the law and commit, or threaten to commit, damage to property or violence to persons.
7. **NONFEASANCE** — The neglect or failure of a Public Official to perform some act which he is required by duty to perform.
8. **PICKETING** — Consists of posting persons at the approaches to a plant or business being struck against. These persons have the purpose of observing and reporting those workers going to or from the plant, and of influencing workers or customers against entering the establishment.
 - a. The right to peaceful picketing is protected by the Free Speech guarantee of the First Amendment of the United States Constitution as it is applied to the States through the Fourteenth Amendment.
 - b. Coercion must not be an aspect of legal picketing.
9. **POLICE POWERS** — The Police powers of the State may not be tightly defined. They are, however, concluded to be those restrictions necessary to protect the public safety, health or morals. "Police Power" is not unlimited or uncontrollable since it is subject to the supervision of the Courts. The Legislature, though, is vested with broad powers to determine not only what is injurious to public safety, health or morals, but what measures are necessary to protect them.
 - a. Law Enforcement Officers, in preserving the public peace and protecting life and property, may find it necessary to

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impose and enforce certain temporary regulations of an emergency nature that are quasi-legislative. These acts will be considered a necessary element of the State's "Police powers" if they are not arbitrary and do not exceed the need existing at the time.

10. RIOT — A riot is where three or more persons, assembled with intent to carry out a common purpose, execute the same, in whole or in part, in such violent and turbulent manner as is calculated to terrify others.
 - a. All participants are equally liable, regardless of when they joined the assembly.
 - b. Whether the thing to be accomplished is lawful or unlawful is not material.
 - c. Under certain conditions, damage sustained by the public as a result of riot or unlawful assembly is recoverable by suit at law from the county, city or town in whose jurisdiction the riot or tumult occurred. Article 82, Annotated Code of Maryland, 1969 Replacement Volume (see appendage).
11. ROUT — A rout is an unlawful assembly that has moved to accomplish the common purpose of those assembled.
 - a. A rout is between the acts of unlawful assembly and riot.
12. STRIKE — The act of a body of workmen refusing to continue their duties until grievances between employer and employee are settled.
13. UNLAWFUL ASSEMBLY — The meeting of three or more persons with intent mutually to assist one another in the execution of a common purpose by the use of force or other unlawful intent, and attempting or threatening such force, but without actually putting their unlawful design into execution.
 - a. There must always be an unlawful assembly as a prelude to a riot, and in prosecutions for riot the indictment must charge unlawful assembly.

IV. CROWDS AND MOBS

A. CAUSES OF DISTURBANCES

1. SOCIAL — Social causes of disturbances result from racial or religious differences or from excitement stemming from a celebration, a sports event, or a social activity.
2. ECONOMIC — Economic causes of disturbances arise from disagreement between labor and management or from such extreme conditions of privations or poverty that the people will resort to violence to obtain the necessities of life.

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3. **POLITICAL** -- Political causes of disturbances result from attempts to gain political power by other than lawful means.
4. **DISASTER** -- Conditions following disasters may generate violent disturbances among people because of the fear of further catastrophic actions, lack of food, clothing or shelter, or action of lawless elements.
5. **ABSENCE OR FAILURE OF CONSTITUTED AUTHORITY**
-- The absence of authority, or inability or failure of authorities, to exercise their responsibilities may cause a disturbance because persons believe they can violate the law with impunity.

B. TRANSFORMATION OF A CROWD INTO A MOB

1. A crowd develops into a mob when all or most members of the crowd have been instilled with a purpose and with an intent to carry out their purpose, regardless of the consequences. Transformation can be made, for example, by the forceful harangue of a crowd leader, the appearance of an individual of importance to the crowd, or successful accomplishment of an act of violence.

C. MOB TYPES AND CHARACTERISTICS

1. Mob types and characteristics are as follows:
 - a. An aggressive mob riots and terrorizes as in the case of race riots, political riots, or prison riots.
 - b. An escape mob is in a state of panic. In their attempt to secure safety by flight, members of an escape mob may lose their power of reasoning which may lead to their destruction.
 - c. An acquisitive mob is motivated by a desire to acquire something. Mobs in food riots are acquisitive mobs.

D. PSYCHOLOGICAL INFLUENCES CAUSING MOBS

1. **NUMBERS** -- The principle of numbers applies itself to a number of persons in a mob, giving to the members a feeling of strength and security.
2. **SUGGESTION** -- The principle of suggestion applies itself to the spread of ideas without conscious realization and without raising rational thought or objections on the part of the individuals. Members of a mob will accept ideas of a dominant member.

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3. **CONTAGION** — The principle of contagion applies itself to communication of influence from person to person and the transmission of ideas among members of a mob. A mob tends to attract more people.
4. **NOVELTY** — When an individual is confronted by new and strange circumstances, he may not respond according to his usual pattern of action. The specific stimuli which usually govern his actions may be absent, and the lessons of previous experiences, which were employed in solving customary problems may not be applied. Subconsciously, the individual may even welcome the break in his normal routine and may react enthusiastically to new circumstances.
5. **ANONYMITY** — An individual tends to lose selfconsciousness because his identity may be lost in the mob; consequently, he may feel that he will not be blamed for his actions, whatever they may be.
6. **RELEASE FROM REPRESSED EMOTIONS** — The prejudices and unsatisfied desires of the individual which are normally held in restraint are readily released in a mob. The temporary release is a powerful incentive for an individual to participate in mob action because it gives him an opportunity to do things which he has wanted to do but which hitherto he has dared not do.
7. **IMITATION** — The urge to do what others are doing may cause mob actions.

E. MOB ACTIONS

1. **GENERAL** — Members of mobs are limited only by the ingenuity and training of their leaders, and the weapons, supplies, equipment and materials available to them. Leaders may be trained agitators who are determined to create turmoil. The degree of violence will depend upon a number of factors, such as composition of a mob, number of people involved, location, cause of the disturbance, and weapons.
2. **VERBAL ABUSE** — Verbal abuse in the form of obscene remarks, taunts, ridicule and jeers can be expected from a mob.
3. **ATTACKS ON SMALL GROUPS AND VEHICLES** — Mobs may vent their hatred upon an individual or small group who may be beaten, seriously injured or killed. Vehicles may be overturned, set on fire, damaged otherwise or looted.
4. **THROWING OBJECTS** — These objects may include rotten vegetables and fruits, rocks, bottles and improvised bombs.

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The objects can be thrown from various vantage points, such as windows and roofs of nearby buildings.

- a. They may drop acid on Officers from windows, stairways or rooftops.

5. ROLLING VEHICLES OR OBJECTS – When Troopers are located on a slope or at the bottom of a slope, dangerous objects can be rolled toward them. Wheeled vehicles can be driven under their own power toward them, and the drivers can jump out before the vehicles reach the target.

6. USE OF FIRE – Mobs can set fire to buildings or piles of inflammable material to block the advance of Troopers, or to create confusion or diversion.

- a. They may drop gasoline or oil on Officers from buildings or stairways and ignite it.

7. DEMOLITIONS – Mobs can employ gas, dynamite or other explosives in different ways.

- a. Building may be allowed to fill with gas from opened outlets and exploded to block advance of Troopers and to cause confusion or diversion.

8. FIRING AT TROOPERS – Leaders can direct that weapons be fired against Troopers to encourage the mob to more daring and violent action. Firing at Troopers may take the form of sniping or a heavy volume of fire from buildings or from the mob.

9. OTHER – Mob leaders may place women and children or handicapped persons in the front rank nearest the Troopers to play on their sympathy and to discourage the Commander from employing riot control gases or other aggressive methods.

F. PANIC

1. Panic is caused by overpowering fright which results in unreasoning or frantic efforts to secure safety in flight. Panic may be started by rumors, fires, explosions or the use of riot control gases.

2. Public preparation for a disaster will greatly reduce mass panic. The situation may exist where thousands of injured, confused or stunned survivors are seeking to escape from fires and from other sources of danger. Here the major problem is the likelihood that large numbers of people will converge upon limited escape routes.

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V. STRIKE DUTY

A. THE RIGHT TO STRIKE

1. Unless ruled otherwise by a Court or other competent legal authority, workmen have a right to refuse to work under conditions felt to be unfair. It is also the right of every employer to defend his work policies and salary standards. Neither of these concepts is of basic Police interest. What is of interest, however, is that these grievances between management and labor must be settled peacefully. When this is not the case it becomes a Police function to see that the law is complied with. The law as referred to is not that (either Federal or State) dealing with labor-management problems, but rather that dealing with the preservation of peace and good order in the community.

B. THE RIGHT TO PICKET

1. Concurrent with the right to strike is the right of workmen to picket the struck establishment. Here, too, the Police have no interest so long as the picketing is peaceful, and does not interfere with the normal pursuits of the community. This includes maintaining normal traffic flow on streets and sidewalks, and normal exit and entry of the struck establishment.

C. PERFORMING STRIKE DUTY

1. The only function of Police Officers at a strike scene is to preserve the peace and protect life and property. They have no connection whatever with either labor or management; therefore, it must be emphasized that no bias can be indicated either through words or deeds. This may be extremely hard on occasion, especially if there are friends or relatives who have an active part in the strike on either side. The best advice in a situation of this kind is to refrain from any talk with them while on duty, and not discuss the issue when off duty. If possible, it is best not to visit them at all while the strike is in process.
2. Certain procedures should be followed by Police Officers in all strike situations. If followed, the job can be made much easier, and even minor violence may be avoided. These procedures are:

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- a. Strikes, as a normal rule, may be anticipated for some period of time prior to the actual strike. This time allows for the gathering of intelligence to accurately determine what can be expected. Plans for any Police action should be based on this intelligence, and not on complaints of fancied aggravations made by either management or labor. Intelligence should include:
 - 1) Name, business address and telephone number of employer.
 - 2) Name and address of union, union local number, affiliation and telephone number.
 - 3) Kind of business.
 - 4) Number and occupation of employees involved in the dispute.
 - 5) Reason for the dispute.
 - 6) Date strike declared.
 - 7) Number and occupation of employees who will continue to work.
 - 8) Trouble anticipated.
 - 9) Kind of strike (sympathy, wildcat, lockout, secondary).
 - 10) Any additional factors which would aid in determining the number and kind of Police details required.
 - 11) Location, size of the plant, number of exits and entrances, loading platforms, etc.
 - 12) Other buildings or locations which might be affected by the dispute.
 - 13) Time of arrival and departure of employees who will not strike.
 - 14) Transit facilities and routes used.
 - 15) Meal periods for employees, and whether they eat on the premises.
 - 16) Exits, entrances and routes used by employees during meal periods.
 - 17) Time when merchandise is to be received or shipped.
 - 18) Special hazards or other conditions affecting Police duty.
- b. If intelligence indicates the possibility of violence, a Police show of force when the strike begins may prove to be a good psychological deterrent.
 - 1) Only sufficient Troopers should remain on the scene, however, to properly handle the existing problem. Addi-

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tional personnel should be moved to a nearby location and held in reserve.

- c. Prevent parking in the area. Vehicles make excellent cover for any persons wishing to cause trouble.
 - 1) Reserve area away from the scene for Police parking only. Police vehicles should be under guard of sufficient strength to prevent damage.
- d. Prevent blockage of public thoroughfares and private driveways. Normal traffic flow must be maintained, and normal entry and exit must be allowed to business establishments and private homes.
- e. Prevent pickets, or hangers-on, from blocking sidewalks. Pickets may not carry clubs or other weapons. Insist that any signs carried are not mounted on stout poles that can be used as clubs.
 - 1. It may be necessary to limit the activity of pickets, if a breach of the peace is imminent.
- f. Do not fraternize, or allow men to fraternize, with any members of either management or labor. Any conferences must include members of both.
 - 1) They should be made to clearly understand the position of the Police in the matter. Laws should be explained as well as necessary emergency Police regulations taken to enforce those laws. Both sides should be informed that enforcement will be strict and impartial, and cooperation should be demanded.
 - 2) Have the strikers appoint a Captain of the pickets with whom you can deal directly on any matter pertaining to the picketing.
- g. During the strike the securing of intelligence information should be a continuing process. This may be through the use of plainclothesmen frequenting those places where the subject is discussed.
- h. Public address system should be installed at the scene so that any orders, regulations, etc., may be clearly heard by all involved.
- i. Extensive use should be made of cameras, both still and motion picture. These serve as a factor for deterring trouble, and to preserve evidence of law violations. (Highway blockage, driveway blockage, assault and battery, violation of Court Order, etc.).

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- j. Any Police action that becomes necessary should be positive and immediate. Hesitation, or lack of aggressiveness merely aggravates the situation.
 - 1) If trouble on a large scale is developing, there should be no hesitation to committing part, or all, of the reserves as a preventive measure.
- k. If mob action does ensue, procedure as outlined under "Riot Duty" should be placed in operation.

D. LAW VIOLATIONS COMMONLY FOUND IN STRIKE SITUATIONS.

- 1. Assault — Common law misdemeanor
- 2. Assault and Battery — Common law misdemeanor
- 3. Assault with Intent to Murder — Article 27, Section 12 (felony)
- 4. Disturbing the Peace — Article 27, Sections 121, 122, 470 (misdemeanor)
- 5. Drunkenness and Disorderly Conduct — Article 27, Sections 123, 124 (misdemeanor)
- 6. Inciting to Riot — Common law misdemeanor
- 7. Malicious Destruction of Property — Article 27, Section III (misdemeanor)
- 8. Placing of Injurious Substance on Highway — Article 66½, 11-1111 (misdemeanor)
- 9. Resisting or Hindering a Police Officer — Common law misdemeanor
- 10. Riot — Common law misdemeanor
- 11. Rout — Common law misdemeanor
- 12. Throwing Trash on Public or Private Property — Article 27, Section 468 (misdemeanor)
- 13. Unlawful Assembly — Common law misdemeanor
- 14. Unlawful Shooting, Stabbing, Assaulting, etc., to Prevent Lawful Apprehension — Article 27, Section 386 (felony)

VI. RIOT DUTY

- A. It cannot be hoped to cover in detail every possible situation which may occur during a riot. However, the following suggestions should benefit every member of the Agency and may be put to practical use for the prevention and control of riots when the need arises.

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B. SUGGESTIONS FOR THE PREVENTION OF RIOTS

1. All members must immediately report through channels all instances of possible factional disturbances as soon as they are discovered.
 2. Special attention must be given to mass meetings of any kind where there is danger of rioting.
 3. Members working areas where there are frequent factional disturbances must report such conditions to their Commanding Officer. If deemed necessary, Commanding Officers should immediately increase the Police patrol in such neighborhoods.
 4. Whenever it is necessary to make an arrest in neighborhoods where rioting is anticipated, remove the prisoner immediately. The quicker he is removed, the less danger there is of a crowd gathering and getting out of control.
 5. Threatening groups should be carefully dispersed, if possible, without the use of force. Follow up such dispersal by correcting, insofar as possible, the cause of the tension, thus preventing it from smoldering and reducing the probability that a similar situation will recur.
 6. Troopers must always enforce the law fairly and impartially in all areas without regard to racial, religious or political views.
 7. Eliminate gangs by constant patrol.
 8. Assign plainclothes Officers to areas where trouble is expected. Plainclothesmen should be dressed to mix with the persons involved in the expected trouble. No Police identification should be visible on their persons.
 9. Secure the cooperation of minority group leaders to prevent factional disturbances.
- C. It is impossible to outline the specific duties of all members sent to a riot scene. Some will be used primarily in crowd dispersal, others to protect against pillaging or looting, still others, merely held in reserve. But, regardless of his duties, a member must obey orders and carry out his assignment without delay. Delay and hesitation in the execution of orders defeat their very purpose.

D. SUGGESTIONS FOR RIOT CONTROL

1. Rapid mobilization of sufficient men to handle the situation is of vital importance. Delay in getting to the area may allow the riot to gain such momentum that it will be difficult to stop.

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2. A sufficient number of men should be held in reserve near the area. If deemed necessary, ambulance and prisoner details, tear gas, riot gun and first aid personnel, with all necessary equipment, shall be alerted and held in reserve for immediate duty.
3. Close the area affected to vehicular traffic and pedestrian traffic immediately. Keep people off the streets in the area affected. Do not allow crowds to congregate; keep everyone moving. People who are innocent bystanders at a disorder may, upon very slight provocation, be carried away by their own emotions and become members of the mob.
4. Protect places that may invite damage or theft, and arrest looters.
5. In dispersing a crowd, pressure should be applied toward whatever direction it is desired to have the crowd move; do not confine them by blocking exits of escape. To start the crowd moving, it may be necessary to employ part of the force against the rear of the crowd; and as the crowd is broken up, it must be kept moving by strong patrols which prevent any new assemblage, even of small groups.
6. The less force used in restoring order, the more lasting the resultant peace. Avoid hand-to-hand fighting whenever possible. Any unjustified act of violence, arrogance, or viciousness by the Police may turn the sentiments of the spectators to the side of the rioters.
7. Troopers must remain neutral insofar as the dispute is concerned, and will not take sides for or against any group involved, except to enforce the law and to maintain order.
8. Troopers must never try to bluff a mob, or threaten to do things they do not intend to do, or which they cannot carry out. Should the bluff be called, the mob will thereafter neither respect nor fear the Officers, and will probably become more lawless.
9. Attempt to enlist the cooperation of prominent citizens of the affected area. Have them appeal directly to the rioters.
10. If necessary to make arrests, first take into custody the leaders or principals. In doing so you take away the guiding factor of the mob. However, Troopers should not make unnecessary arrests, as this causes the arrested persons to become martyrs to the cause, and may incite the mob to a higher pitch.
11. The Officer in charge should explain the adopted plan of action to every member assigned to duty at the scene of the dis-

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- turbance, and each member should be given specific instructions regarding his duties.
12. Firemen will not be used for crowd control; however, it is of paramount importance that firemen and fire apparatus be furnished with complete protection from the mob.
 13. Smoke has certain advantages in the dispersion of a mob. When it is employed Troopers should don masks to prevent eye, nose and throat irritation.
 - a. Its denseness counters the feeling of strength and security engendered by large numbers of persons in a body.
 - b. It has a minor irritating effect upon the eyes, nostrils and throat.
 - c. It can be used to effectively shield Police movements from the mob.
 - d. Do not use smoke as a bluff in place of gas. It is not as effective and if used as a bluff will only result in the mob gaining confidence.
 14. The use of gas is one of the most drastic measures that Police can use. It should be definitely determined prior to its use that it is necessary and is the only means remaining to disperse the mob short of the use of firearms. Practical use of MSP gas equipment is discussed in detail under "Gas Tactics."
 15. Use of firearms in civilian mob control is a last resort measure. When the point has been reached that it is necessary to use heavy riot weapons, it must be assumed that Police are making a last ditch stand; that this is the only means left of dispersing and controlling the mob element. When it does become necessary, it should be remembered by all concerned that firing must be on command only and that it must be at targets designated by the person in charge.
 - a. No random shooting can be tolerated.
 - b. All riot weapons should be taken to the scene unloaded and should be loaded only on command.
 - c. They should be used only by those persons familiar with the particular weapon. A man trying to use a weapon with which he is not familiar is more dangerous than the mob itself.
 - d. Penal Institutions — Refer to General Order 01-72-29 (See appendage).
 - 1) Service revolvers will not be taken into penal institutions during disturbances.

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16. Once the crowd has begun to disperse, Police details should follow up and keep them moving until even small groups are dispersed. Troopers assigned to this detail should be armed with riot baton in addition to the normal service revolver.
 - a. They should be strictly cautioned that neither the riot baton nor the service revolver will be used except in self-defense or in the defense of another Trooper or civilian.
 - b. Patrols, both motorized and foot, should be assigned to prevent reassembly. Under no circumstances should any of these patrols be assigned to a lone Police Officer.

E. POLICE DOGS

1. During recent years there has been a steady increase in the use of specially trained dogs by Police. These animals have proven to be readily adaptable to use in mob situations, especially those that are in an unorganized state.
2. It must be remembered, however, that dogs, in themselves, are tools of the trade. They have not, and will not, replace the well-trained Police Officer. Any tendency to regard them as infallible must also be avoided. Just as the dog can be trained to work against man, so too, can man be trained to work against dog. Therefore, while their value is unquestioned where the mob is unorganized and not under control of well-trained agitators, this value will be greatly reduced when dealing with a mob under well-disciplined, well-trained control.
 - a. When the use of dogs is contemplated, the Commander should depend upon the advice of K-9 handlers at the scene as they are in the best position to know the abilities of the individual dogs.
 - b. In addition to crowd control and building search, K-9 teams are highly capable in maintaining security of buildings, vehicles, Command Post, etc. It is therefore recommended that a K-9 team be assigned at least one (1) per section.
 - c. Use should be predicated upon written MSP procedure governing same. During incidents requiring a number of K-9 teams, the K-9 Corps Non-commissioned Officer in the area of occurrence will be responsible to assign the requested number of teams from his area of responsibility or through the other K-9 coordinators arrange necessary support. He will be responsible to the senior Officer in charge of the incident to provide K-9 requirements. During maximum commitment of K-9 forces the senior K-9 coordinator will re-

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spond and be responsible for providing K-9 requirement.
(Special Order 04-72-6).

VII. MILITARY ASSISTANCE

A. Unquestionably every citizen of Maryland sincerely hopes that the use of Federal troops in Maryland never again becomes necessary, especially to enforce the law. Police Officers of the State should be even more concerned than others, as this would indicate to all that civilian law enforcement had broken down, that it was either unwilling, or unable, to fulfill its basic responsibilities to the people of Maryland. Certainly, we can foresee developments where the foregoing would be true. We do feel that all members of the Maryland State Police should have a thorough understanding of how the use of Federal troops comes about in a State, and of the policies and procedures that would be used by these troops. To impart this information, we are quoting in part Chapter 2 and all of Chapter 3, Department of the Army Field Manual, FM 19-15, dated September 1968.

1. BASIC POLICIES

a. Military assistance to civil authorities in domestic civil disturbances and disasters is rendered by the United States Army when such assistance is requested or directed in accordance with the laws and executive orders to be hereafter cited. Such assistance will not be undertaken by Commanders without authority cited, unless:

- 1) The overruling demands of humanity compel immediate action to prevent starvation, extreme suffering or property loss.
- 2) Local resources available to State and municipal authorities are clearly inadequate to cope with the situation.
- 3) Major Commanders should be prepared to furnish assistance to civil authorities in domestic civil disturbances and disasters and should utilize resources that are not required in the execution of their essential military missions. In making his resources available to civil authorities, a Military Commander is subject to no authority except that of his superiors.
- 4) The military service having available resources nearest the affected area has the responsibility for providing initial assistance to civil authorities in domestic disturbances. Further operations will be in accordance with

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the mutual agreement between the senior service commanders concerned.

2. THE MILITARY COMMANDER'S RELATIONS WITH OTHER AUTHORITIES

- a. In case of intervention with military forces, military Commander cooperates to the fullest possible extent with the Governor and other State and local authorities, unless such cooperation interferes with the accomplishment of his mission. The Military Commander bears in mind that the suppression of violence without undue force is a worthy military achievement.
- b. **LIAISON** - The Commander maintains liaison with other authorities in order to attain maximum cooperation and coordination in providing military aid and assistance. The liaison may deal with:
 - 1) Preservation of law and order
 - 2) Custody of offender
 - 3) Documentation of evidence
 - 4) Traffic control
 - 5) Reports of disturbances, unusual movements or other information of intelligence value
 - 6) Care of injured
 - 7) Evacuation, housing and feeding
 - 8) Protection, isolation and decontamination of key areas for facilities
- c. Because a civil disturbance is primarily a law enforcement problem, the Command Judge Advocate and Provost Marshal should establish liaison with civil law enforcement agencies from the outset.

3. TYPES OF INTERVENTION AND AID

- a. In addition to the provisions of the United States Constitution and other basic legal principles, there are statutes authorizing intervention with Federal military forces in case of domestic violence, disaster, or for other specific purposes (AR 500-50, AR 500-60 and AR 500-70).

4. TO AID A STATE AT REQUEST OF THAT STATE

- a. Section 4, Article IV of the Constitution makes it the duty of the Federal Government at the request of the legislature of any State or Executive (when the legislature cannot be convened) to protect a State against domestic violence. Congress has authorized the President to intervene with Federal military forces for this purpose (10 U. S. C. 331).

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5. TO ENFORCE THE LAWS OF THE UNITED STATES

- a. Section 3, Article II of the Constitution makes it the duty of the President to see that the laws of the United States are faithfully executed. Whenever, in the judgment of the President, it is impracticable by reason of unlawful obstruction, combinations, assemblages of persons, or rebellion, to enforce the laws of the United States within any State or territory by the ordinary course of judicial proceedings, he is authorized by Congress to intervene with such Federal military forces as he deems necessary for such enforcement or to suppress the rebellion (10 U. S. C. 332).

6. TO PROTECT THE CIVIL RIGHTS OF CITIZENS WITHIN A STATE

- a. The Fourteenth Amendment to the Constitution forbids any State to deny the equal protection of the laws to any citizen of the United States within its jurisdiction. In implementation of this provision, Congress has provided that whenever insurrection, domestic violence, unlawful combinations or conspiracies in any State so obstruct or hinder the execution of the laws of that State and of the United States, as to deprive any part or class of people of that State of rights, privileges, and immunities named in the Constitution and secured by law, and the constituted authorities are unable, fail or refuse to provide such protection, it will be deemed a denial by that State of the equal protection of the laws. In such case, and in cases involving insurrection, domestic violence, unlawful combination, or conspiracy which oppose or obstruct the execution of the laws, the President may take such measures, including the use of militia or the armed forces or both or by other means, as he may deem necessary to suppress such disturbances (10 U. S. C. 333).

7. PROTECTION OF PROPERTY

- a. **Government Property.** The right of the United States to protect its property by intervention with Federal military forces in an emergency is an accepted principle. The exercise of this right is an executive function and extends to all government property of whatever nature and wherever located, including premises in the possession of the Federal Government. Intervention is warranted where the need for protection of Federal property exists and the local authorities cannot or will not give adequate protection.

INTRODUCTION

- b. **Private Property.** By Executive Order 8972, 12 December 1941, the President authorized and directed the Secretary of War to establish and maintain military guards and patrols and to take other appropriate measures to protect from injury or destruction national defense materials, premises and utilities.
- 8. **PUBLIC LAW 875** -- see appendage.
- 9. **PUBLIC LAW 920** -- see appendage.
- 10. **INTERVENTION OR AID DURING DOMESTIC VIOLENCE**
 - Application by a State for Federal aid should be made directly to the President. Should such application be presented to a local commander, he should inform the Commanding General, USCONARC, or the appropriate United States Army Commander.
 - a. **Presidential Proclamation.** No orders will be issued by the Department of the Army for the purposes indicated until the President has published a proclamation demanding that the insurgents disperse and retire peaceably to their respective abodes within a specified limited time (10 U. S. C. 334).
 - b. **Department of the Army Approval.** While no Presidential proclamation is required by law for the purpose of protecting Government premises or property, such action will not be taken until the need therefor has been reported to the Department of the Army through proper channels, and specific instructions have been received, unless action in an emergency is justified.
- 11. **EMERGENCY INTERVENTION OR AID**
 - a. Before the receipt of instructions, an Officer of the United States Army in command of troops may take such action as the circumstances reasonably justify in cases of sudden invasion, or domestic violence, endangering public property of the United States; or of attempted or threatened robbery or interruption of the United States mail; or of earthquake, fire or flood, or public calamity disrupting the normal processes of government; or of other equivalent emergency so imminent as to render it dangerous to await instructions from the Department of the Army requested through the speediest means of communication available. Such action of necessity must be prompt and vigorous, and should be for the preservation of order and protection of life and property until such time as instructions from higher authority

MANUAL CIVIL DISTURBANCES

may be received rather than as an assumption of functions normally performed by civil authorities. The Officer taking such action should immediately report the action and the circumstances requiring it to the Department of the Army by the speediest means of communication available in order that appropriate instructions may be issued at the earliest possible moment.

12. COMMAND

- a. When intervention with Federal military forces takes place, the duly designated military commander acts to the extent necessary to accomplish his mission. In the accomplishment of his mission reasonable necessity is the measure of his authority.
- b. Federal military forces used for intervention in aid of civil authorities are not placed under the command of an Officer of the State Guard, the National Guard not in Federal service, or any State, local or Federal Civil Official.
- c. State Guard or National Guard troops not in Federal service cannot be commanded by a United States Army Officer except with the consent of the State. The Commanding General of a ZI army is responsible for securing, whenever possible, agreements by State authorities to insure full cooperation of State Guard or National Guard troops not in Federal service with the military commander in the affected area in the event of intervention with Federal military forces. The employment by a State of its own forces must not interfere with or impede Federal functions or activities.

13. LEGAL RESTRICTIONS

- a. The "Posse Comitatus Act" provides that whoever, except in cases and under circumstances expressly authorized by the Constitution or Act of Congress, willfully uses any part of the Army or the Air Forces as a posse comitatus or otherwise to execute laws shall be fined not more than \$10,000, or imprisoned not more than two years, or both. This section does not apply in Alaska (18 U. S. C. 1385).
- b. The prohibition cited in the above paragraph does not extend to the employment of Federal military forces in protecting Federal property or Federal Officials against violence or forcible obstruction of their functions (but not to aid them in serving process), or in time of war or national emergency in guarding war materials, vital utilities, industries and installations, even though the action contemplated

INTRODUCTION

may, and usually does, serve incidentally to facilitate the execution of the laws.

- c. **ELECTIONS** -- Federal law prohibits any Officer or other person in the civil or military service of the United States from ordering, bringing, keeping, or having under his authority or control any troops or armed men at any place where a general or special election is being held, unless such force is necessary to repel armed enemies of the United States (18 U. S. C. 592).
- d. **LABOR MANAGEMENT DISPUTES** -- Labor management disputes which take the form of violence are treated as any other disorder. Troops avoid any indication of partiality toward labor or management groups and are concerned only with restoring law and order as directed.
- e. **PROTECTION OF NATIONAL DEFENSE MATERIALS** -- Appropriate measures may be taken to protect vital national defense materials, premises and utilities without express Department of the Army instructions, unless a labor dispute is involved. In the latter case, Department of the Army instructions must be obtained through the Deputy Chief of Staff for Military Operations unless damage or destruction is imminent (AR 500-50).

14. MARTIAL LAW

- a. Martial law depends for its justification upon public necessity. The extent of the military force used and the actual measures taken, consequently, will depend upon the actual threat to order and to public safety. The decision to impose martial law normally will be made by the President, who will ordinarily announce his decision by a proclamation.
- b. **LEGAL EFFECTS OF MARTIAL LAW** -- In an area where martial law is maintained by Federal military forces, the civil and criminal laws continue in force, except so far as their actual enforcement may be suspended for the time being because of inability of the civil authorities to function. Civil and criminal laws may also be suspended by order of the President or of the Military Commander acting under authority of the President. In an area under martial law, the President has the power to cause military agencies to apprehend civilians charged with offenses against the special rules and regulations issued by the Military Commander by the authority of the President, and to detain them in

MANUAL CIVIL DISTURBANCES

military custody until they can safely be released or delivered to appropriate civil authorities for trial.

15. PENALTY FOR VIOLATION OF MILITARY RESTRICTIONS

- a. Under Title 18, United States Code, Section 1383, Congress has imposed criminal penalties in connection with the violation of restrictions imposed in certain designated military areas or zones.

16. CIVIL AND CRIMINAL LIABILITY OF MILITARY PERSONNEL

- a. When Federal military forces are employed in the United States and its territories, whether or not martial law prevails, the acts of individual military personnel are subject to review by the civil Courts in actions for damages or in criminal proceedings. In a criminal prosecution, the civil Courts ordinarily will not convict a military subordinate for acts done in good faith in obedience to orders from superior military authority. However, if its illegality is so obvious as to be immediately apparent to a person of average intelligence, the obedience to the order probably would not prove a valid defense. The use of necessary force to accomplish a military mission does not make an otherwise lawful act by military personnel illegal. The reckless or malicious use of unnecessary force may subject the offender to civil or criminal liability, or both.

17. RIGHT TO TRIAL BY FEDERAL COURT

- a. When any civil or criminal prosecution is commenced in any Court of a State of the United States against any member of the Armed Forces of the United States because of any act done under color of his office or status, or in respect to which he claims any right, title or authority under any law of the United States respecting the armed forces thereof, or under the law of war, such suit or prosecution may at any time before the trial or final hearing thereof be removed for trial into the District Court of the United States in the district where the same is pending in the manner prescribed by law, and the cause shall thereupon be entered on the docket of such District Court, which shall proceed as if the cause had been originally commenced therein and shall have full power to hear and determine said cause (Sec. 19, Act of 10 August 1956 (70A Stat. 676; 28 U.S.C. 1442a)).

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18. WRIT OF HABEAS CORPUS

- a. The writ of habeas corpus is an order issued by a competent Court and addressed to the custodian of a prisoner directing that the custodian bring the prisoner into the Court for the judicial determination of the legality of his apprehension and detention. A Federal military Officer is bound to obey the writ when issued by a Federal Court provided he has taken the action prescribed in the Manual for Courts-Martial, United States, 1951, and has received appropriate instructions from competent military authority. To such a writ issued by a State Court, however, the Officer or his legal adviser, in the absence of instructions to the contrary, should make a respectful return to the effect that the prisoner is held by authority of the United States. For details as to both actions and the proper Forms, see the Manual for Courts-Martial.

B. NATIONAL GUARD INVOLVEMENT

1. Article 41, Section 15B, Sub-section e, Annotated Code of Maryland, 1971 Replacement Volume (see appendage).
2. Executive Order (See appendage).

Chapter Organization

CHAPTER 2

ORGANIZATION

I. MARYLAND STATE POLICE TASK FORCE

- A. The Maryland State Police Task Force Commander will be the senior ranking Officer at the disturbance or an Officer designated by the senior ranking Officer. The Task Force Commander is in overall command of all State Police resources at the disturbance.
- B. The Maryland State Police Tactical Group Commander will be appointed by the senior ranking Officer at the disturbance. Generally, he will be a member of the Operations Bureau Staff. The Tactical Group Commander is the "street commander" and all assignments and orders issued to units under his command will be made through him. It is realized that circumstances may necessitate the violation of this policy. When this occurs the Officer giving the orders shall be responsible for notifying the Group Commander of the action being taken. In the absence of specific orders, the Group Commander will initiate such action and deployment of troops under his command as he considers necessary to accomplish his mission.
- C. The Troop Task Force Commander is responsible for carrying out the missions assigned to his unit from the Group Commander. When circumstances dictate that the Troop Task Force Commander should initiate action, he will advise the Group Commander as soon as possible of his location and the type of action being taken.
- D. The Section Leader is responsible for carrying out the missions assigned to his unit from the Troop Task Force Commander. In

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the event independent action is necessitated, he will immediately advise the Troop Task Force Commander of his location and the type of action being taken.

- E. The Squad Leader is responsible for carrying out the missions assigned to his unit from the Section Leader. In the event independent action is necessitated, he will immediately advise the Section Leader of his location and the type of action being taken.
- F. The Tactical Emergency Unit (T. E. U.) is a support unit containing special vehicles and equipment to be assigned at the direction of the Task Force or Group Commander. Within T. E. U., there is a special weapons and tactical team (S. W. A. T. T.). S. W. A. T. T. functions as an anti-sniper unit.
- G. The Command Post Administrative Officer will be appointed by the senior ranking Officer at the disturbance. He shall be responsible for maintaining records of manpower strength and deployment by logging the time of arrival of task force personnel and the location of their assignments. He shall also be responsible for coordinating the staff responsibilities as listed below:
 1. Intelligence, Investigation and Identification — will prepare intelligence reports concerning situations, incidents and projections to serve as a basis for command decisions regarding strategy and tactics. In major confrontations, headquarters staff personnel will handle intelligence gathering and, as needed, assign a coordinator to the command post. Investigation and Identification personnel will assist in intelligence gathering if needed and will be responsible for special investigative assignments and the processing of prisoners.
 2. Logistics — will arrange for the lodging and feeding of personnel and shall be responsible for the availability of necessary equipment and supplies.
 3. Mutual Aid Liaison — will act as the coordinator between the State Police Command Post and the cooperating police agencies.
 4. Civil Government Liaison — will act as the coordinator between the State Police Command Post and the civil government officials representing the area affected by the disturbance.

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5. Electronic Services Division — will be responsible for providing proper and adequate radio and telephonic equipment and personnel for efficient operation of the command post. An accurate written log of all radio communications will be maintained. The Electronic Services Division will provide additional personnel and equipment as needed including the emergency communications van.
 6. Aviation — will coordinate the utilization of State Police helicopters for Medi-vac and tactical assignments.
 7. Transportation — will arrange for the parking of police vehicles and the transportation of police personnel to and from the staging area or other locations when mass transportation is available and desirable. They shall also be responsible for arranging transportation for prisoners.
 8. Medical Aid — will arrange for the immediate availability of ambulances to be used for the transportation of injured police personnel and others. They shall also notify local hospitals of the potential need for increased medical services.
 9. Public Information Staff — will be responsible for the dissemination of information as directed by the Maryland State Police Task Force Commander or Command Post Administrative Officer. Headquarters public information Officer and his staff will handle this responsibility if they are available. They shall also function as a "Rumor Control" unit. The public information staff will make necessary arrangements for press conferences and will screen credentials and issue special permits when necessary.
 10. Security — will arrange for security personnel at the Command Post, the staging area and any other place where police vehicles or equipment must be left unattended or undermanned.
- H. SUMMARY: The assignment of persons to certain Command Post functions must remain flexible depending on the situation. While a full scale Command Post operation may require the utilization of Headquarters staff personnel for most of the above listed functions, a limited scale operation may be effectively maintained by consolidating several functions.

II. TROOP TACTICAL STRUCTURE

- A. Troop Task Forces of the seven Troops and a Special Forces Unit of ASED and TWED personnel will be structured as indicated:

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1. Troop Task Forces will be commanded by the Troop Commander. Special Forces will be commanded by the senior Officer of ASED or TWED.
2. Each Troop and Special Forces will be comprised of two tactical sections. A section will be commanded by a First Lieutenant or Second Lieutenant.
3. Each section will contain two Squads. The 1st and 2nd Squads will make up Tactical Section 1. The 3rd and 4th Squads will make up Tactical Section 2. The 1st and 3rd Squads will have Sergeants as Squad Leaders with Corporals as Assistant Squad Leaders. The 2nd and 4th Squads will have Corporals as Squad Leaders and as Assistant Squad Leaders.
4. Each Squad will have three teams containing four men each. The Squad Leader will also function as the 1st Team Leader. The Assistant Squad Leader will also function as the 3rd Team Leader. A senior Trooper First Class will be the 2nd Team Leader.

III. TASK FORCE EQUIPMENT (per section)

- A. Generally, all personal tactical gear—helmet, gas mask, flak vest and riot baton will be carried at all times.
- B. All equipment designated in Section Structure Chart will be taken to the staging area for all tactical assignments. Orders will be given prior to leaving the staging area as to what special tactical equipment (launcher, shotgun, rifle, gas, etc.) will be taken on the street.
- C. When special tactical equipment is not taken on the street, the 36" baton will be carried.

ORGANIZATION

SECTION STRUCTURE CHART

SECTION COMMANDER - Walkie Talkie

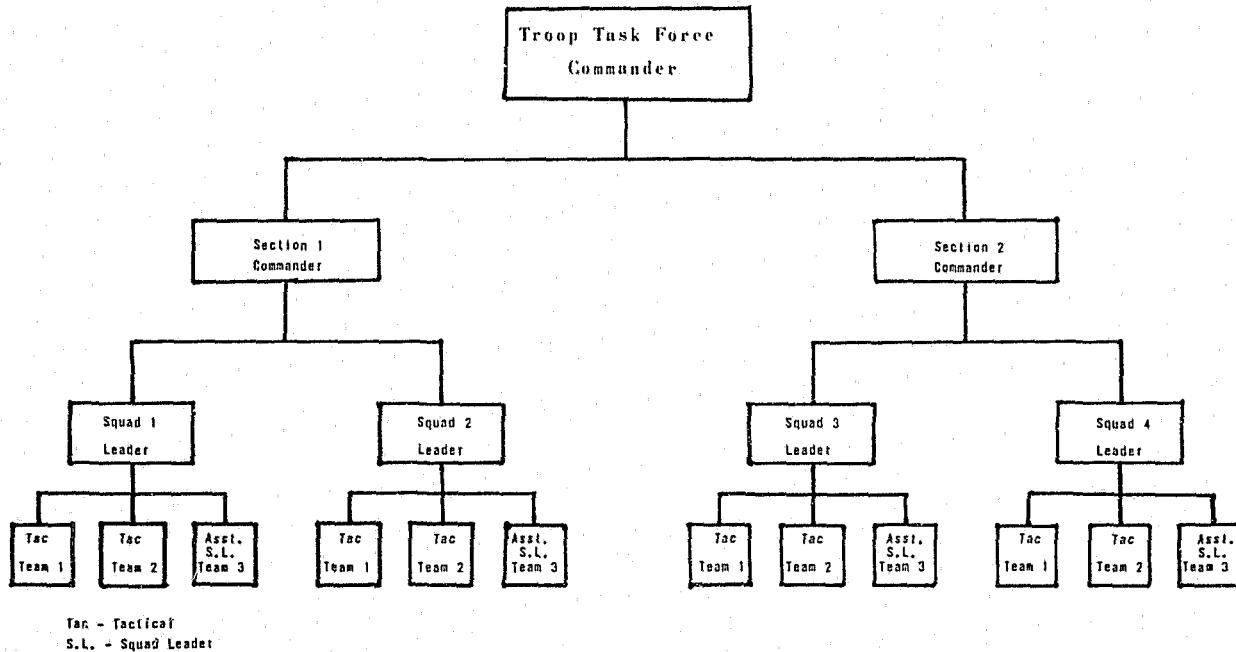
K-9 Unit - Walkie Talkie

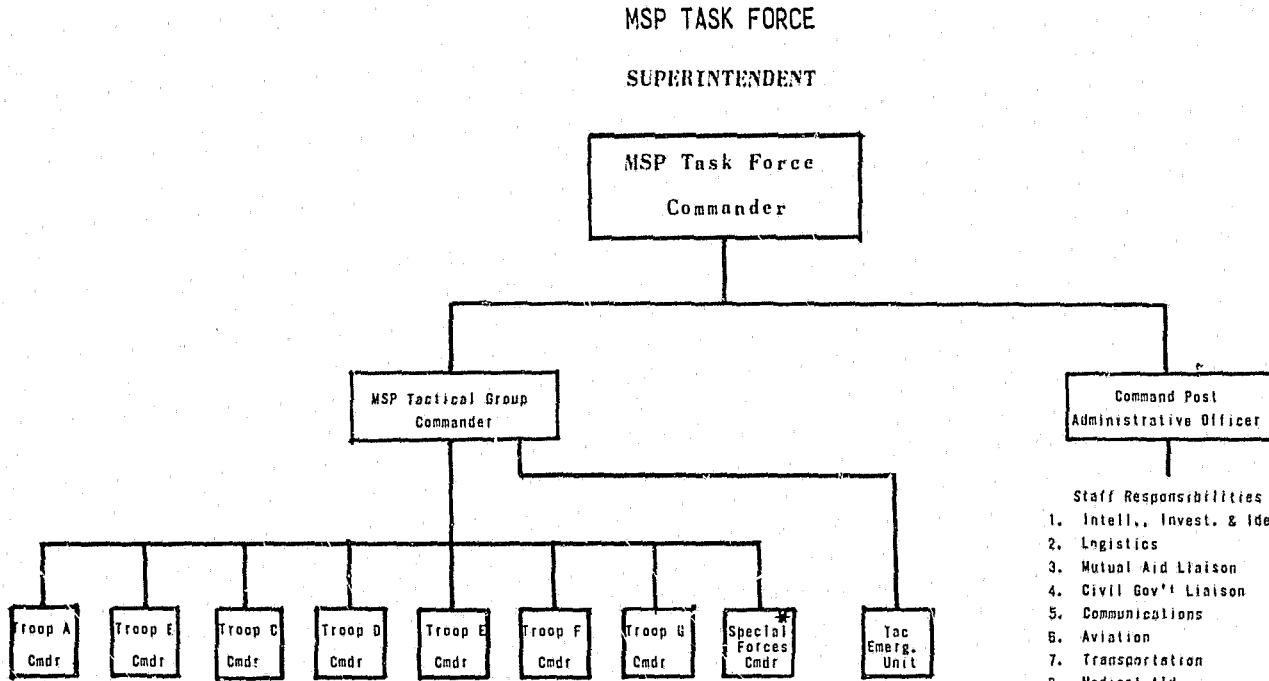
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TROOP TASK FORCE





*same as troop organization

- Staff Responsibilities**
1. Intell., Invest. & Ident.
 2. Logistics
 3. Mutual Aid Liaison
 4. Civil Gov't Liaison
 5. Communications
 6. Aviation
 7. Transportation
 8. Medical Aid
 9. P. I. D.
 10. Security

MANUAL CIVIL DISTURBANCES



**COMMUNICATIONS VAN
ELECTRONIC SERVICES DIVISION**

Chapter 3 Operational Procedure

Chapter 3

Operational Procedure

OPERATIONAL PROCEDURE FOR CIVIL DISTURBANCES

CHAPTER 3

OPERATIONAL PROCEDURE FOR CIVIL DISTURBANCES

I. INTRODUCTION

Effective coordination of all activities in coping with a riot or disorder is basically the responsibility of the police. Each occurrence differs in type, area, location, number of persons affected and extent of damage. General procedures, nevertheless, can be established and modified to apply to all incidents of an emergency nature.

This guide will assist supervisory personnel in the handling of any emergency. It is not intended to limit initiative, judgment or independent action required to provide appropriate police service. It is fully realized that no one can prescribe for every conceivable action or procedure. To meet the unusual situation, sound judgment and experience must be used. Usually, however, the broad basic principles and procedures as outlined below can be applied successfully.

It is hoped each member will become thoroughly versed in these procedures in order to alleviate the situation with certain positive, proper and effective steps.

II. INITIAL ACTION

- A. Upon receipt of information concerning a possible disturbance efforts will be made to confirm the report.
- B. The first member(s) of the Agency at the scene of an emergency shall:
 1. Immediately notify the Installation by radio, if possible, or telephone the following, which will be transmitted by the

MANUAL CIVIL DISTURBANCES

- most rapid means of communications to the Installation Commander.
- a. Nature of the occurrence
 - b. Exact location and extent of damage
 - c. Assistance necessary
 - d. Suggestions as to roads to block off
2. Assume command until the arrival of a member of the Agency of higher rank.
 3. Take whatever action is necessary in connection with the emergency.
- C. The first supervisor at the scene shall immediately assume command of the operation until relieved by higher authority. It is the duty of the first supervisor to:
1. Make a rapid survey of the scene and estimate the seriousness of the occurrence.
 2. Advise Installation:
 - a. To notify the Chief of Operations through channels.
 - 1) Chief of Operations will determine proper code signal for Tactical Operation.
 - 2) Code signals for Tactical Operations (Form 27) are:

10-34 BLUE	All on and off duty personnel, except those on vacation, alerted for immediate recall or assignment. Commanders to prepare roster for full Task Force. Tactical Force members ready to travel with assigned individual tactical equipment. (Location and other pertinent information given to each member alerted.)
10-34 RED	All personnel recalled to duty, except those on vacation. Task Force members will expedite travel to designated assembly location.
10-34 WHITE	Resume normal operations.

OPERATIONAL PROCEDURE FOR CIVIL DISTURBANCES

4. Notify Installation regarding:
 - a. Location of CP or EOC
 - b. Communications Facilities, including telephone numbers
 - c. Current status of situation and recommended tactical response code, if any
 - d. Specific type of equipment required
 - 1) Includes Tactical Emergency Unit, Aviation, K-9, Electronics Division, etc.
 5. Supervise operations.
 6. Maintain communications with Installation.
 7. Relate to succeeding superior all available information regarding the incident including:
 - a. Action taken and anticipated
 - b. Personnel and equipment present and requested
 - c. Immediate problems
 8. Continue with necessary police action as directed by succeeding superior.
- D. As additional personnel arrive at the scene, they shall be assigned to the various phases of the operation:
1. Traffic control (including emergency route in vicinity)
 2. Tactical Sections - Squads
 3. CP - EOC Security
 4. Staging area (where responding personnel shall report, be briefed and assigned prior to entry into actual emergency area)
 5. Troop Logistic Officer
 6. First Aid Unit
 7. Other duties as required

III. COMMUNICATIONS

A. Communications at Scene

In the initial stages of the operation, prior to arrival of sufficient communications facilities, patrol cars may be assigned to locations within the operation and their radios utilized as means of maintaining communications. All Tactical Units will operate on an assigned channel.

1. Troopers may be assigned as messengers between locations to augment existing facilities.
2. As additional facilities become available, temporary means of communication may be replaced, bearing in mind the neces-

MANUAL CIVIL DISTURBANCES

- sity for maintaining adequate facilities at all times.
3. During all phases of operation, CP must be kept advised of the situation, of actions taken by the various units and of progress reports. In addition, CP must be kept advised of all information available from outside sources concerning the emergency.

B. Initial Communications

As soon as possible, at least two phones shall be secured for use, one for incoming calls and one for outgoing calls. If the situation warrants, additional phones should be added. Have Installation contact the telephone company for this service. Upon installation, these numbers will immediately be given to local Installation and Headquarters.

IV. EMERGENCY RESPONSE ROUTES AND TRAFFIC CONTROL

A. Emergency Response Routes

In order to permit the prompt response of emergency personnel and equipment to the scene of an emergency or disorder, an emergency response route should be established from the scene to a point where traffic is moving freely and without congestion. To insure the prompt establishment of such routes in an emergency, for the advance knowledge by Troopers in patrol cars of the routes to be utilized, and for the effective policing of such routes when required, routes should be designated which will permit safe approach to within a short distance of an emergency.

B. Staging Area

An area near the disorder scene should be selected for use as a staging area for vehicles and personnel. Consideration should be given to proximity to the scene and, more importantly, to routes of ingress and egress that will not cause congestion.

1. Commissioned Officer or NCO, equipped with communications to CP, should be placed in charge of this area, and assign personnel to properly discharge control functions, including security.
2. Personnel should be dispatched from this area as directed by the CP or EOC. OIC of Staging Area should keep the CP or EOC informed as to vehicles, personnel and equipment available for use.
 - a. Transportation should be by bus or truck, if feasible.

OPERATIONAL PROCEDURE FOR CIVIL DISTURBANCES

C. Traffic Control

1. Vehicular traffic

- a. As mentioned previously, the use of emergency response routes, properly controlled, will facilitate the response of an emergency vehicle. Members of the Agency assigned to patrol these routes shall be responsible for insuring that no delays are encountered by the responding vehicles.
- b. If vehicles already in the area prior to the arrival of the Police are causing unnecessary interference with emergency forces, they should be removed promptly, either by the owner, or in his absence, by tow vehicles.
- c. The Installation, upon being notified of the emergency, shall request radio stations in the area to broadcast a request that unauthorized persons avoid the emergency area and to advise motorists of alternate routes. This traffic must be detoured away from the scene to keep the roads available for emergency vehicles. State Highway Administration, County or Municipal Roads Commissions personnel should be requested to arrange for barricades or signs to be placed at those locations considered necessary.

V. EQUIPMENT

- A. When responding to a tactical situation, the Section or Squad Leader will be responsible for bringing with them all tactical equipment assigned to that Squad or Section unless otherwise advised.
- B. Any additional equipment needed will be requested by the Troop or Task Force Commander.

VI. PERSONNEL ASSIGNMENT

- A. Refer to MSP Task Force, Chapter 2.

- B. Other Departments and Agencies

The Installation shall notify other Departments and Agencies concerned of the location of the emergency and the location of the Staging Area, to which they will be asked to report. Upon arrival at the Staging Area, a record shall be made as to numbers available, types of equipment, person in charge, etc. Personnel and equipment thus reporting should remain in this area until called for by the Troop or MSP Task Force Commander.

MANUAL CIVIL DISTURBANCES

VII. TERMINATION OF EMERGENCY ASSIGNMENT

- A. Troop or MSP Task Force will de-escalate as situation warrants.
- B. After-Action Report
 - 1. There is a need for an After-Action Report. Such a report would prove valuable in critiquing, intelligence and fixing responsibility or accountability. It is recommended the report be completed by the leader of the smallest unit taking independent action or assigned to a specific task and in all cases by Squad Leaders, the Section Leader and the Troop Task Force Commander. Report should be completed before the person responsible for its submission is relieved of his assignment. Copy of suggested format is attached.

OPERATIONAL PROCEDURE FOR CIVIL DISTURBANCES

TACTICAL AFTER ACTION REPORT

TIME, S. _____ DATE _____

UNIT _____ LOCATION _____

OPERATIONS

(Significant activities, arrests, per. woun. injured, use of chemicals, etc.)

RECOMMENDATIONS

(How could operation be improved?)

UNIT LEADER _____

REVIEWED BY _____

COMMENTS

(Task Force Commander Comments to Task Force Operations)

Chapter 4
Mass Arrests

CHAPTER 4

MASS ARRESTS

I. IDENTIFICATION

- A. Best possible procedure for identifying Arresting Officer and accused for Court prosecution.
 1. When accused is arrested, take same to bus or van which is provided for prisoner's transportation. Photograph Arresting Officer and accused with a Polaroid camera at transportation vehicle. (Troop Investigation Coordinator and staff are responsible for this operation, utilizing local Investigators when needed.)
 2. The Mass Arrest Photo Card should be filled out by the Arresting Officer and contain
 - a. Accused's Name
 - b. Charge (brief statement, i.e., assault by throwing rocks)
 - c. Date and Time
 - d. Officer's Name, I. D. Number and Department
 - e. Both thumbprints of Accused
 - f. If accused cannot be identified, write "UNIDENTIFIED" and his description in the place of name. The Transportation Vehicle Security Officer will have an ink pad for taking the thumbprints.
 3. Turn prisoner and completed Mass Arrest Photo Card over to the Transportation Vehicle Security Officer. This picture must be turned over to the processing team at the place of detention.
 4. Maintain chain of custody of prisoner.

II. TRANSPORTATION

- A. As there are many possible locations where mass arrest situations could arise, it is recommended that the Barrack Commander in

MANUAL CIVIL DISTURBANCES

each area of occurrence should be charged with the responsibility of arrangement for the transportation of prisoners.

1. He should contact the various bus companies, i.e., school bus, municipal bus, in his area and ascertain the number of buses available, seating capacity, costs and any other pertinent information necessary. He should also coordinate his efforts with the local Law Enforcement Officials in his area as to what transportation they have available.

III. DETENTION

- A. Detention, like transportation, should also be the responsibility of the Barrack Commander in the area of occurrence. This is due to the fact that facilities differ from place to place.
 1. He should know each and every possible place of detention and their capacity in his area of responsibility.

IV. PROCESSING

- A. The processing of prisoners will be handled by personnel from the Mobile Crime Laboratory Units (MCLU) and the Field Detectives.
 1. When the bus load of prisoners arrives at the place of detention, they will be escorted to the room occupied by members of the processing team.
 2. The Transportation Vehicle Security Officer will present the Mass Arrest Photo Card, previously filled in by the Arresting Officer, to the person in charge of the processing team.
 3. The prisoner(s) will be assigned a Mass Arrest Number and a Mass Arrest Identification Card will be completed. A numerical roster of accused, by Mass Arrest Number, will be prepared containing names, addresses, charges, Arresting Officers, Agency and immediate disposition. It will be turned over to the local Installation Commander.
 4. The Mass Arrest Number will be printed on a card. This card will be held in front of the prisoner while he is photographed.
 5. An FBI Fingerprint Card is desirable; however, circumstances may dictate limited compliance. In every instance, an FBI card will be completed in those cases where the prisoner cannot be identified or there is a serious charge, i.e., Assault and Battery, Resisting Arrest, Arson, etc.

MASS ARRESTS

6. The Mass Arrest Identification Card, fingerprint card, if one is taken, and Mass Arrest Photo Card are to be placed in a large envelope. This envelope will be returned to Arresting Officer. Upon receipt of envelope Criminal Arrest Slip will be made.
7. A Statement of Charges will be filled out by a sworn Officer of the processing team.
8. District Court Commissioners should be present at the place of detention.
9. There should be a member of the State's Attorney's Office present for the purpose of giving legal advice to all concerned.

MANUAL CIVIL DISTURBANCES

MASS ARREST IDENTIFICATION CARD

Last Name	First Name			Middle Name		Arrest No.
Street			County, City		State	Social Security No.
Color	Sex	Ht.	Wt.	Hair	Eyes	DOB
Blood	Complexion		Stain & Marks			Occupation
CHARGE(S)			Victim			
			Date of Crime			
			Place of Crime			
			Date of Arrest			
			Place of Arrest			
			Immed. Disposition			
Date of Trial			Court & Location			
Trooper Preferring Charges)			IBM		Barrett	
Approb.	Asst. Atty. Gen.	Asst. Atty. Gen.				
Left four fingers taken simultaneously			Left Thumb	Right Thumb	Right four fingers taken simultaneously	

MASS ARRESTS

MASS ARREST ROSTER

ARREST LOCATION _____

DATE _____

SOCIAL SECURITY NO. AND OCCUPATION	B. I. NUMBER	NAME AND BRIEF ADDRESS	CHARGE	IMMEDIATE DISPOSITION	ARRESTING OFFICER AND AGENCY

MANUAL CIVIL DISTURBANCES

MASS ARREST PHOTO CARD

ACCUSED _____

DATE _____ **TIME** _____

CHARGE(S) _____

OFFICER _____

I.D. No. _____ **AGENCY** _____

LEFT THUMB

RIGHT THUMB

CHAPTER 5

RIOT CONTROL FORMATIONS

I. NORMAL PRELIMINARY PROCEDURE

A. To use the show of force to the greatest advantage against mobs, Troopers should make an impressive appearance. To insure this, the following procedures should be used:

1. When employed to disperse a mob, Troopers should assemble at some point beyond the sight of the mob. This point should be as near the mob as practicable to save time and to conserve energy, and yet far enough from the scene of the disturbance to insure security.
2. In column formation, the unit marches to a reasonable safe distance from the mob and within plain view of the mob.
3. The unit halts and remains in formation. The Commander informs the mob that it has a specified time in which to comply with his order to disperse.
4. If the mob does not disperse within the given time, the Commander then employs whatever measures necessary to disperse the mob.

B. SPECIAL PRELIMINARY PROCEDURE

1. If a mob is known to be armed and intelligence reports indicate that the rioters intend to open fire or actively resist, as soon as Troopers appear, the Commander may choose not to make a show of force, but may launch a chemical attack from covered or concealed positions.

C. TYPES OF RIOT CONTROL FORMATIONS AND THEIR USES

1. Line

- a. As an offensive formation, the line is used to push or drive mobs straight back or across an open area or up a city street.

MANUAL CIVIL DISTURBANCES

- b. As a defensive formation, the line is used to hold mobs or deny access to restricted streets or area.
- 2. Wedge
 - a. As an offensive formation, the wedge is used to penetrate and split mobs.
 - b. The wedge may be modified into a diamond for all-round security when required.
- 3. Echelon, Right or Left
 - a. An offensive formation used to turn mobs in either open or built-up areas.

D. POSITION OF COMMANDER AND LEADERS

- 1. When in column, the Commander at each echelon normally assumes his position at the head of the column.
- 2. When in riot control formations, section and squad leaders take positions in the rear of the assault elements of their respective units where they can best direct and control them. In the illustrations of riot control formations, the section and squad leaders are not shown uniformly in order to illustrate the flexibility of their positions behind the formations.

E. INTERVAL AND DISTANCE

- 1. Interval is the lateral space between elements and distance is the space between elements in column. The normal interval and distance between men in riot control formations is one pace (30 in.).
- 2. The interval and distance may be adjusted to meet particular situations.
- 3. In any echelon formation with normal interval and distance, the angle made by the formation and the route of advance will be approximately 45 degrees. The angle formed by the two wings of any wedge formation will be approximately 90 degrees when normal interval and distance are used (Figure 4).
- 4. The basic unit to be used in riot formation is the twelve man squad. The squad shall consist of a squad leader (Sergeant or Corporal), an assistant squad leader (Corporal), and ten Troopers. In placing Troopers within the squad it should be taken into consideration that the No. 2 man is always the base man (Figure 2).
- 5. In order that each man may know exactly where his place is in a riot formation, it is necessary that the order "Count Off" be given. Only through this means can you be certain that each

RIOT CONTROL FORMATIONS

- TROOP TASK FORCE COMMANDER (Troop Cmdr. or Acting Troop Cmdr.)... 
- SECTION LEADER (1st or 2nd Lieutenant)..... 
- SQUAD LEADER (Sergeant or Corporal)..... 
- ASSISTANT SQUAD LEADER (Corporal)..... 
- TROOPER/TROOPER 1/c..... 

Figure 1. Legend of Symbols

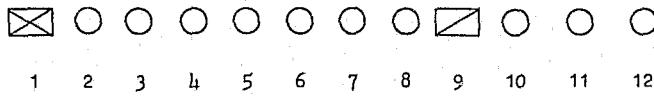


Figure 2. Basic Squad

MANUAL CIVIL DISTURBANCES

member of the squad will move to his proper position in the riot control formation.

6. When a detail is assembled in troop formation (Figure 3), each individual squad should count off. In all of these formations the squad leader will always be No. 1 and the assistant squad leader No. 9 (Figure 2).

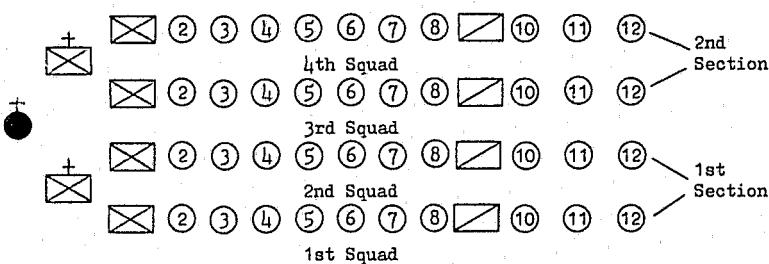


Figure 3. Troop Task Force Consisting of
2 Sections (4 Squads) (51 Men)

F. BREAKING FORMATION

1. Under no circumstances will any member of a riot formation move from his place in that formation.
2. Formations will be broken by command only.
 - a. Any deviation from this procedure may result in the mob's overrunning the formation and serious injury to Troopers.

II. SQUAD FORMATIONS

A. SQUAD LINE

1. Preparatory Command. SQUAD LINE.
2. Execution. MOVE.
 - a. At the command of execution, the base man (No. 2) advances to the position designated by the squad leader. The remaining men align themselves in numerical sequence on line with the base man, one pace to the right of each preceding man.

RIOT CONTROL FORMATIONS

- b. If the Commander desires and the situation requires, he may designate a specified number of paces between men in the formation by so indicating in his preparatory command. For example, SQUAD LINE, TWO PACES, MOVE. If no interval is specified in the command the unit will automatically assume a one-pace interval (Figure 5).

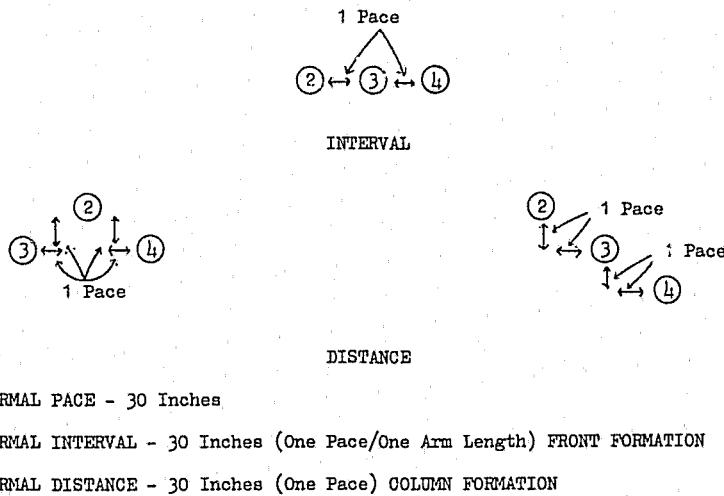


Figure 4. Interval/Distance

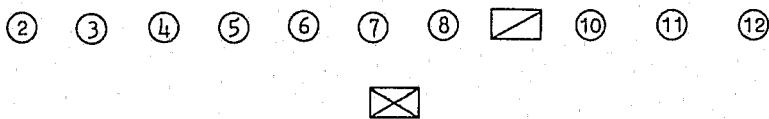


Figure 5. Squad Line

MANUAL CIVIL DISTURBANCES

B. SQUAD WEDGE

1. Preparatory Command. SQUAD WEDGE.
2. Execution. MOVE.

a. In this formation, to allow team and squad integrity, the number seven (7) member of the squad becomes the base man. At the command of execution, those men before the base man in the squad column align themselves to the left and those after him to the right. Those men on the left of the base man, one pace to the left and one pace to the rear. Those men on the right of the base man, one pace to the right and one pace to the rear (Figure 6).

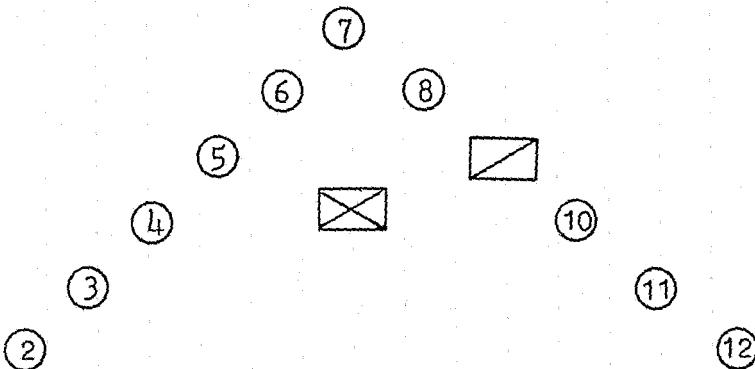
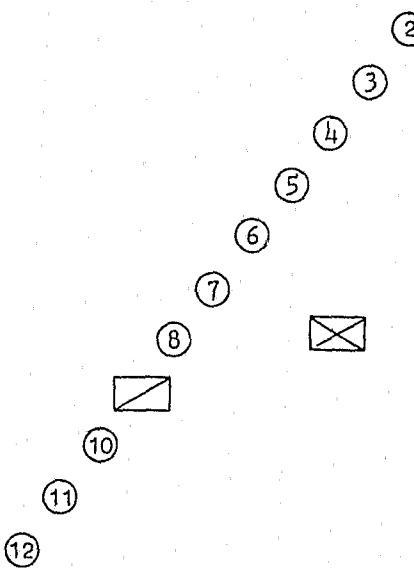


Figure 6. Squad Wedge

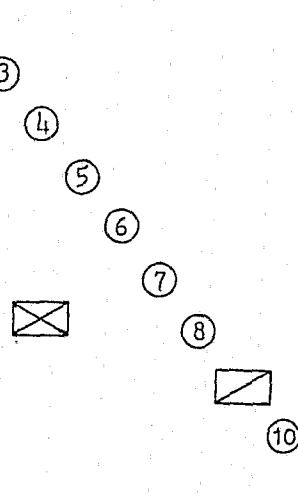
C. SQUAD ECHELON

1. Preparatory Command. SQUAD ECHELON RIGHT (LEFT).
2. Execution. MOVE.
 - a. At the command of execution, the base man advances to the position designated by the squad leader. The men align themselves in sequence on the base man, one pace to the right (left) and one pace to the rear of each preceding man (Figure 7).

RIOT CONTROL FORMATIONS



Squad Echelon Left



Squad Echelon Right

Front Area Covered Approximately 40/45 Feet at Normal Interval

Figure 7. Left/Right Echelon

MANUAL CIVIL DISTURBANCES

D. ASSEMBLING A SQUAD

1. Preparatory Command. SQUAD ASSEMBLE.
2. Execution. MOVE.
 - a. The squad leader moves to the front of his squad. As he gives his preparatory command, he points to the location at which he desires the squad to assemble. If he does not point, the squad forms on the position of the base man. At the command of execution, the base man advances to the position designated by the squad leader. The other men form the column in proper sequence behind the base man. The squad leader then takes his position at the head of the column.

III. TROOP TASK FORCE (4-SQUAD)

A. GENERAL

1. In forming all riot control formations from the column, the Troop Task Force Commander moves out to the right or left of his Troop Task Force and faces it when giving his commands. As he gives his preparatory command, he points to the approximate location at which he desires the troop to form. If he does not point, the formation is formed immediately in front of the column. The Troop Task Force Commander should pause between his preparatory command and command of execution to permit each section leader to issue a preparatory command to his squads.

B. TROOP LINE

1. Preparatory Command. TROOP LINE.
2. Execution. MOVE.
 - a. Immediately following the Troop Task Force Commander's preparatory command, the squad leaders command, FOLLOW ME. At the Troop Task Force Commander's command of execution, the 1st and 2nd squads move to the front and spread out. The squad leader of the 1st squad establishes a squad line at the position indicated by the Troop Task Force Commander. The squad leader of the 2nd squad establishes a squad line individually and close and dress on the 1st or base squad. The 3rd and 4th squads form to the right numerically and close and dress on the squad to its left (Figure 8).

RIOT CONTROL FORMATIONS

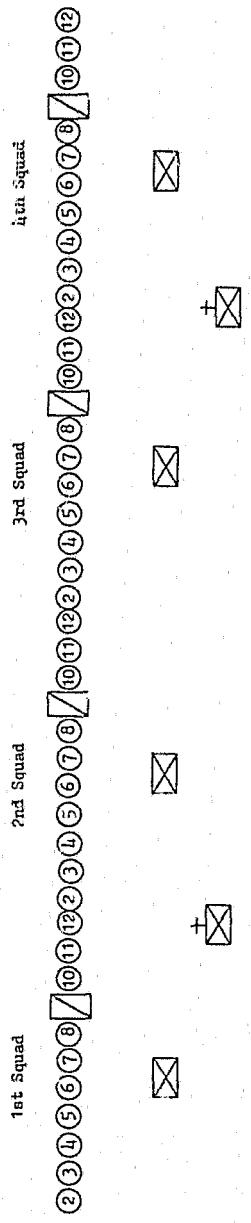


Figure 8. Troop Task Force Line

MANUAL CIVIL DISTURBANCES

C. TROOP LINE WITH TWO SUPPORT SQUADS

1. **GENERAL SUPPORT.** Whenever the command for establishing a riot control formation contains the phrase, IN SUPPORT, without modification, it means that the support element is to remain in general support.
 - a. Preparatory Command. TROOP LINE, 3RD AND 4TH SQUADS IN GENERAL SUPPORT.
 - b. Execution. MOVE.
 - 1) The 1st and 2nd squads execute the line, while the 3rd and 4th squads remain in the column; Number 2 man of the 1st squad is the base man of the formation. The Number 2 man of the 2nd squad aligns to the immediate right of the Number 12 man of the 1st Squad and close and dress (Figure 9).

2. LATERAL SUPPORT

- a. Preparatory Command. TROOP LINE, 3RD AND 4TH SQUADS IN LATERAL SUPPORT.

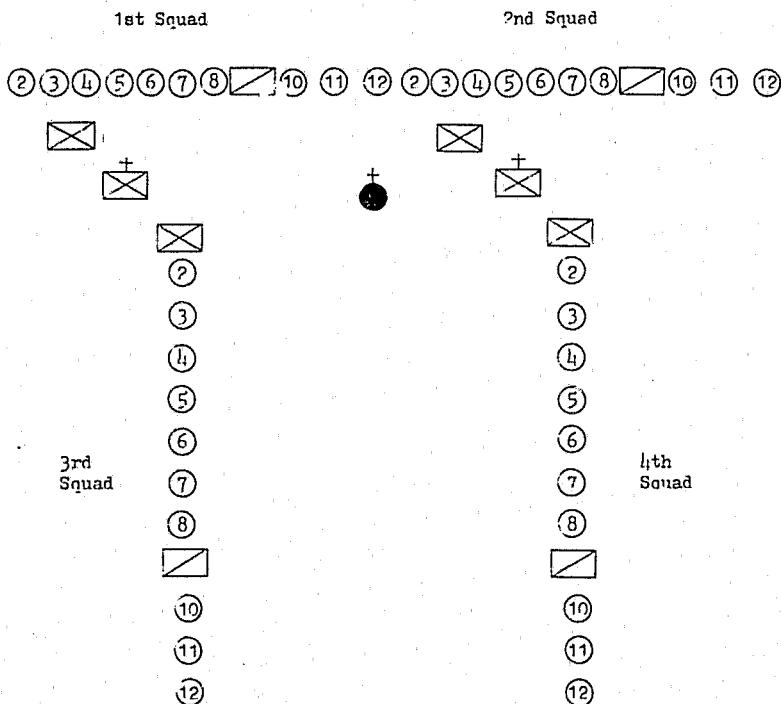


Figure 9. Troop Line with Two Squads in General Support

RIOT CONTROL FORMATIONS

b. Execution. MOVE.

- 1) The 1st and 2nd squads execute the line as before, while the 3rd and 4th squads stand fast. After the line has been formed by the 1st and 2nd squads, the squad leaders of the 3rd and 4th squads command LEFT FLANK and RIGHT FLANK, respectively. At the command of execution, MOVE, the 3rd and 4th squads move out to their flanks, close in on the ends of the line already formed, and face the direction of the Troop's advance.
- 2) Similarly, the 3rd and 4th squads may be committed from general to lateral support any time by the Troop Task Force Commander. He commands 3RD AND 4TH SQUADS, LATERAL SUPPORT, MOVE.
- 3) To have the 3rd and 4th squads join the line from either general or lateral support, the Troop Task Force Commander leader commands 3RD AND 4TH SQUADS, EXTEND THE LINE, MOVE. The 3rd and 4th squad leaders command SQUAD LINE, and point to locations for Number 2 men. On command, MOVE, the squads establish individual lines closing and dressing on existing line (Figure 10).

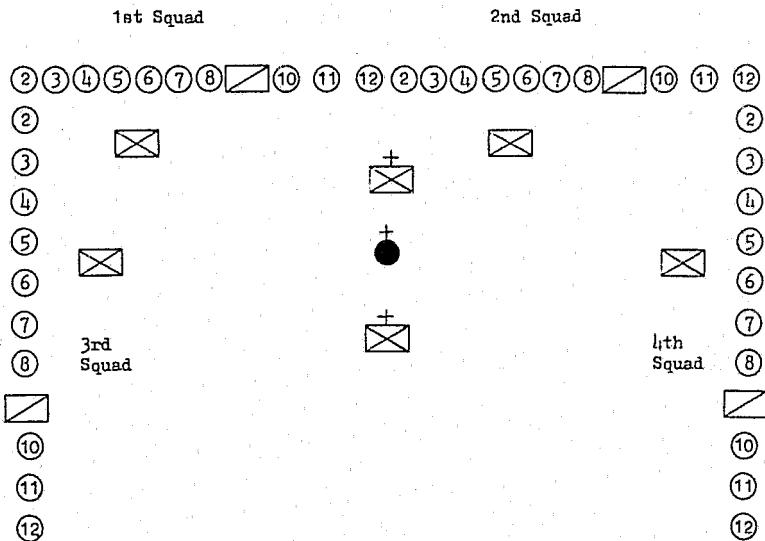


Figure 10. Troop Line with Two Squads in Lateral Support

MANUAL CIVIL DISTURBANCES

3. CLOSE SUPPORT

- a. Preparatory Command. TROOP LINE, 3RD AND 4TH SQUADS IN CLOSE SUPPORT.
- b. Execution. MOVE.
 - 1) The 1st and 2nd squads execute a line as before. The 3rd and 4th squads execute a similar line in the rear of the leading line and close in on the leading line. The men in the supporting line cover the intervals between men in the leading line (Figure 11).

D. ASSEMBLING THE SUPPORT SQUADS

1. To assemble the support squads from any position to general support, the Troop Task Force Commander commands, 3RD AND 4TH SQUADS, ASSEMBLE, MOVE. The 3rd and 4th squads then return to the column in rear of wedge formed by the other two squads.

E. ASSEMBLING A SECTION

1. Preparatory Command. SECTION ASSEMBLE.
2. Execution. MOVE.
 - a. The section leader moves out in front of his section. As he gives his preparatory command, he points to the location at which the section is to assemble. If he does not point, the section assembles directly in front of its present location. Immediately following the section leader's preparatory command, the squad leaders move to the head of their respective squads and command, FOLLOW ME. At the command of execution, the squads follow their respective squad leader to their appropriate positions to form a section column.

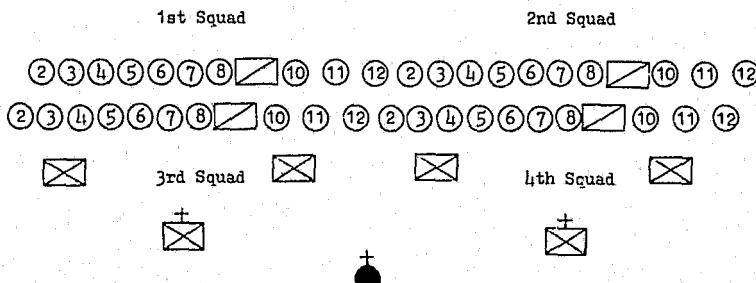


Figure 11. Troop Line with Two Squads in Close Support

RIOT CONTROL FORMATIONS

F. TROOP ECHELON RIGHT

1. Preparatory Command. TROOP ECHELON RIGHT.

2. Execution. MOVE.

a. Immediately following the Troop leader's preparatory command, the squad leader of the 1st squad commands FOLLOW ME. The squad leaders of the 2nd, 3rd and 4th squads command STAND FAST. At the command of execution, the 1st squad moves out and executes an echelon right at the location designated by the Troop Task Force Commander. As each squad clears the column, the next successive squad moves out individually and extends the echelon already formed by the preceding squad(s) (Figure 12).

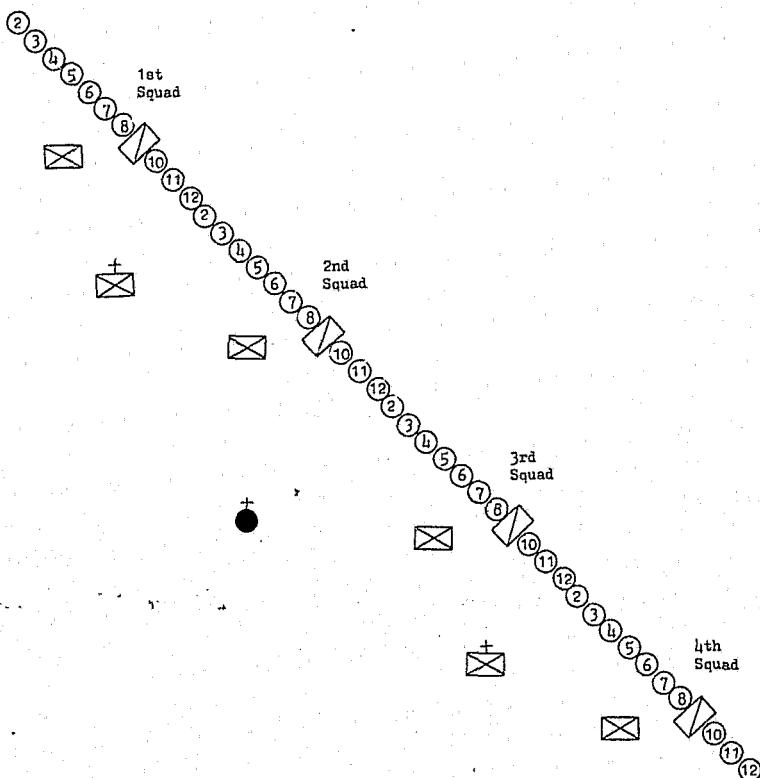


Figure 12. Troop Task Force Echelon Right

MANUAL CIVIL DISTURBANCES

G. TROOP ECHELON LEFT

1. Preparatory Command. TROOP ECHELON LEFT.
2. Execution. MOVE.

a. The Troop Echelon Left is formed in the same manner as the echelon right except in inverse order. The 4th squad is the base squad and the remaining squads extend the echelon in inverse sequence (Figure 13).

H. TROOP WEDGE

1. Preparatory Command. TROOP WEDGE.
2. Execution. MOVE.

a. Immediately following the Troop Task Force Commander preparatory command, the Section leader of the 1st and 2nd squads commands 1ST SECTION ECHELON LEFT.

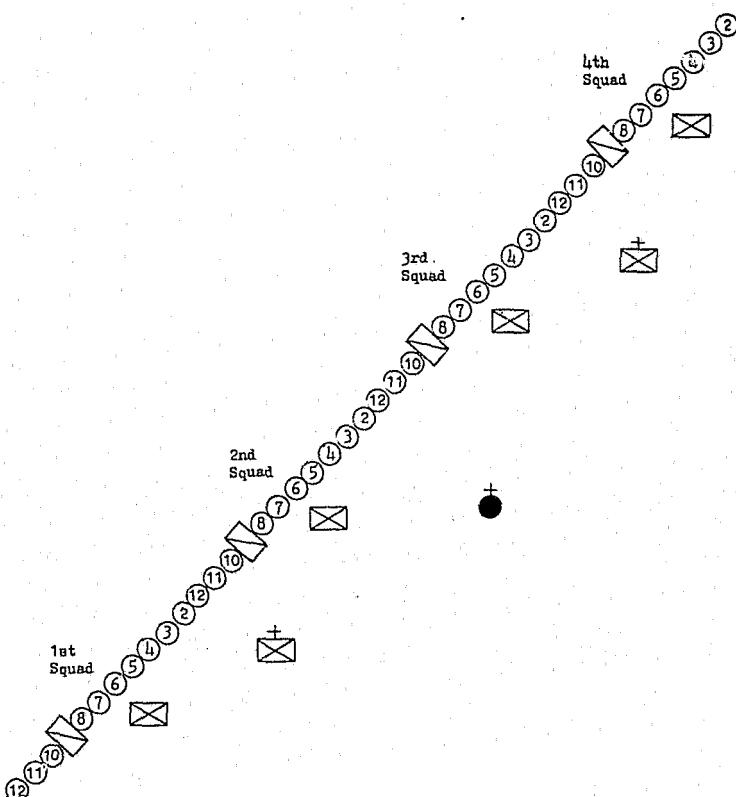


Figure 13. Troop Task Force Echelon Left

RIOT CONTROL FORMATIONS

At the same time, the section leader of the 2nd section commands, 2ND SECTION, STAND FAST. On the Troop Task Force Commander's command of execution, MOVE, the 1st and 2nd squads move directly to the front. When the last man on the 1st and 2nd squads has cleared the front of the 3rd and 4th squads, the section leader of the 3rd and 4th squads commands 2ND SECTION ECHELON RIGHT, MOVE. The base man for this formation is the Number 2 man of the 1st squad. The second squad executes an echelon left and close and dress on the last man of the first squad.

- b. The Number two man of the 3rd squad takes a position one pace to the right and the rear of the Number two man of the first squad and the remaining men close and dress on him. The 4th squad executes an echelon right and close and dress on the last man of the third squad (Figure 14).

I. TROOP WEDGE WITH TWO SUPPORT SQUADS

1. GENERAL SUPPORT

- a. Preparatory Command. TROOP WEDGE, 3RD AND 4TH SQUADS IN SUPPORT.

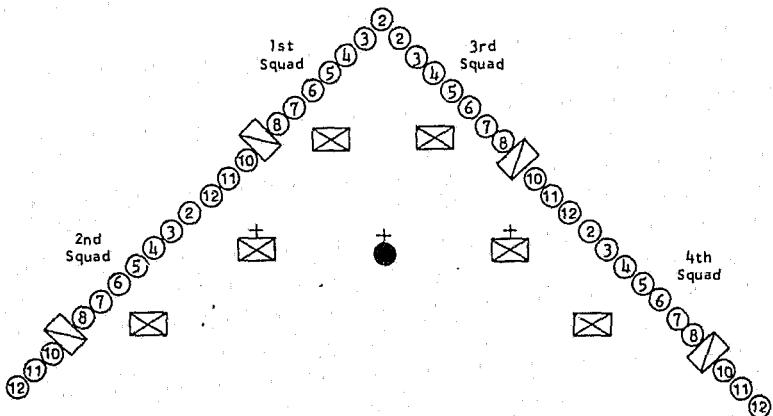
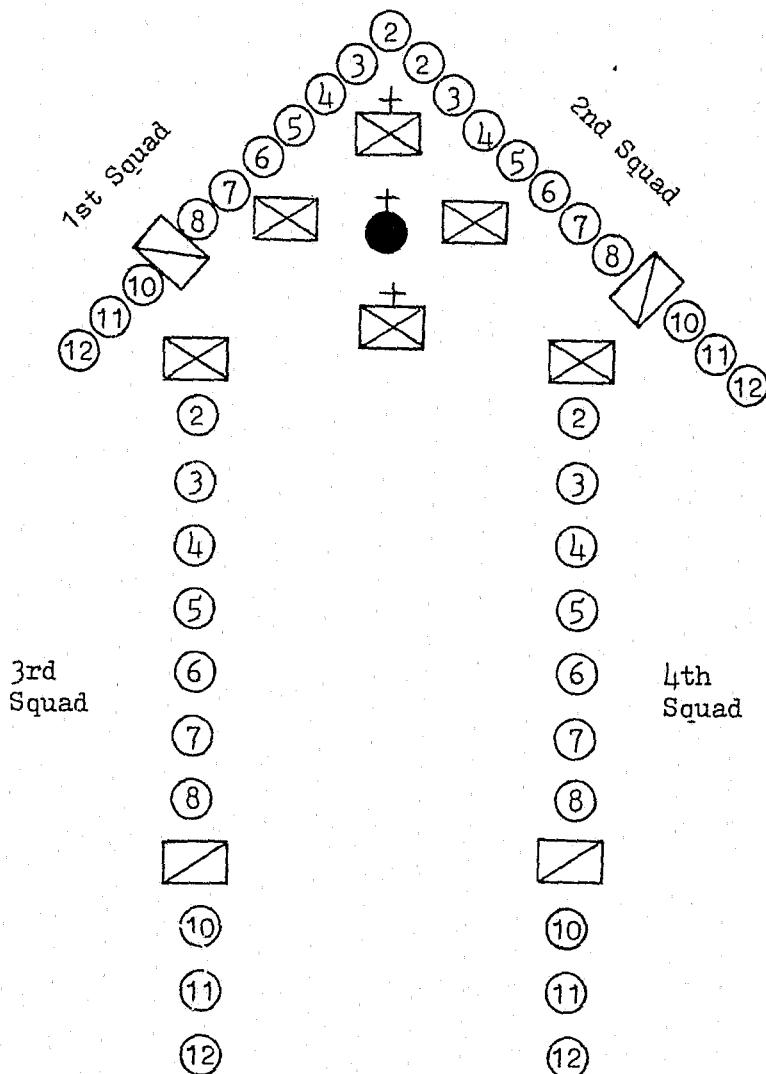


Figure 14. Troop Wedge

MANUAL CIVIL DISTURBANCES

b. Execution. MOVE.

- 1) The 1st and 2nd squads execute the wedge while the 3rd and 4th squads remain in column (Figure 15).



**Figure 15. Troop Wedge with Two Squads
(Section) in General Support**

RIOT CONTROL FORMATIONS

2. LATERAL SUPPORT

- a. Preparatory Command. TROOP WEDGE, 3RD AND 4TH SQUADS IN LATERAL SUPPORT.
- b. Execution. MOVE.
 - 1) The 1st and 2nd squads execute the wedge while the 3rd and 4th squads stand fast. After the wedge has been formed by the 1st and 2nd squads, squad leaders of the 3rd and 4th squads command LEFT FLANK and RIGHT FLANK respectively. At the command of execution, MOVE, the 3rd and 4th squads move out to their flanks, close in on the rear elements of the wedge, and face in the direction of the Troop advance (Figure 16).

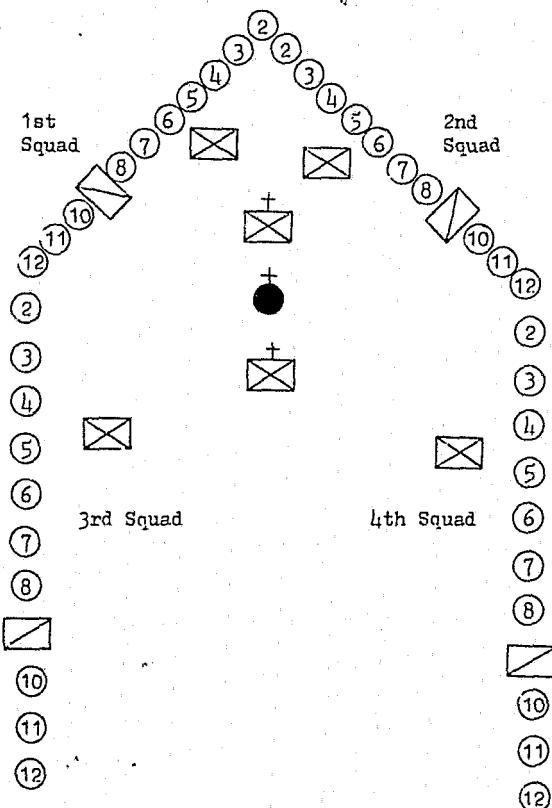


Figure 16. Troop Wedge with Two Squads in Lateral Support

MANUAL CIVIL DISTURBANCES

3. CLOSE SUPPORT

- a. Preparatory Command. TROOP WEDGE, 3RD AND 4TH SQUADS IN CLOSE SUPPORT.
- b. Execution. MOVE.
 - 1) The 1st and 2nd squads execute a wedge. The 3rd and 4th squads execute a similar wedge and close in on the leading wedge. Men in the supporting wedge cover the intervals between the men in the leading wedge (Figure 17).

J. VARIATIONS IN TROOP FORMATIONS

1. During riot control operations, the Troop Task Force Commander may rotate his squads in the leading or assault elements of the formations to give any squad or squads a rest. He is not bound to use only those squads that are specified in the preceding paragraphs in the leading or assault elements of his section formations. By merely changing his preparatory command, he may select the squads to lead his unit. For example, if the 3rd and 4th squads are to lead his Troop Wedge,

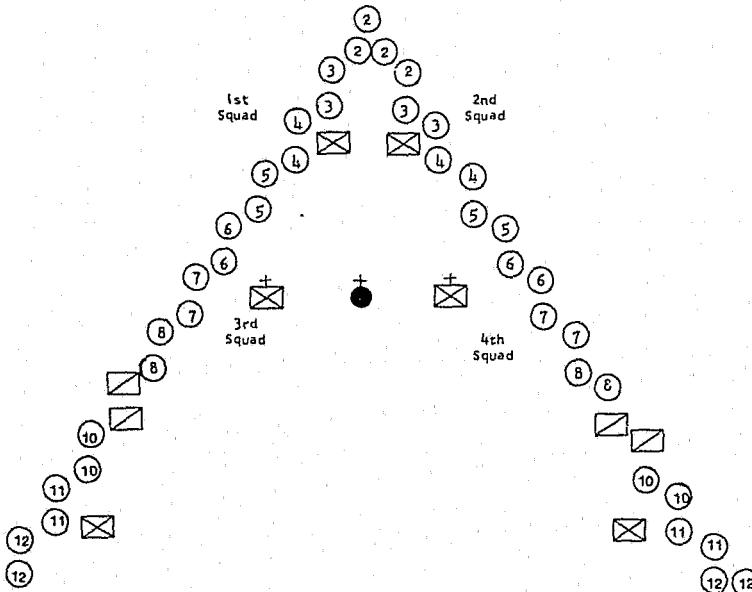


Figure 17. Troop Wedge with Two Squads in Close Support

RIOT CONTROL FORMATIONS

he issues the command, TROOP WEDGE, 1ST AND 2ND SQUADS IN SUPPORT, MOVE. By designating the support squad(s) in the preparatory command, the Troop Task Force Commander tells the other squad(s) that they are to lead the assault.

2. The Troop Task Force Commander may also relieve any two squads in the assault element by forming a like formation with the support squads and have the support element pass through the leading element. This procedure is frequently necessary when gas masks are put on for a chemical attack.

IV. ARM AND HAND SIGNALS

- A. In most situations it is entirely possible that members of police units may not be able to hear the voice commands of their leaders. Since effective communications are the backbone of efficient operation, a substitute for voice commands is necessary. To this end, the following arm and hand signals have been devised. All members should learn them in order that there will be no confusion, if their use becomes necessary.

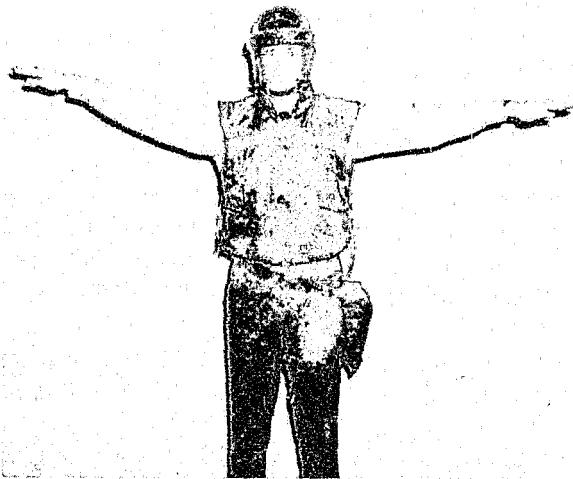


FORWARD. To Right (Left); to Rear. Face and move in the desired direction of march; at the same time extend the hand vertically to the full extent of the arm, palm to the front, and lower the arm and hand in the direction of movement until horizontal.

MANUAL CIVIL DISTURBANCES



HALT. Carry the hand to the shoulder, palm to front; then thrust the hand upward vertically to the full extent of the arm and hold it in that position until the signal is understood.



LINE. Raise both arms laterally until horizontal, arms and hands extended, palms down.

RIOT CONTROL FORMATIONS



WEDGE FORMATION. Arms extended above head in V-Position.



ASSEMBLE. Raise the hand vertically to the full extent of the arm, fingers extended and joined, and describe large horizontal circles with the arm and hand.

Chapter 6
Tactical
Emergency Unit

CHAPTER 6

TACTICAL EMERGENCY UNIT EQUIPMENT AND CONCEPTS

Experiences of the recent past have proven the need for new designs in combating civil disturbances. To meet these demands, the Maryland State Police have created unique units and equipment. The following chapter will include the duties of these units, the equipment available and the latest concepts in the application of Tactical Forces.

I. TACTICAL-EMERGENCY UNIT

A. RESPONSIBILITIES

1. Provide logistical support to MSP personnel in emergency and urgent tactical situations.
2. Provide assistance at civil disasters such as plane crashes or natural disasters.
3. Test and evaluate riot equipment.
4. Maintain an inventory of all tactical equipment in the Maryland State Police.
5. Provide experts and equipment in fields of countersniping, search and rescue missions and mutual aid to other agencies.

B. SPECIAL EQUIPMENT

1. Tactical Van
 - a. A 1971 Dodge truck chassis with a custom van body, equipped with bullet resistant shields at all windows. Cost, fully equipped, approximately \$51,000.00.
 - b. Emergency equipment
 - 1) 1 2500 watt generator
 - 2) 1 Davis bomb blanket

MANUAL CIVIL DISTURBANCES

- 3) 2 mitra lux searchlights (illuminate 100 yards in width, 300 yards in length)
- 4) 3 mini nova lights (high intensity spotlight)
- 5) 2 Buco tac lights (concentrated short range area)
- 6) 10 body armor suits
- 7) 10 riot helmets
- 8) 10 steel helmets
- 9) 10 gas masks (M-17)
- 10) 25 36" riot batons
- 11) 1 portable generator
- 12) 5 cases of road flares
- 13) 400 feet of hemp rope
- 14) 1,500 rounds of shotgun shells, plus 400 rounds launcher cartridges
- 15) 500 rounds of .38 calibre ammunition
- 16) 500 rounds of AR-15 ammunition
- 17) 150 rounds of 1.5 gas ammunition
- 18) 1 P.A. sound system
- 19) 600 tear gas grenades
- 20) 1 pepper fog machine
- 21) Extra gas and smoke for the pepper fogger
- 22) 20 gallons of water
- 23) 10 gallons of gasoline
- 24) 2 stretchers
- 25) First aid kits
- 26) Oxygen
- 27) 500' electrical extension cords
- 28) 100 flex-type handcuffs
- 29) 2 cases of dog food
- 30) 10 flashlights
- 31) 2 cases of flashlight batteries
- 32) 1 fire axe and 1 sledge hammer
- 33) 1 eight channel radio
- 34) 20 five channel walkie-talkies
- 35) 1 portable sound system
- 36) 1 pair binoculars
- 37) 2 reels of electrically powered cord, approximately $\frac{1}{4}$ mile in length

2. Two (2) Armored Cars

- a. Six wheeled, all-terrain vehicle, weighing approximately 8 tons with a top speed of 50 MPH. Vehicle has two bullet-proof bubbles, periscopes and portholes.

TACTICAL EMERGENCY UNIT EQUIPMENT AND CONCEPTS

- b. Emergency equipment
 - 1) Four channel radio
 - 2) 1 stretcher
 - 3) Fire extinguishers
 - 4) Carries six fully equipped members of the civil disturbance force
- c. This vehicle is available in prison breaks, search and rescue missions, riot control, evacuation of wounded personnel, safe transportation of troops and barricade destruction.
- 3. Two (2) Emergency Generator Light Trucks
 - a. 2½ ton trucks with 10 wheel drive and a power winch for off-the-road use
- 4. Four (4) Troop Carriers
 - a. 2½ ton trucks with 10 wheel drive and a power winch for off-the-road use
 - b. Special Equipment
 - 1) Steel plate on roof of cab
 - 2) Beds are covered by steel mesh screen — covered by tarpaulin when not in tactical situation
 - 3) Wire screen on windows — when in tactical situation
 - c. Each vehicle can carry one fully equipped Tactical Section and two K-9 Teams.
- 5. Six (6) Tactical Jeeps
 - a. Modified 4 wheel drive Jeeps, radio equipped, completely enclosed by wire mesh.
 - b. May be used in search and rescue missions as well as civil disturbances.
 - c. Construction allows Troopers to fire tear gas in a crowd with a minimum of danger to Officer.
 - d. Vehicle can be used for speedy apprehension and evacuation of agitators.
- 6. Command Vehicle
 - a. A 4 wheel drive Ford Bronco with 4 channel radio, emergency lights and protective wire mesh screens over windows.
- 7. Emergency Communication Van
 - a. While not Tactical Force equipment, it is available through the Electronic Services Division as an emergency Command Post or supplemental Communications Post.
 - b. Special Equipment
 - 1) Self-propelled van, equipped with a gasoline powered 110-volt AC generator

MANUAL CIVIL DISTURBANCES

- 2) Contains 2-way communications with all 7 Troops
- 3) Has the three communications channels commonly referred to as "CD"
- 4) Contains 2-way communications with the Washington Metro System and Baltimore Metro System, plus all 23 citizen band frequencies
- 5) Has a mobile telephone and/or may be connected to existing telephone lines
- 6) Teleprinter
- 7) Television cameras, receivers and video recorders
- 8) Telephone scramblers

II. MARYLAND STATE POLICE TACTICAL STRIKE FORCE

A. MISSION

1. To provide a swift, effective movement of personnel from a staging area to a potential or actively troubled area, creating an impression of overpowering force with the least amount of men and danger to the Tactical Force. (Circumstances may dictate the use of only one tactical Jeep and five Tactical Force Officers as a Strike Force. This falls within the accepted concept of a Strike Force, but in this chapter we will deal with the preferred force and tactics at a large confrontation.)

B. EQUIPMENT

1. Armored car
2. Two (2) Tactical Jeeps
3. Emergency generator light truck
4. Troop carrier

C. MANPOWER — Total 38 Men

1. Driver and 2 gunners for armored car
2. Two (2) drivers and two (2) grenade launchers for Jeep
3. Driver for light truck
4. Driver and one (1) Tactical Section in Troop Carrier
5. Two (2) K-9 dogs and handlers

D. DESIGNATION

1. Two Strike Forces
 - a. Strike Force RED
 - 1) Each vehicle will be equipped with 3 red plates, one in front and one on each side at the rear, for easy identification by ground forces.

TACTICAL EMERGENCY UNIT EQUIPMENT AND CONCEPTS

b. Strike Force GOLD

- 1) Each vehicle will be equipped with 3 GOLD plates, one in front and one on each side at the rear, for easy identification by ground forces.

E. COMMAND

1. Tactical Group Commander will be in overall command.
 - a. All orders to each Strike Force will come through this Command except in emergencies.
2. Each Strike Force will be in immediate command of a Troop Task Force Commander or Section Leader.

F. OPERATIONS

1. Tactical-Emergency Unit to furnish drivers for armored car, Tactical Jeeps and light truck.
2. Tactical Section assigned will supply driver for Troop Carrier and grenade launcher personnel for Jeeps.
3. Gunners for armored car will be supplied by Troop Commander in area of activity.
4. Tactical Section assigned to Strike Force will report directly to vehicles on command and remain as a unit until relieved by Tactical Group Commander.
5. Entire Strike Force will operate as one unit and will not be assigned piecemeal to any operation.
 - a. If emergency requires that some units be used elsewhere, Strike Force Commander will immediately notify Tactical Group Commander and Tactical Administrative Officer that Strike Force is inoperative.
6. If any vehicle, while actively engaged, becomes disabled, vehicle will be towed or pushed by other vehicle in Strike Force.
 - a. Do not abandon a vehicle without an adequate defensive force assigned, unless conditions make it necessary.
 - 1) Example: Vehicle may be on fire or Strike Force may be under sniper fire or overwhelmed.

MANUAL CIVIL DISTURBANCES

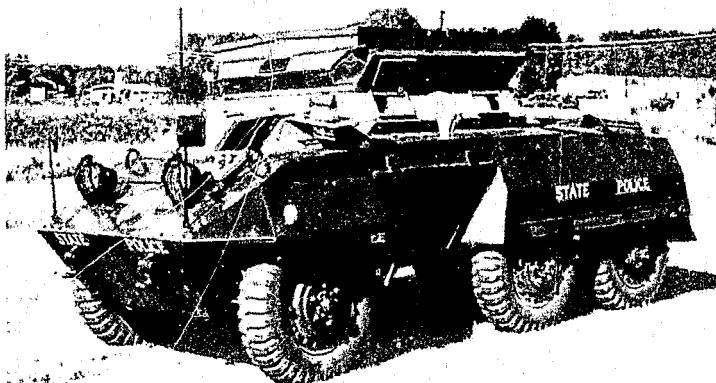


TACTICAL VAN

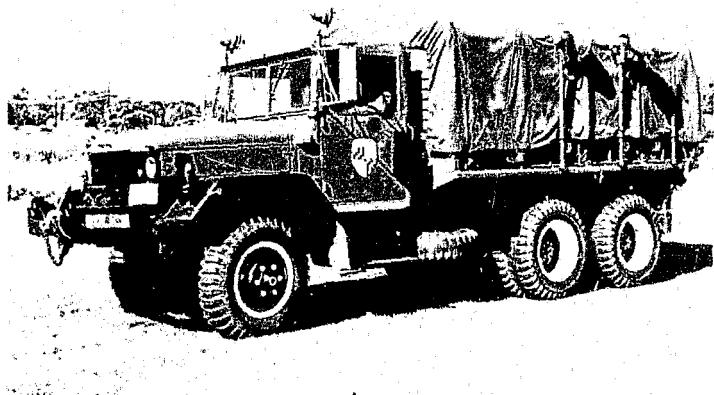


ARMORED CAR

TACTICAL EMERGENCY UNIT EQUIPMENT AND CONCEPTS

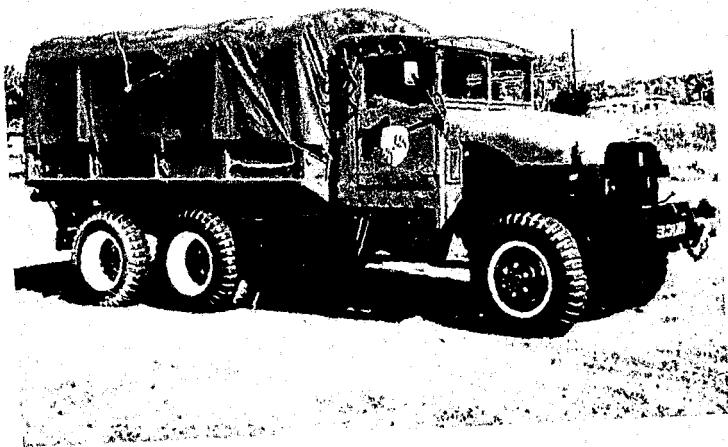


ARMORED CAR

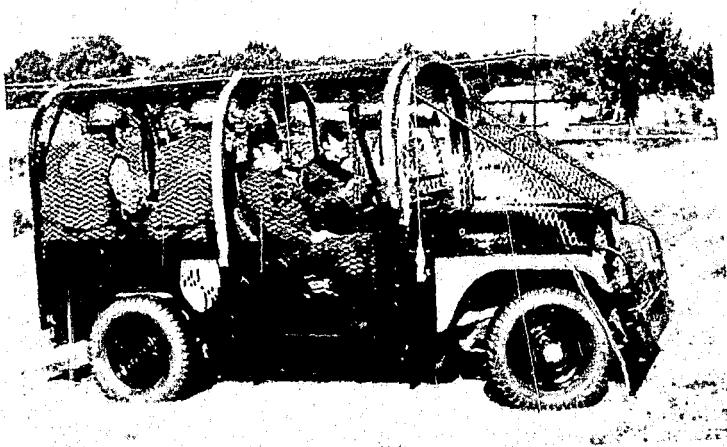


GENERATOR LIGHT TRUCK

MANUAL CIVIL DISTURBANCES



TROOP CARRIER



TACTICAL JEEP

TACTICAL EMERGENCY UNIT EQUIPMENT AND CONCEPTS

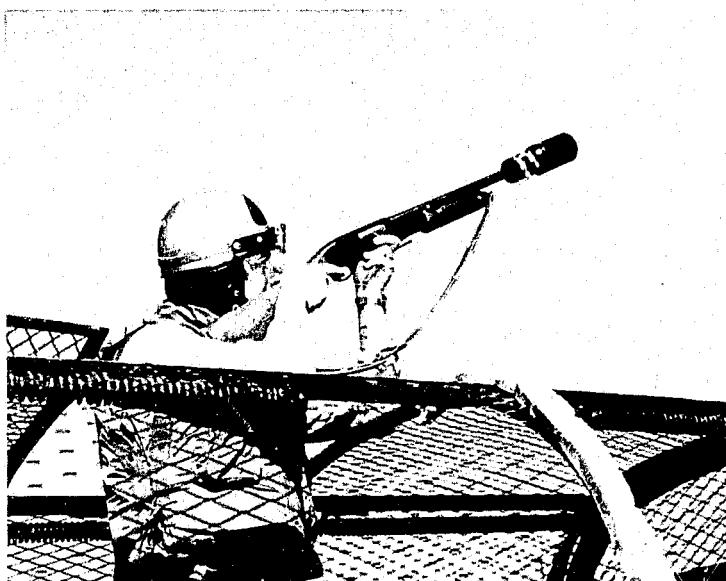


TACTICAL JEEP



TACTICAL JEEP

MANUAL CIVIL DISTURBANCES



TACTICAL JEEP-GRENADE LAUNCHER



COMMAND VEHICLE

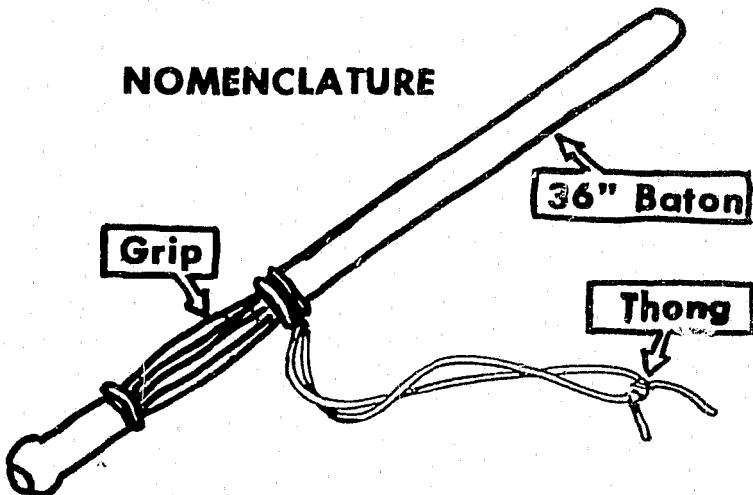
Chapter 7
Riot Baton

Chapter 7
Riot Baton

CHAPTER 7

RIOT BATON PROCEDURE AND USE

NOMENCLATURE



THE RIOT BATON

The riot baton is a most effective weapon in the hands of Officers trained in its use. Officers equipped with riot batons and operating in organized formations can effectively control and disperse riotous crowds that are not armed. The riot baton owes its effectiveness to the leverage obtained by the extra length (36" overall length in MSP issue) and the added distance it places between the Officer and the rioter, and these factors should be kept in mind by the Officers. All blows can be delivered with the regular police baton but with less effect; therefore, Officers equipped with riot batons should avail themselves of its use when faced with a riotous crowd situation.

HOW TO GRIP YOUR BATON**1. Thong around thumb****THE GRIP**

The proper grip is most important. The loop or thong of the baton is to be placed over the right thumb so that the baton will hang down with the thong crossing over the back of the right hand. The hand is then turned inwards and the handle of the baton grasped so that the thong crosses over the knuckles of the back of the hand. The slack in the thong should then be taken up by rotating the baton in the right hand. Much greater control over the baton and added leverage results when grasped in this fashion, and the baton will not fly out of the hand when in use. In addition, if the baton is grasped by an opponent so that it can no longer be used, it may readily be released simply by relaxing the grip. The thong should never be looped about the wrist as an opponent can grasp the baton and twist it, pinioning the Officer's hand.

Extra care should be used to prevent a rioter from grasping the baton outside of the Officer's hands. The possibility of losing the baton to an adversary can be nearly eliminated by practicing the following maneuvers: If the baton is grasped the Officer should step forward quickly and twist the baton in the direction of the rioter's thumb, jerking it from his grasp. A follow-up to the rioter's jaw can then be made with the butt end of the baton or the Officer's elbow. Another effective method is to retain the grip on the handle with the right hand and lean backwards at the same time applying a swift kick with the bottom of the heel or sole of the foot to the kneejoint of the rioter, all the while pulling back on the baton with the right hand. If the thong has been retained in the hand the added leverage will always result in a quick release.

CONTINUED

1 OF 2

RIOT BATON

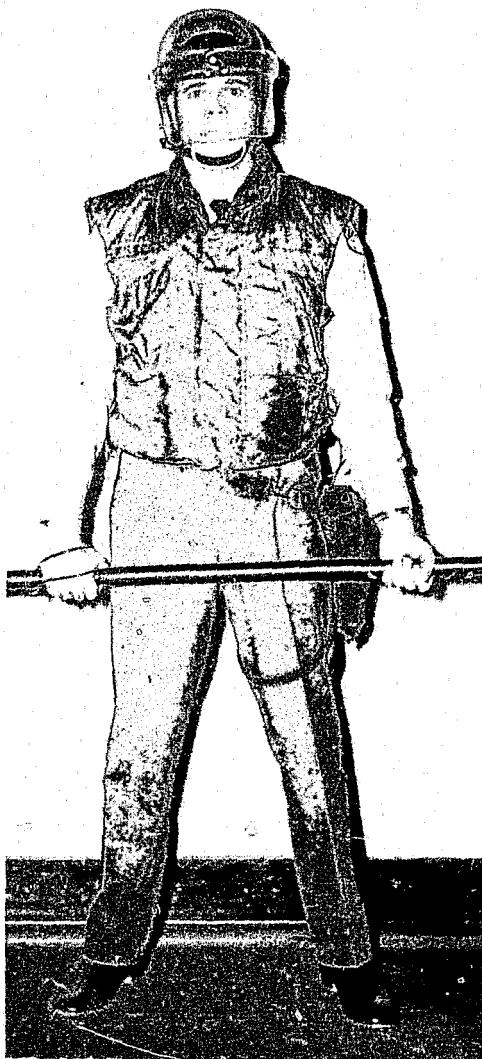


CARRY BATON

COMMAND: "CARRY BATON"

EXECUTION: Grasp the baton by the grip portion with the right hand, with the thong in proper position over the thumb. Keep the right arm extended downward alongside the body, with the baton as a continuation of the extended arm, pointed toward the ground, and positioned along the side of the right leg. When marching with the baton in this position, it should not be allowed to dangle or swing freely, but is to be moved as an extension of the arm, i.e., moving in the same swinging motion as the arm.

MANUAL CIVIL DISTURBANCES



PARADE REST

COMMAND: "PARADE REST"

EXECUTION: From position of attention, or carry baton, step 12" to the left with left foot. Grasp baton six inches from point with left hand, palm facing front. Both arms extended down at full length. Trooper looks straight front and remains motionless in this position.

RIOT BATON



PORT BATON

COMMAND: "PORT BATON"

EXECUTION: The riot baton is to be held in the port arms position approaching or confronting a riotous crowd preparatory to its use. In this position the right hand grasps the handle with the back of the hand facing outwards and the right hand positioned near the right hip. The left hand grasps the baton at its other extremity with the palm opposed or facing the palm of the right hand and the left hand positioned near the left shoulder. The baton is then at a slight angle from the vertical position. This position serves first: to make the crowd aware of the baton and that it is ready for instant use; and, secondly: the baton is "cocked" so that a blow can immediately be delivered without telegraphing the Officer's intentions.

MANUAL CIVIL DISTURBANCES



ON GUARD COMMAND: "ON GUARD"

EXECUTION: Position may be executed at any time. Trooper lunges forward at the command and does a stamp step, accentuating the placement of the left foot. At the same time, he fully extends his left arm to the front while grasping the baton about six inches from the point. The right elbow is kept tight against the body while the right hand and forearm are placed in a position in line with the extended baton. Stamp step is continued and the right foot is slid up beside the left before the next step. Cadence is for the left foot.

RIOT BATON

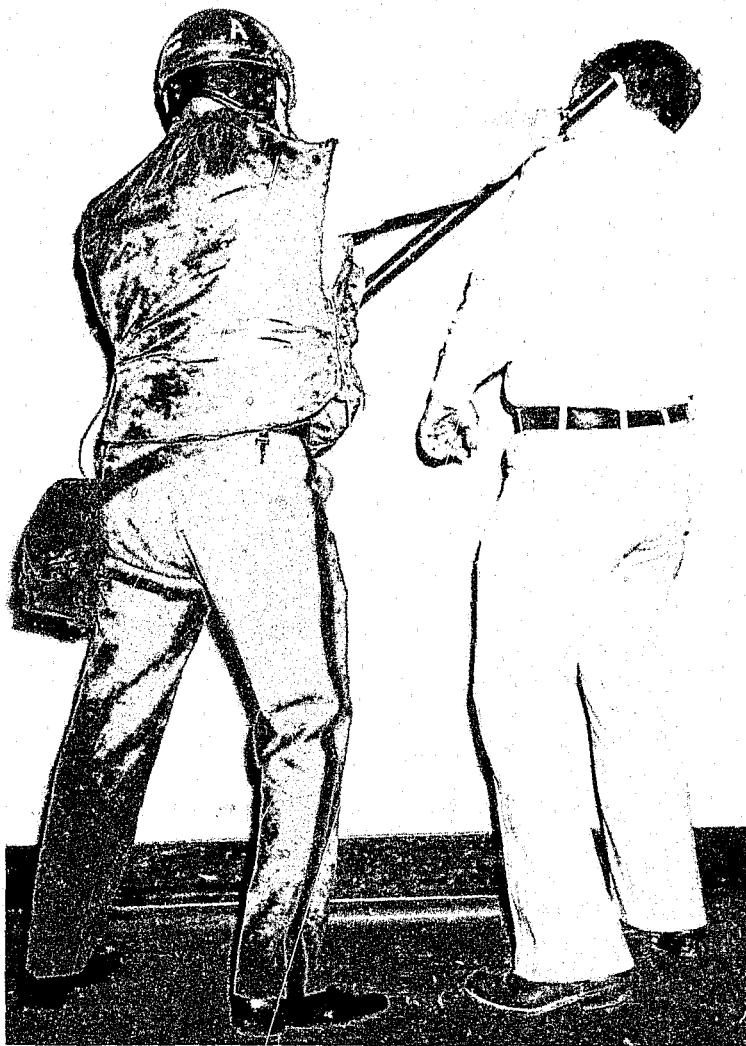


SHORT GUARD

COMMAND: "SHORT GUARD"

EXECUTION: Position may be executed at any time. The baton is pointed forward. The hilt in the right hand is against the right hip. The left hand grasps the baton six inches from the point. Cadence is continued if the position is executed while moving.

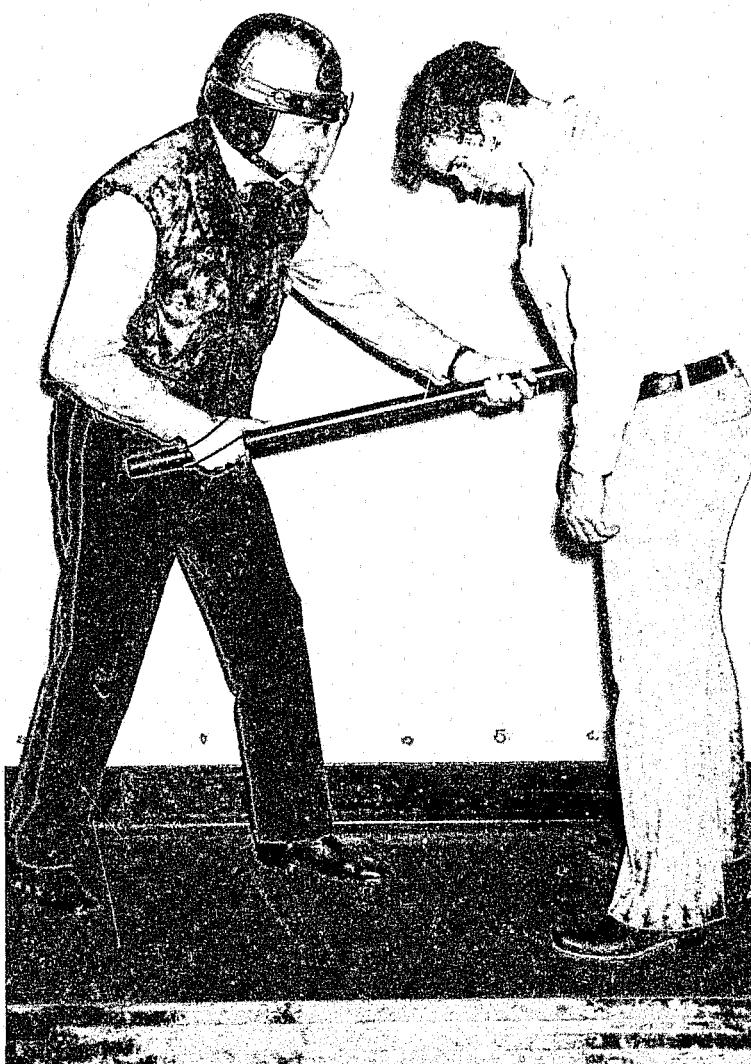
MANUAL CIVIL DISTURBANCES



BLOW TO JAW:

The butt is used in this blow. It is a good follow-through after the solar plexus jab. After you strike your opponent's midsection with the tip of the baton, you bring your right hand up in an arc to the left side of his jaw. This blow can also be used from the On Guard position.

RIOT BATON

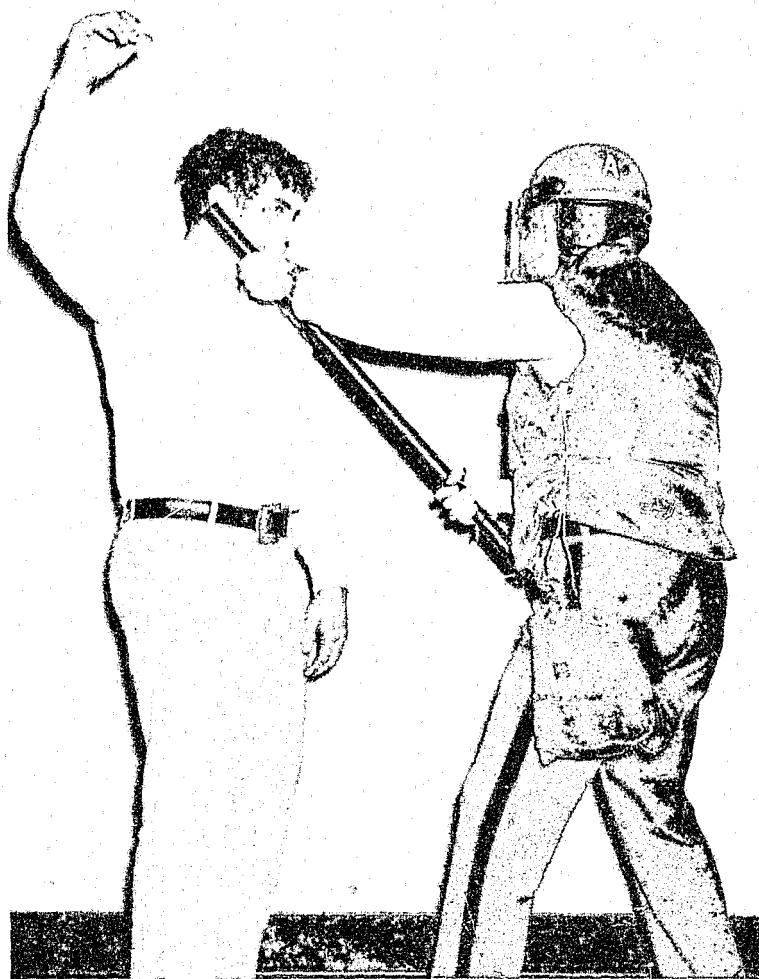


SOLAR PLEXUS:

(Jab or thrust)

Step forward slightly with the left foot and at the same time jab hard to opponent's midsection with the tip of the baton. The forward step and sharp thrust are essential. Bury that tip.

MANUAL CIVIL DISTURBANCES

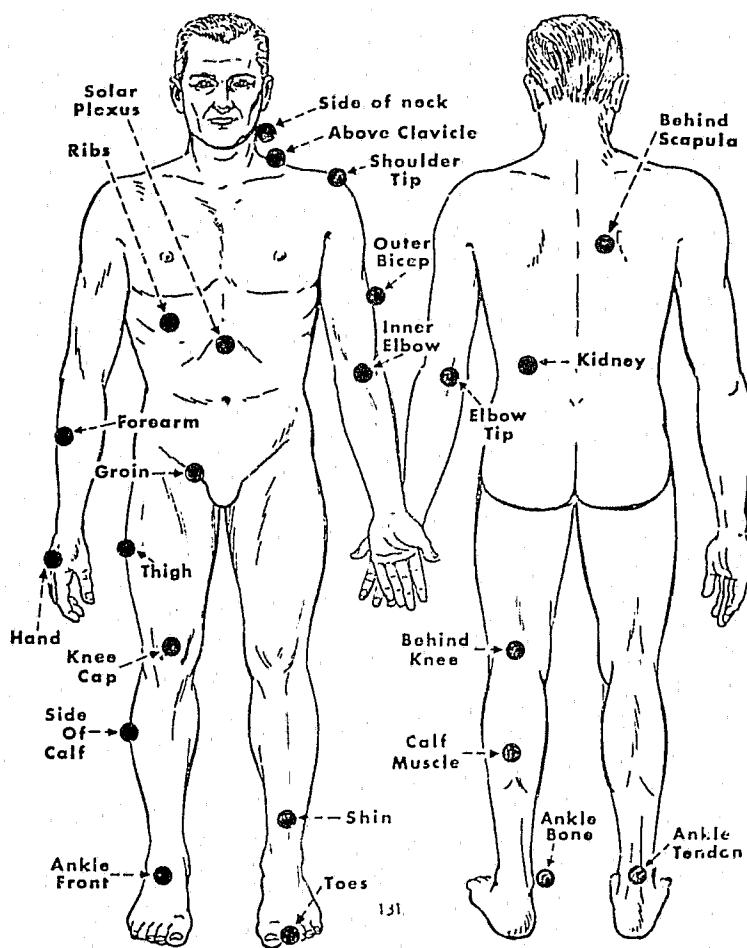


RIGHT SIDE OF FACE WITH BUTT:

This third blow is executed from the end of the follow through to the jaw by bringing the baton back and to your left sharply and striking forward to the right side of the face with the butt.

RIOT BATON

IMPACT POINTS OF THE HUMAN BODY



Chapter 8
Tear Gas

CHAPTER 8

TEAR GAS USE - PROCEDURES

This chapter is intended to be a basic procedural guide in the use of Tear Gas. Detailed and specific technicalities concerning gases have been eliminated in order to develop the few simple, effective methods concerning the employment of police gases and equipment, as an aid to Law Enforcement Officers.

Tear Gas was first used during World War I for training members of the armed forces to become gas conscious. During the postwar period there was a wave of crime and considerable civil unrest, and the use of Tear Gas proved to be a very humane method of dealing with unruly mobs and crowds of civilians, as well as subduing and forcing barricaded criminals into the open. Generally, in situations not serious enough to warrant the use of firearms, Tear Gas is an effective peace time weapon devised for use against civilians.

I. PROCEDURES AND EFFECTS

A. COMPOSITION

1. CN Tear Gas -- Chloroacetophenone
2. CS Tear Gas -- Orthochlorobenzal-Malononitrile

B. EFFECTS AND REMEDIES

1. CN and CS Tear Gas, when vaporized into the air, causes an intense irritation of the eyes and other mucous surfaces, producing temporary blindness and a great feeling of discomfort. Effect is immediate.
2. The best remedy is exposure to fresh air. Do not rub affected areas. In extreme cases, washing the eyes with salt water eliminates all effects in a few minutes. Use $\frac{1}{2}$ tsp. of salt to one

MANUAL CIVIL DISTURBANCES

quart of water. Wash the body with soap and water. There have never been any permanent effects to, or fatalities of, persons who have been subjected to CN and CS gases.

C. COLOR CODE

1. CN Tear Gas - Red
2. CS Tear Gas -- Blue
3. HC Smoke -- Yellow

C. DISPERSING METHODS

1. Combustion Method of Dispersion (Burning)
 - a. Crystalline solids are mixed with a solid fuel ignited by a fuse. The fuel burns and supplies heat which vaporizes the CN or CS. The smoke from the burning fuel leaves a visual cloud effect.
2. Dispersion Method
 - a. Crystalline solids are deposited as a light coating on some light, inert material such as talcum powder, which is blown into the air by an explosive charge or by a blast of air or nitrogen from a pressure cylinder. This leaves a visual cloud effect caused by the inert carrier.

II. RIOT GEAR RETAINED AT BARRACK

A. Federal 1.5 Riot Kit

1. 1 Federal Gas Riot Gun, Calibre 1.5
2. 4 Federal Flite-rite Projectiles No. 230 CN
3. 6 Federal Spedeheat Projectiles No. 206 CN
 - a. The normal, safe life of gas is three years. Each year, one third of the Agency's supply is renewed and the old gas is given to the Tactical-Emergency Unit for training purposes. The effectiveness of the gas in storage is prolonged if it is kept in a cool moisture-free area.

III. TACTICAL SQUAD SUPPLIES

- A. Listed in Chapter 2, Maryland State Police Task Force, Section Structure Chart.

TEAR GAS USE--PROCEDURES

IV. GAS DEVICES

A. PEPPER FOG -- CS TEAR-SMOKE GENERATOR

1. Specifications
 - a. Gasoline consumption - 1/4 gallon per hour
 - b. Gasoline tank capacity - 1/5 gallon
 - c. Running time - 45 minutes
 - d. Fogging time - 10-20 minutes
 - e. Weight - empty - 19 lbs.; filled - 27 lbs.
 - f. Length - 52-3/4 inches
 - g. Height - 13-1/4 inches
 - h. Width - 9-5/8 inches
 - i. Formulation tank capacity - 1 gallon
2. The pepper fog generator employs the resonant pulse jet principle to generate hot gases flowing at high velocities. The engine is essentially a tube with a combustion chamber, an intake valve and a supply of a combustible mixture of fuel and air. The smoke or tear gas is forced from the tank under pressure, and injected into the high velocity flow of hot gases in the engine tube, where it is vaporized. Upon striking the cooler air flow as it exits the tube, it condenses and appears as fog.
3. Will be operated only by a qualified person.

B. 870 REMINGTON SHOTGUN AND GRENADE LAUNCHER

1. Specifications
 - a. Type - 5-shot, pump action
 - b. Barrel length - 20 inches
 - c. Weight - 6½ lbs.
 - d. Launcher - Lake Erie and Federal Tear Gas Grenade Launcher

C. GAS RIOT GUN

1. The gas riot gun is a single-barrel, double-action weapon. It has a bore of 1½" (38 mm) and is of 1.5 calibre. Cleaning procedures are the same as any other weapon.

D. GAS MASK

1. Specification
 - a. M-17
2. A combat mask which protects the face, eyes and respiratory tract from field concentrations of chemical, biological and ra-

MANUAL CIVIL DISTURBANCES

biological agents. The incoming filtered air passes from the cheek pouches and exhaled air is discharged through an outlet valve at the chin position.

E. GRENADES (As used by Maryland State Police)

1. Federal Laboratories gas grenades are cylinders about 2½ inches in diameter by 5 inches long. They are equipped with fuses which begin to function when the grenades are thrown. This causes the grenade to function about the time they reach the ground. The average person can throw a grenade about 30 yards.
2. Types
 - a. Federal No. 108 – Smoke – Yellow
 - 1) Fuse time – 1 second
 - 2) Discharge time – 2½ minutes
 - 3) Nontoxic, nonirritating dense smoke
 - b. Federal Spedeheat No. 555 CS – Blue
 - 1) Fuse time – 1 second
 - 2) Discharge time – 25-35 seconds (nonexplosive)
 - 3) Irritating gas
 - 4) To be used in launcher
 - c. Federal Triple Chaser No. 515 CS – Blue
 - 1) Fuse time – 2 seconds
 - 2) Discharge time – 25-35 seconds (nonexplosive)
 - 3) Separates into 3 sections two seconds after launch with each section acting as a separate grenade. Irritating gas.
 - d. Federal Baseball Grenade, Rubber, No. 519 CS – Black with blue band
 - 1) Fuse time – 1½ seconds
 - 2) Discharge time – 8 seconds
 - 3) Irritating gas. Deflatable rubber construction makes it impossible for mob to throw empty container at police.

F. PROJECTILES

1. Federal Laboratories gas projectiles resemble, in general appearance, small artillery shells. They have velocities from 225 to 325 feet per second. Some projectiles have time fuses, others have impact fuses.
2. Types
 - a. Federal Projectile No. 206 CN
 - 1) Fuse time – 4 seconds

TEAR GAS USE--PROCEDURES

- 2) Discharge time -- 25 to 35 seconds
- 3) Maximum range -- 225 yards
- 4) For long range riot control in the air
- b. Federal Projectile No. 230 CN
 - 1) Fuse time -- 4 seconds
 - 2) Discharge time -- 25 to 35 seconds
 - 3) Maximum range -- 325 yards
 - 4) This is for barricade use. Has stabilizing fins for accuracy. Very accurate from 50--100 yards. Penetration of 1-inch pine boards.

V. TACTICS AND PROCEDURES

A. PURPOSE

1. To prevent violence
2. To disperse unruly groups of persons with a minimum of hazard
3. To flush out barricaded persons

B. PHYSICAL FACTORS -- GAS CLOUD AND TRAVEL

1. Cloud travel is influenced by
 - a. wind velocity and steadiness
 - b. temperature relationships -- air to ground
 - c. terrain
 - d. amount of sunshine
 - e. height of release
2. Conditions favorable for effective use
 - a. Wind velocity -- 0 to 8 m.p.h., steady
 - b. Temperature relation -- ground colder than air
 - c. Terrain -- level
 - d. Sunshine -- none - heavy overcast early morning or night
 - 1) Gases are heavier than air and under normal conditions will follow the contours of the terrain for at least 75 to 100 yards in cool concentration and spreading laterally about 20% of the distance traveled.
3. The smoke grenade can be used to determine the direction of the wind. It can have a psychological effect on the mob by becoming a screen to shield the actions of the police. When rioters cannot see what is going on, they get apprehensive about their own safety. Smoke also acting as a carrying agent will increase the effective range of CN or CS Tear Gas.

MANUAL CIVIL DISTURBANCES

C. TACTICS

1. Authorization to use gas

a. At riot situation

- 1) Only upon command of Tactical Group Commander except when Tactical Forces are already engaged with mob, the Troop Task Force Commander and Section Leaders may issue order to use gas.

2. Procedures

a. Against disorderly crowds

- 1) Always try to get to the windward side of area to be gassed.
- 2) Study conditions. Decide what you want to accomplish.
 - a) Scatter assemblages so that an individual may be taken from it.
 - b) Disperse assemblages permanently.
- 3) Leave an exit for the assemblages.
- 4) Call on assemblages to disperse.
- 5) Throw No. 555 grenades to land about 5 yards apart. In proper wind the gas clouds will form up solid in 100 feet.
- 6) Throw grenades into the assemblages if the wind is erratic.
- 7) Use No. 206 projectiles and get the same effect as a grenade if it is impossible to get upwind of the assemblages.
- 8) Use sufficient amount of gas to have the desired effect.
- 9) Wear your gas mask when using gas.

10) When using the Remington 870, 12-gauge shotgun with launcher and 1.5 gun, the following rules must be observed.

- a) Never fire point-blank at a person or directly into a crowd.
- b) Always use the proper launching cartridge.
- c) Weapon to be used only by qualified, designated personnel.
- d) Fire only on command.

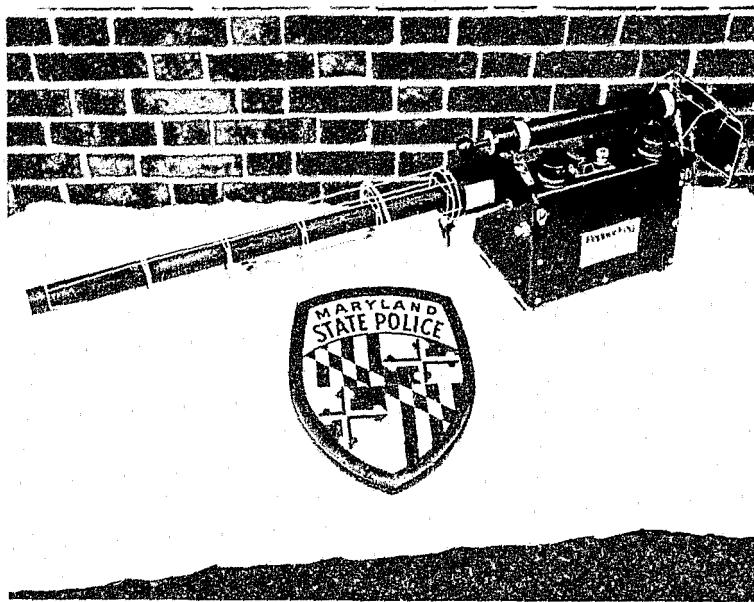
b. Against barricaded buildings

- 1) Surround barricaded building from protected positions and remove all bystanders to safety.
- 2) Get full information concerning area and building. How many persons are inside? Are there hostages? Are occupants armed?

TEAR GAS USE-PROCEDURES

- 3) Set up smoke screen and work from behind it if there are no protective barriers.
- 4) Use the projectile No. 230 for firing through windows and doors.
- 5) Gas unoccupied rooms first. Work from the top of the building down.
- 6) Use adequate type and amount of gas and wait for it to take effect.
- 7) Be careful of fires.
- 8) Be wary of surrender offers. Approach buildings cautiously.

MANUAL CIVIL DISTURBANCES

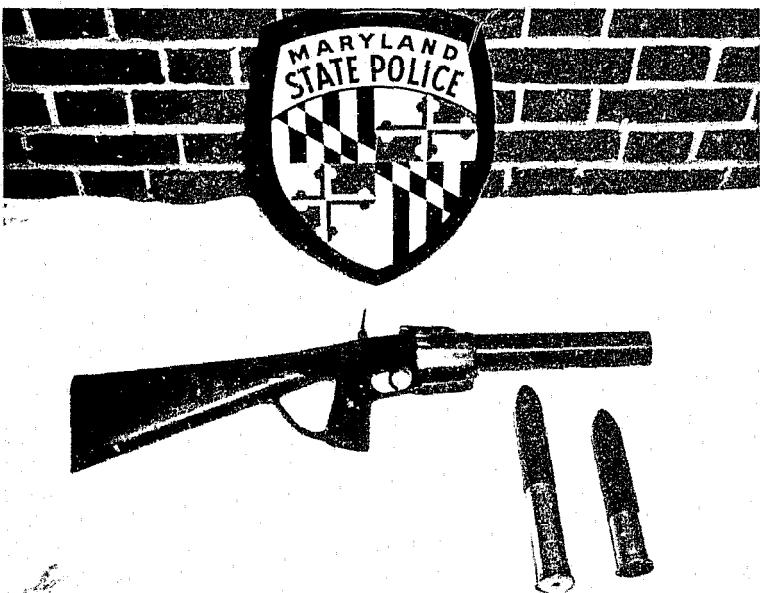


PEPPER FOG - CS TEAR-SMOKE GENERATOR

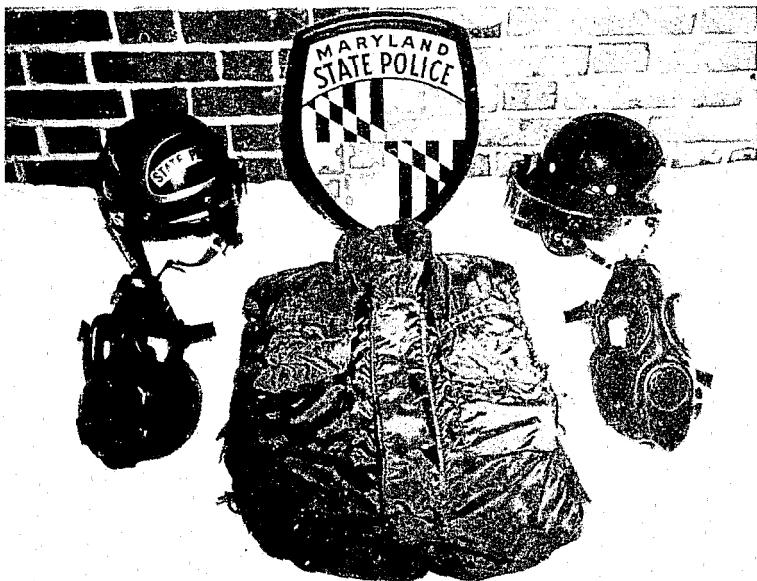


870 REMINGTON SHOTGUN AND GRENADE LAUNCHER

TEAR GAS USE-PROCEDURES

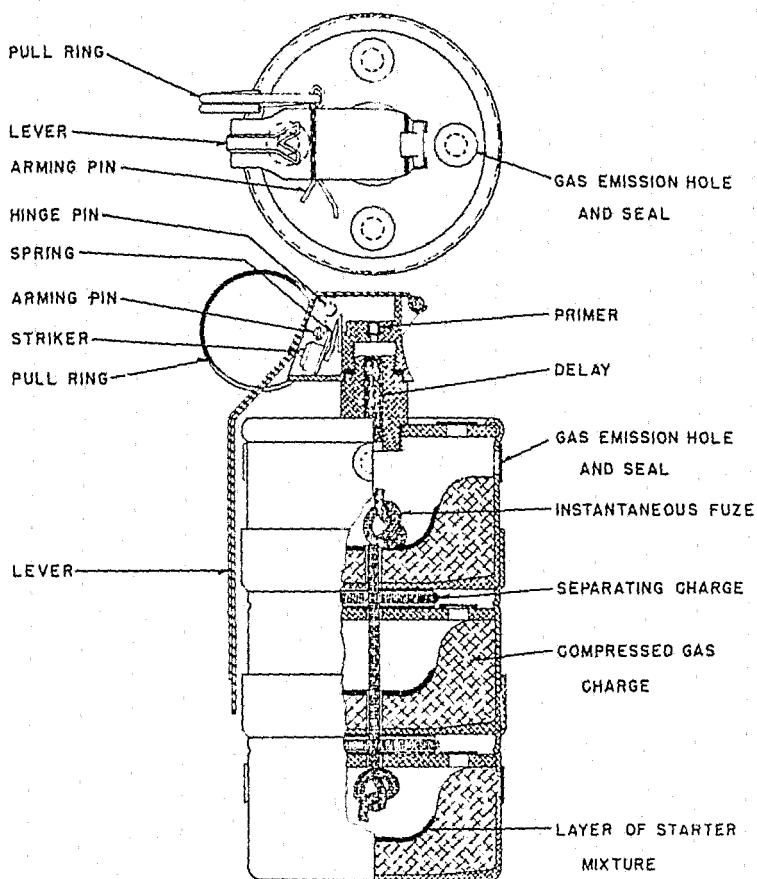


GAS RIOT GUN WITH GRENADES



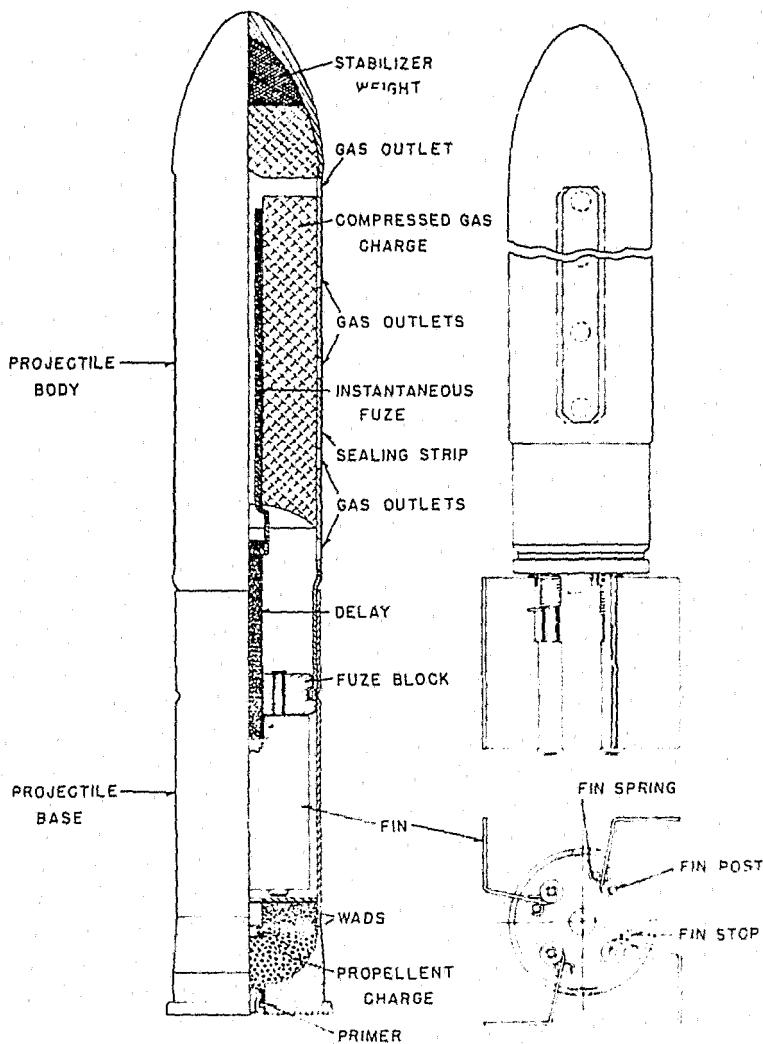
HELMETS - M-17 GASMASK - FLAK JACKET

MANUAL CIVIL DISTURBANCES



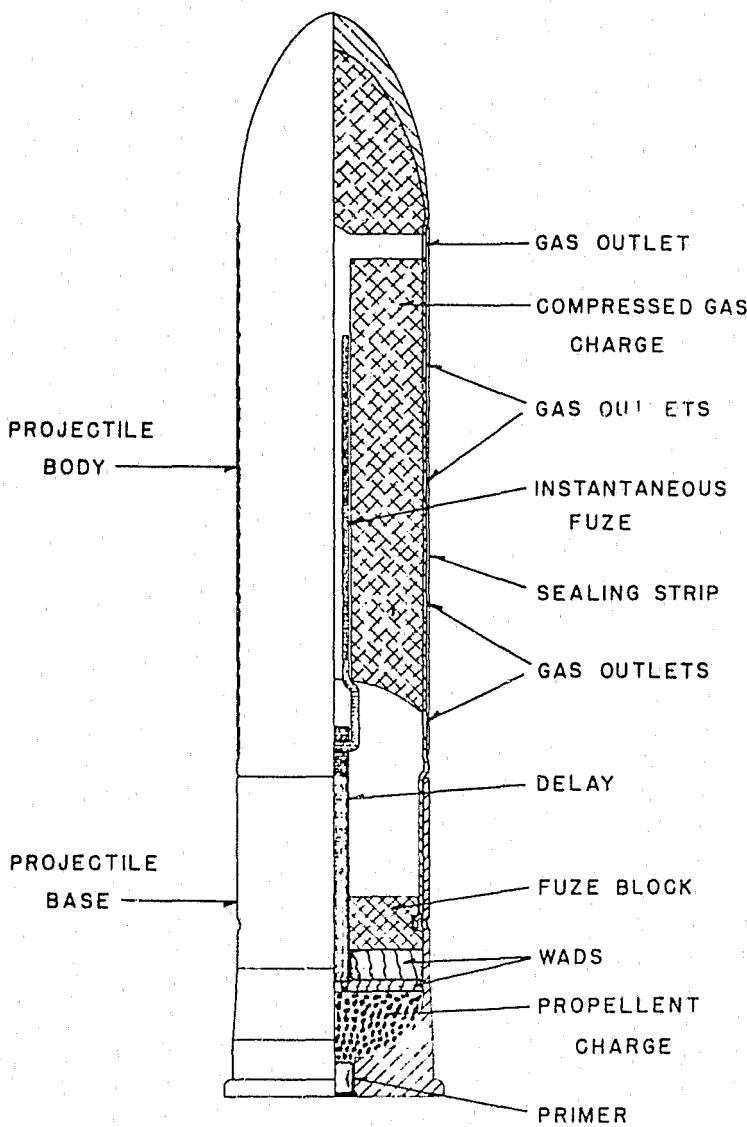
TRIPLE CHASER GRENADE

TEAR GAS USE—PROCEDURES



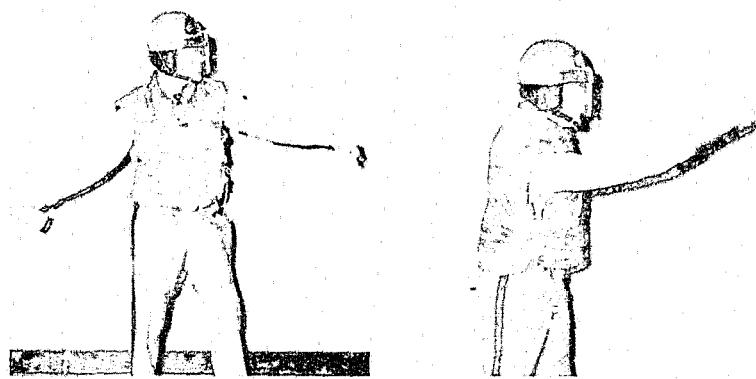
1.5 CAL. FLITE-RITE PROJECTILE

MANUAL CIVIL DISTURBANCES



1.5 CAL. SPEDEHEAT PROJECTILE

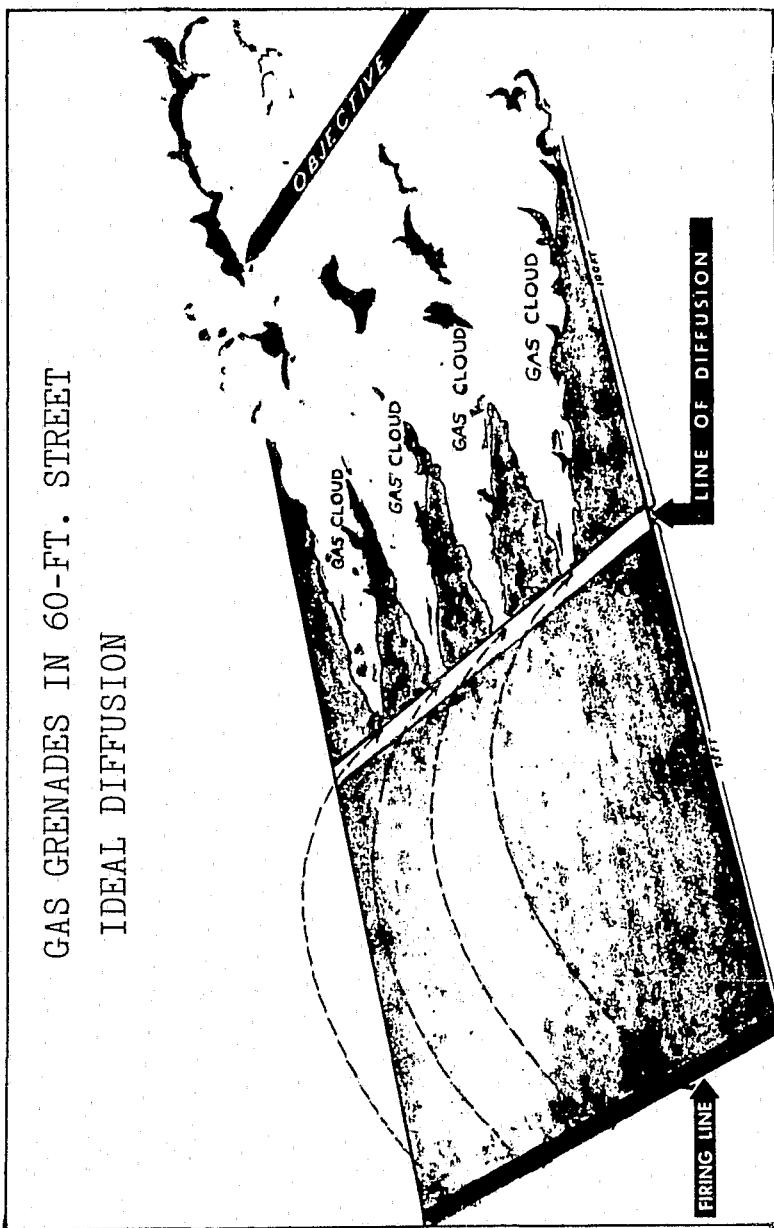
TEAR GAS USE-PROCEDURES



GRENADE-THROWN WITH HIGH TRAJECTORY

MANUAL CIVIL DISTURBANCES

GAS GRENADES IN 60-FT. STREET
IDEAL DIFFUSION



Chapter 9

Training

Chapter 9

Training

CHAPTER 9

TRAINING

I. PURPOSE

A. Training is a Command responsibility and a vital prerequisite for control at the scene of a disorder. It is necessary that every member of the Maryland State Police understands the need for training, not only in tactics for crowd control, but in attitudes and responsibilities. It must be thoroughly understood that our attitudes and the manner in which we carry out our responsibilities play a tremendous role in completing our mission — the preservation of law and order, and the protection of life and property.

II. FREQUENCY

A. Each Troop Commander must determine the frequency and need of scheduled training sessions in order to maintain the degree of individual and unit proficiency required to reach operational readiness. It is recommended that training sessions should be held at least quarterly.

B. The Troop Commander shall be present at these training sessions. He shall maintain a record of the training subjects and those participating.

III. TRAINING REQUIREMENTS

A. Role of Maryland State Police in civil disturbances
B. Policies and legal consideration

MANUAL CIVIL DISTURBANCES

- C. Individual responsibilities, conduct and discipline, including the application of force
- D. Crowd and group behavior
- E. Crowd and group control
- F. Riot control agents and munitions
- G. Anti-looting measures
- H. Anti-sniping measures
- I. Arson and protection of firefighters
- J. Safety and First Aid
- K. Illumination devices
- L. Intelligence information
- M. Night training operation
- N. Laws of arrest, search and seizure, etc.
- O. Patrolling techniques
- P. Security
- Q. Weapons and familiarization
- R. Familiarization of certain weapons and devices used against police personnel
- S. Mass arrest procedures
- T. Physical exercise
- U. Training film

IV. SUPERVISORY AND COMMAND PERSONNEL

- A. Psychological aspects of civil disturbance
 - 1. Understanding crowd and mob behavior
 - 2. Controlling and directing subordinates under stress conditions
 - 3. Strategy and tactics to be employed
 - 4. Causes of civil disorders
- B. Classroom Instruction
 - 1. Individual responsibilities, conduct and discipline, including the application of force
 - 2. Crowd and group behavior
 - 3. Crowd and group control
 - 4. Mass arrest procedures

TRAINING

C. Field Instruction

1. Riot control agents and munitions
2. Riot control formations and use of baton
3. Weapons familiarization
4. Familiarization of certain weapons and devices used against police personnel
5. Each recruit class shall observe a well-trained Troop Tactical Section conducting their training exercises including a complete demonstration of tactical equipment.

Appendix

APPENDAGE 1

**ARTICLE 41, SECTION 15B,
ANNOTATED CODE OF MARYLAND,
1971 REPLACEMENT VOLUME**

**EMERGENCY POWERS, DUTIES AND PENALTIES
IN TIMES OF DOMESTIC PERIL**

15B. Governor's powers in times of public crisis, disaster, rioting, etc.; duties and powers of Police.

a) **Legislative intent.** — It is hereby declared to be the legislative intent to recognize the Governor's broad power of action in the exercise of the Police power of the State to provide adequate control over persons and conditions during such periods of impending or actual public crisis or disaster. The provisions of this section shall be broadly construed to effectuate this purpose.

b) **Definitions.** — The following terms are defined for the purposes of this subtitle.

1) Crisis, disaster, rioting, catastrophe and or similar public emergency shall refer to a situation in which three or more persons are, contemporaneously, both as to time and place, engaged in tumultuous conduct which tends to the commission of unlawful acts which disturb the public peace or which tend to precipitate the unlawful destruction or damage of public or private property.

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2) Orders, rules and regulations shall mean directives reasonably calculated effectively to control and terminate the crisis, disaster, rioting, catastrophe or similar public emergency.

3) Promulgate shall mean to announce publicly.

4) Any action shall mean such measures as shall be reasonably calculated to effectively control and terminate the crisis, disaster, rioting, catastrophe or similar public emergency.

5) Militia shall mean the organized and unorganized militia as defined by Article 65, Section 5 of the Annotated Code of Maryland (1957 Edition).

c) Executive proclamation of state of emergency; orders, rules and regulations. -- During times of public crisis, disaster, rioting, catastrophe or similar public emergency within the State, and when public safety is imperiled, or upon reasonable apprehension of immediate danger thereof, the Governor may proclaim a state of emergency and designate the area involved upon his own volition; or upon the application of the chief executive officer of a county, city or local municipality; or upon the application of the governing body of a county, city or local municipality; or upon the application of the Superintendent of the Maryland State Police. Following such proclamation, the Governor may promulgate such reasonable orders, rules and regulations as he deems necessary to protect life and property, or to bring the emergency situation within the affected area under control, after reasonable notice of such orders, rules and regulations is given in a paper of general circulation or through television or radio serving the affected area or by circulating notices or by posting signs at conspicuous places within the affected area. Such order, rules and regulations, by way of enumerated example rather than limitation, may provide for the control of traffic, including public and private transportation, within the affected area; designation of specific zones within the area in which, under necessitous circumstances, the occupancy and use of buildings and vehicles may be controlled; control of the movement of persons or vehicles into, within or from these designated areas; control of places of amusement, of assembly, and of persons on public streets and thoroughfares; establishment of curfews; control of the sale, transportation and use of alcoholic beverages and liquors; control of the possession, sale, carrying and use of firearms or other dangerous weapons and ammunition; and the control of the storage, use and transportation of explosives or inflammable materials or liquids deemed to be dangerous to public safety, which shall include but not be limited to "Molotov cocktails." Such orders, rules and

APPENDAGE 1

regulations shall be effective from the time and in the manner prescribed in such orders, rules and regulations and shall be made public prior to such time as provided herein. Such orders, rules and regulations may be amended, modified or rescinded, in like manner, from time to time by the Governor throughout the duration of the emergency, but in any event shall cease to be in effect upon a declaration by the Governor that the emergency no longer exists.

d) Cooperation between State and local police, fire companies and rescue squads. — When the Governor has issued a proclamation declaring that a state of emergency exists, it shall be the duty of all the law enforcement bodies, fire companies and rescue squads of this State, whether State, county, city or municipal, to cooperate in any manner requested by the Governor or his designated representative. It shall also be their duty to allow the use of such equipment, facilities, and manpower as they may possess when the use is required by the Governor or his designated representative, provided that such use shall not substantially interfere with the normal duties of the law-enforcement agency, fire company, or rescue squad if the agency, fire company or rescue squad is not located within an area designated by the Governor as an emergency area. Upon the issuance by the Governor of a proclamation reciting a state of emergency, the State Police shall be empowered to take any action they deem necessary in the assistance of local police. Except as provided in subsection (e) hereof, all State, county, city and municipal law-enforcement officials, fire companies and rescue squads within an emergency area shall operate under the direction of the person or persons designated by an order to that effect by the Governor. It shall be the duty of any county, city or municipal law-enforcement agency to notify the Superintendent of the Maryland State Police in the event the local agency receives notice of any threatened or actual disturbance which indicates the possibility of serious domestic violence.

e) Militia forces. — After issuance of a proclamation by the Governor that an emergency situation exists, the militia forces may be called into action by the Governor, and the militia forces shall have full power and responsibility for the area designated by the Governor as an emergency area, and all fire companies, rescue squads, police forces and police officials in the designated area, including the State Police, shall cooperate with the militia forces and operate under their direction. The chief executive officer of any county, city, or municipality, or any governing body thereof, may request the Governor to provide militia forces to help bring under control conditions then existing within their

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jurisdiction with which, in their judgment, their law-enforcement agencies cannot cope without additional personnel.

f) State to repair or replace damaged equipment or property. — The State shall repair or replace any equipment, facilities or property, which is damaged while being used pursuant to said proclamation.

g) Penalties. — Any violation of the provisions of this subtitle or any orders, rules or regulations promulgated hereunder shall be punishable as a misdemeanor and shall subject the offender to a fine of not more than one hundred dollars (\$100.00) or not more than sixty (60) days incarceration, or both, upon conviction thereof. (1972, ch. 181, sec. 41.)

Governor had control over citizens after exercise of emergency powers

After the Governor exercised the emergency powers vested in him by this section and the National Guard was ordered to active duty and given federal status, control over the citizens of Baltimore lay in the hands of the Governor. Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

h) Severability. — If Any provision of this subtitle or the application thereof to any person or circumstances is held invalid, such invalidity shall not affect other provisions or applications of this subtitle which can be given effect without the invalid provisions or application, and to this end the provisions of this subtitle are declared to be severable. If any clause, sentence, paragraph or section of this subtitle shall, for any reason, be adjudged by any court of competent jurisdiction to be unconstitutional and invalid, such judgment shall not affect, impair or invalidate the remainder thereof, but shall be confined in its operation to the clause, sentence, paragraph or section thereof so found unconstitutional and invalid. (1968, ch. 70; 1969, ch. 200.)

APPENDAGE 2

ARTICLE 82, ANNOTATED CODE OF MARYLAND, 1969 REPLACEMENT VOLUME

RIOTS

1. Liability of county, city or town to owner for destruction of property.

If in any county or incorporated town or city of this State, any church, chapel or convent, any dwelling house, any house used or designed by any person or any body corporate as a place for the transaction of business or deposit of property, any ship, shipyard or lumberyard, any barn, stable or other outhouse, or any articles of personal property shall be injured or destroyed, or if any property therein shall be taken away, injured or destroyed by any riotous or tumultuous assemblage of people, the full amount of the damage so done shall be recoverable by the sufferer or sufferers by suit at law against that county, town or city within whose jurisdiction such riot or tumult occurred. (An. Code, 1951, sec. 1; 1939, sec. 1; 1924, sec. 1; 1912, sec. 1; 1904, sec. 1; 1888, sec. 1; 1835, ch. 137, sec. 1.)

This article is constitutional and valid.

Mayor & City Council v. Sehner, 37 Md. 180 (1872).

Authority of mayor as conservator of the peace.

As a conservator of the peace, a mayor has full authority to call on the citizens to aid in the prevention and suppression of riots, and their legal duty is to obey the call. Mayor & City Council v. Dechert, 32 Md. 369 (1870).

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Rule that municipality is not liable for misfeasance or nonfeasance of officers is not applicable.

The general rule that a municipal corporation is not liable for misfeasance or nonfeasance of its officers in respect to a duty specifically imposed by statute on officer is not applicable to a suit under this section. Mayor & City Council v. Dechert, 32 Md. 369 (1870).

And declarations and conduct of town officers are admissible.

In an action against a municipal corporation under this article, the declarations and conduct of the officers of the town are admissible to show want of reasonable diligence on their part to prevent riots, indifference to the discharge of their official duty, and sympathy with the spirit and temper of the mob. Mayor & City Council v. Dechert, 32 Md. 369 (1870).

Instructions

See Mayor & City Council v. Poulney, 25 Md. 107 (1866).

Cited

In Norton v. Ensor, 269 F. Supp. 533 (D. Md. 1967).

Maryland Law Review

For article, "Criminal Victim Compensation," see 30 Md. L. Rev. 266 (1970).

History of section

This article was enacted in Maryland as a result of the "bank riots" which occurred in Baltimore from August 6 through August 10, 1835, as a result of the Bank of Maryland's going into receivership in the sweep of the national bank crises during the administration of President Jackson. Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

Rule that municipality is not liable, etc.

In accord with original. See Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

Article is not discriminatory

This article does not work any invidious discrimination against the City of Baltimore or its citizens, whereby it or they are denied equal protection under the Fourteenth Amendment of the Constitution

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of the United States. Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

And does not deny due process

This article does not deny the City of Baltimore or its citizens due process for the simple reason that the city may only be held liable if it, through its proper officials, failed to exercise with "reasonable diligence" the legitimate powers available to it. Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

Article contemplates judicial review of municipal acts taken to prevent or suppress riot.

The very language of this article contemplates that there may be judicial review of the acts taken by a municipality to prevent or suppress a riot, Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

When the legislature enacted this article, it did not intend to create a right which was unenforceable.

Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

Powers of conservator of the peace were available for use by municipality.

The powers associated with that of a conservator of the peace and the power to form a "posse comitatus," which is included in the powers of a conservator of the peace, were powers available for employment by the City of Baltimore, through the mayor, should the exercise of reasonable diligence have dictated that they be used. Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

Mayor had power to call on citizens to aid in prevention and suppression of a riot.

The mayor of Baltimore, as a conservator of the peace, had full authority to call on the citizens to aid in the prevention and suppression of a riot, if such action appeared to have been within the purview of "reasonable diligence." Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

Failure to have control over a municipal police force does not excuse a municipality from endeavoring to suppress or contain riots

or tumultuous actions by using other reasonable means available. Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

MANUAL CIVIL DISTURBANCES

Article is not based on requirement that mayor and council have control over a police force in order to suppress riots.

This article was not intended to be based on the requirement that the mayor and city council must have control over a police force to have the ability to suppress riots. Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

Statutory liability for riot damages is negligence on the part of authorities charged with responsibility of maintaining public peace.

The core of the statutory liability for riot damages is negligence on the part of those in authority who are charged with the responsibility and are vested with the power to maintain public peace. Mayor & City Council v. Silver, 263 Md. 439, 283 A.2d 788 (1971).

2. Condition of liability

No such liability shall be incurred by any county, incorporated town or city, unless the authorities thereof shall have had good reason to believe that such riot or tumultuous assemblage was about to take place, or having taken place, shall have had notice of the same in time to prevent said injury or destruction, either by its own police or with the aid of the citizens of such county, town or city, it being the intention of this article that no such liability shall devolve on such county, town or city, unless the authorities having notice have also the ability of themselves, or with their own citizens, to prevent said injury; and all causes of action under section 1 shall be prosecuted within the period of three years from the time of accrual of the same. (An. Code, 1951, sec. 2; 1939, sec. 2; 1924, sec. 2; 1912, sec. 2; 1904, sec. 2; 1888, sec. 2; 1835, ch. 137, sec. 1; 1867, ch. 282.)

Cross reference

See note to sec. 1 of this article.

Validity

Acts 1867, ch. 282 (dealing with limitations), is constitutional and valid. Mayor & City Council v. Sehner, 37 Md. 180 (1872).

3. No liability where proper care exercised

In no case shall indemnity be recovered when it shall be satisfactorily proved that the civil authorities and citizens of said county, town or city, when called on by the civil authorities thereof, have used all reasonable diligence and all the powers intrusted to them

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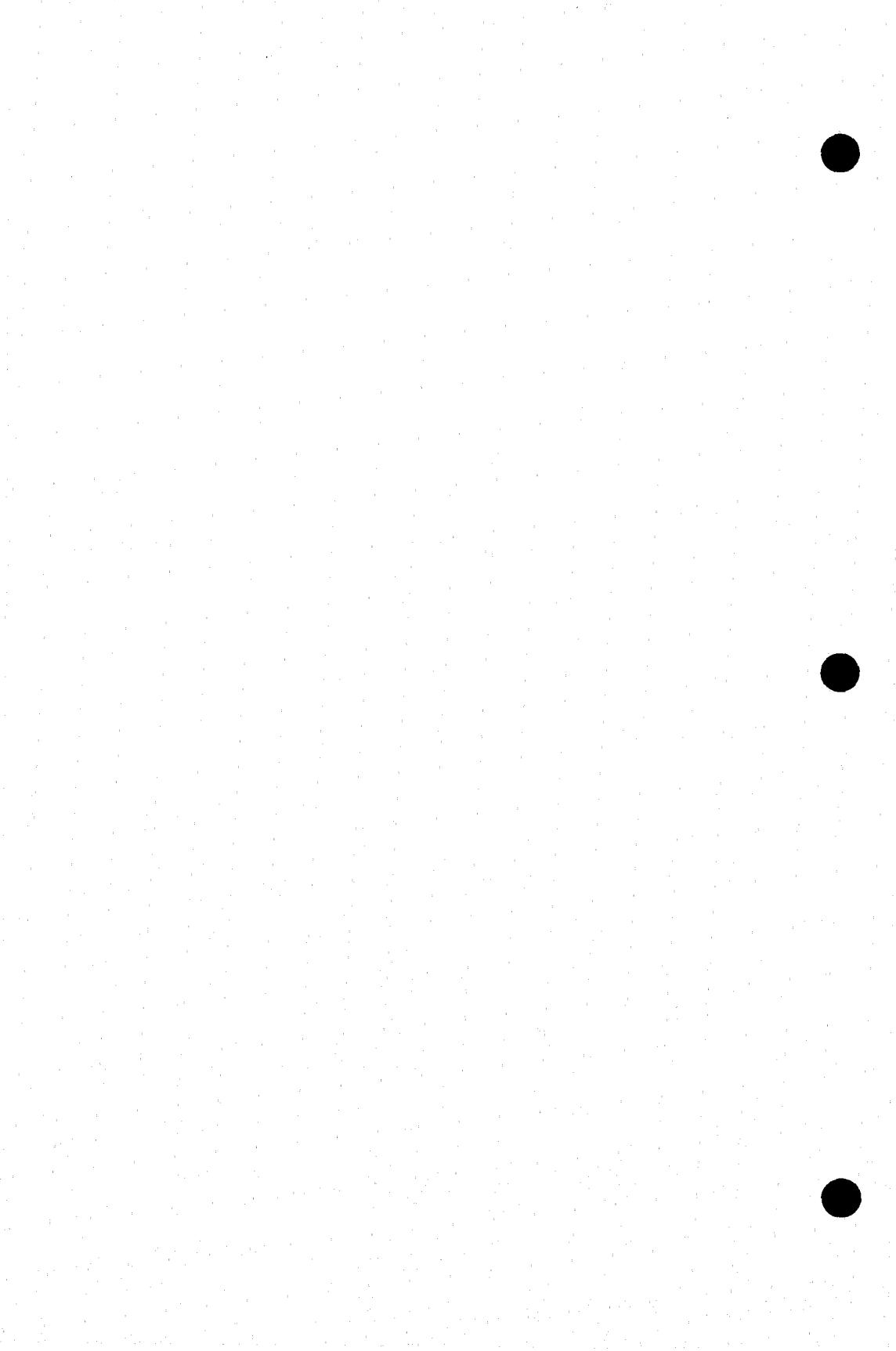
for the prevention or suppression of such riotous or unlawful assemblages. (An. Code, 1951, sec. 3; 1939, sec. 3; 1924, sec. 3; 1912, sec. 3; 1904, sec. 3; 1888, sec. 3; 1835, ch. 137, sec. 1.)

Cross reference

See note to sec. 1 of this article.

4. Declaration and evidence

In any suit instituted under this article, the plaintiff may declare generally and give the special matter in evidence. (An. Code, 1951, sec. 4; 1939, sec. 4; 1924, sec. 4; 1912, sec. 4; 1904, sec. 4; 1888, sec. 4; 1835, ch. 137, sec. 2.) Cited in Mayor & City Council v. Sehner, 37 Md. 180 (1872).



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PUBLIC LAW 875

Public Law 875, 81st Congress, 30 September 1950, authorizes Federal assistance to States and local governments in major disasters to alleviate damage and suffering. The United States military forces are thereby authorized when directed by the President to provide such assistance. The law also provides that the President shall determine whether a disaster is a major disaster.

Executive Order 10427, 16 January 1953, delegates to the Administrator, Federal Civil Defense Administration (FCDA) the authority of the President under the above act to direct and coordinate other Federal agencies in rendering assistance to State and local governments during a major disaster declared by the President.

Section 5 of the Flood Control Act of 1941 (55 Stat. 650) as amended (33 U. S. C. 701n) authorizes the Chief of Engineers to provide assistance in connection with rescue operations and other emergency flood control activities. Zone of Interior (ZI) army commanders, when requested, assist the Civil Works field agencies of the Corps of Engineers in providing such assistance (AR 10-50).

PUBLIC LAW 920

Public Law 920, 81st Congress (The Civilian Defense Act of 1950) provides a plan of civil defense in the United States, vests primary responsibility therefore in the several States and their subdivisions, and establishes a Federal Civil Defense Administration to

MANUAL CIVIL DISTURBANCES

provide necessary coordination, guidance, and assistance. Upon the declaration of a civil defense emergency, and solely for the purpose of coping with that emergency, the President may direct, after taking into consideration the military requirements of the Department of Defense, and Federal Department or agency to provide its personnel, materials, and facilities to the administrator for the aid of the States.

Executive Order 10346, 18 April 1952, directs each Federal department and agency to prepare plans for providing its personnel, materials, facilities, and service to civil authorities in civil defense emergencies pursuant to section 302 of the Federal Civil Defense Act of 1950.

APPENDAGE 3



The State of Maryland
Executive Department

EXECUTIVE ORDER

WHEREAS,

I, Marvin Mandel, Governor of the State of Maryland, have previously issued an Executive Proclamation proclaiming a situation of public crisis, emergency and civil disturbance within the vicinity of College Park, Maryland; and

WHEREAS,

I proclaimed and announced in such Executive Proclamation that by reason of such public emergency and crisis, I would promulgate and issue such reasonable Executive Orders and other regulations as deemed necessary to protect life and property in the vicinity of College Park, or to bring the emergency situation within the affected areas under control;

NOW, THEREFORE, by virtue of the foregoing and because I am informed and persuaded that the following is reasonably necessary in view of the situation of emergency, I do hereby proclaim and issue the following further order:

The State Militia is hereby ordered into active service, in such numbers as shall be required to enforce the faithful execution of the laws of this State and to bring to a cessation the existing conditions of public crisis and civil disturbance. The militia forces shall have full power and responsibility for the area of College Park, Maryland, and all law enforcement officials, including the State Police, within this area shall operate at their direction.

GIVEN Under My Hand and the Great Seal of the State of Maryland, in the City of *Annapolis*, this 20th Day of April at 4:00 P.M. in the Year One Thousand Nine Hundred Seventy-Two.



Marvin Mandel
Marvin Mandel
Governor of Maryland

ATTEST:

Fred L. Wimberly
Fred L. Wimberly
Secretary of State

MANUAL CIVIL DISTURBANCES

STATE OF MARYLAND



DEPARTMENT OF PUBLIC SAFETY AND CORRECTIONAL SERVICES

MARVIN MANDEL
GOVERNOR

ROBERT J. LALLY
SECRETARY
PUBLIC SAFETY AND
CORRECTIONAL SERVICES

MARYLAND STATE POLICE
PIKESVILLE, MARYLAND 21208
AREA CODE 301 486-3101

EDWIN R. TULLY
DEPUTY SECRETARY
FOR PUBLIC SAFETY

COLONEL THOMAS S. SMITH
SUPERINTENDENT
MARYLAND STATE POLICE

January 18, 1972

GENERAL ORDER NO. 01-72-29

REFERENCE: Tactical Services - A Standard Operating Procedure for Handling Disturbances at Correctional Institutions

EFFECTIVE

DATE: February 1, 1972

PURPOSE: To establish policy and operational guidelines to insure rapid restoration of normal conditions within Correctional Institutions listed below:

Maryland Penitentiary - Baltimore City
Maryland Correctional Institution - Hagerstown, Md.
Patuxent Institution - Jessup, Maryland
Maryland House of Correction - Jessup, Maryland
Correctional Institution for Women - Jessup, Md.

I. POLICY

A. In order to adopt proper policy guidelines, a disturbance at a correctional institution should not be defined as to size, e.g., Small, medium, large, etc. Instead, the criteria to be used is whether the disturbance is "out of control" of those immediately in charge of the institution, regardless of the number of inmates that may be involved.

B. Disturbance will be classified as the following:

1. Non-Hostage.....No violence against person or property involved.
2. Non-Hostage.....Violence only against property had occurred.
3. Hostage.....Threat of violence against the person, but the violence had not yet occurred.
4. Hostage.....Violence had occurred against person or persons.

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STATE OF MARYLAND
MARYLAND STATE POLICE

GENERAL ORDER NO. 01-72-29 (Continued)

B. Use of Force - Definition

1. Nondeadly Force. This would include (a) chemical agents; (b) K-9 dogs; (c) batons, night sticks, etc. It would exclude firearms of any kind, except weapons needed to launch chemical agents.
2. Deadly force. The use of any kind of firearm. Birdshot with shotgun would be used whenever possible and that sidearms not be worn or used inside the institution. Rifle fire would be used only in very extreme cases.
3. The use of force in each of the four potential situations are as follows:

<u>Situation</u>	<u>Use of Force</u>
a. Non-Hostage Non-Violent	No deadly force to be used. Within the discretion of top authority at the scene to use non-deadly force if needed.
b. Non-Hostage.... Violence Occurring	If lives are not involved, no indiscriminate use of deadly force. If destruction, burning, etc., of a building is involved where lives are jeopardized, top authority at scene could use deadly force either in self-defense or to save lives.
c. Hostage...Either where lives are threatened or in- jury or death has occurred	Good judgment on the part of the top authority at the scene to employ deadly force. In serious or large scale involvement, Governor's authority to be sought before employing deadly force.

C. Negotiating Committees

No Ad Hoc negotiating committees should be utilized unless the Governor deems it advisable. Further, no negotiations should be undertaken as long as hostages were being held.

MANUAL CIVIL DISTURBANCES

STATE OF MARYLAND MARYLAND STATE POLICE

GENERAL ORDER NO. 01-72-29 (Continued)

D. Injunctive Relief

Application for injunctive relief to avoid disruption and agitation of the inmate population by demonstrators outside the confines of the institution, will be brought to the attention of Attorney General Burch, and his staff will prepare guidelines and procedures to be followed to use injunctive relief when this is found to be necessary.

E. Intelligence Dissemination

Intelligence information of mutual interest among the agencies potentially involved, should be formally and promptly exchanged.

F. Medical Services

1. Pursuant to directive by the Secretary of Public Safety and Corrections, institutions will have available, listings of available medical resources (doctors, nurses, ambulances, first aid, etc.). The preparation of this data for inclusion in the plan will be the responsibility of the medical authorities in the Division of Correction and Patuxent Institution.
2. Troop Commanders will secure and incorporate in existing manuals such listings.

G. Fire Protection

1. Troop Commanders will include in existing manuals, updated listings of resources to be utilized in fire protection, in areas of the institutions.

H. Post Mortem - News Dissemination

1. State Police will refrain from public comment as to cause of death or injury.
2. Employees of the agencies concerned, should be forewarned to refrain from making public comments on these questions, and should refer the inquiry to the Public Information Officer at the scene.

I. News Media

1. Responsibility for release of information to the news media has been assumed by the Division of Corrections - Public Information Officer, and all inquiries will be referred to him.

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STATE OF MARYLAND MARYLAND STATE POLICE

GENERAL ORDER NO. 01-72-29 (Continued)

2. The Public Information Officer, Maryland State Police, will assist the Public Information Officer of the Division of Corrections.
3. Maryland State Police Public Information Officer will keep the Senior Officer, Maryland State Police, at the scene, informed as to any pertinent information that arises in the Public Information Officer's Center.

J. Maryland State Police Responsibility

1. The Secretary of Public Safety and Corrections has directed that the Senior Maryland State Police Officer at the scene, when ordered to an institution to quell a disturbance, will be in complete charge and responsible for such necessary actions as he deems required to return the institution to normalcy, at which time control of the institution will be returned to the Division of Corrections.

K. Equipment

1. Whenever Tactical Units move to a correctional institution, they shall have with them all tactical equipment including all tactical weapons, but the Senior Officer of this Agency on the scene will make the decision as to what weapons are to be taken into the institution, conforming with the policy previously stated in this directive.
2. Service revolvers will not be carried into institutions. When responding to the Penitentiary, gun belts with service gun in holster will be secured in our Tactical Emergency Van where they will be locked in secure compartments. At the other institutions, gun belts will be locked in trunk of patrol units. At all times, chemical mace will be carried on trouser belt when going into institutions. Security guards will be posted over vehicles and weapons by area Barrack Commander.

II. PROCEDURE

A. Response - Maryland Penitentiary, Baltimore City

1. The Baltimore City Police Department would be the first to respond. If the incident is prolonged and this agency is called on to respond, the Baltimore City Police Department would remain at the

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GENERAL ORDER NO. 01-72-29 (Continued)

Penitentiary until relieved by State Police Tactical Forces. The response will be:

- a. Troop "C" - 50 men
- b. Troop "G" - 50 men
- c. Headquarters Unit - (ASED - TWED) - 50 men
- d. Back-Up Troop "A" - 50 men
2. The primary staging area will be at the 5th Regiment Armory. Enter from Preston Street and park in the basement. The National Guard has agreed to furnish military buses to transport our tactical units to the Penitentiary - one Troop Tactical Force per bus (50 men).
3. If the basement of the Armory is in use, the alternate staging area would be the National Guard Armory, Pikesville, where again, the National Guard will provide military buses to transport our forces to the Penitentiary. One Troop Tactical Force per bus (50 men).
4. On arrival at the Penitentiary, our units will stage and be briefed in the Officer's Roll Call Room in the Division of Corrections Building, Forrest Street side opposite the Penitentiary. Forces will be deployed from there as needed, relieving the Baltimore City Police Department.
5. A designated officer will brief Unit Commanders as to their assignments.
6. Commander of the Tactical Emergency Unit will provide briefing materials at the briefing area.
7. The Tactical Emergency Van will respond to all institutions on the initial alert, and will provide, in addition to spare equipment, all of the lighting capabilities at their command.
8. The use of the armored cars will be made on the authority of the Senior Officer on the scene. The Tactical Emergency Unit Commander will have them ready to proceed to any institution on the first alert.
9. The main command post at the Penitentiary will be in the Warden's Office of the Administration Building, entrance on Forrest Street, where proper communication

APPENDAGE 3

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GENERAL ORDER NO. 01-72-29 (Continued)

facilities are available. The Electronic Services Division will send the Communications Van on the first alert, and it will be parked adjacent to the Division of Corrections Building for utilities needed to become operational.

10. The use of the Communications Van at the other institutions will be a discretion of the Senior Officer at the scene, and if the need exists, the Electronics Services Division will dispatch the van to the scene of the incident. Some radio communication exists at the House of Correction, Women's Reformatory and the Maryland Correctional Institution at this time, for immediate radio communication.

B. Response - Maryland Correctional Institution, Hagerstown, Maryland

1. The following will be the Troop response by this agency:
 - a. Troop "B" - 50 men
 - b. Troop "A" - 50 men
 - c. Troop "G" - 50 men
 - d. Back-Up Headquarters Unit (ASED - TWED) - 50 men
2. Staging area will be at the old Superintendent's house on the grounds of the institution. Briefing of commanders and deployment of troops will be done at this location. Main command post will be in Warden's Office in the Administration Building.

C. Response - Jessup Institutions

1. When a disturbance occurs at any of the three (3) institutions at Jessup, the staging area for our forces will be on the grounds of the Waterloo Barrack. Response by this agency will be as follows:
 - a. Troop "A" - 50 men
 - b. Troop "E" - 50 men
 - c. Troop "F" - 50 men
 - d. Back-Up - Headquarters (ASED - TWED) - 50 men

MANUAL CIVIL DISTURBANCES

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GENERAL ORDER NO. 01-72-29 (Continued)

2. Briefing of commanders will be held in the Tactical Emergency Unit quarters, and deployment of troops will be made from there to the scene.
3. Main Command Post at the institution where the incident is in progress, will be in the office of the Warden or Director, in the Administration Building.
4. Aviation Division will, on the first alert of an incident at the Jessup or Hagerstown Institutions, have a helicopter with high intensity light and Public Address system available, and on order, proceed to the scene of the incident for use as needed.
5. K-9 Units will move with their Troop Tactical Forces and if additional units are needed, the Senior Officer on the scene will order in the necessary units.

III. MISCELLANEOUS

A. Logistics

1. When responding to the correctional institutions, Troop Tactical Forces will have a response time of one to four hours to arrive at the institutions. There will be 50 men in each Troop Tactical Force with a maximum of 400 men.
2. Troop Tactical Forces will have all equipment, tactical helmets, flak vests, riot batons, chemical mace and chemical agents as well as the weapons to launch chemical grenades which are within the above stated policy. All other weaponry will be available at the staging area.
3. Food and Lodging
 - a. When the need arises for the feeding of Tactical Forces at one of the aforementioned institutions, arrangements will be coordinated with the Division of Corrections. If a suitable meal under favorable conditions can be provided, a request will be made to them. If this is not feasible, commercial facilities will be called upon.

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GENERAL ORDER NO. 01-72-29 (Continued)

- b. With the present tactical structure of this Agency, the relieving of the original Tactical Troops can be accomplished with other units, thus preventing a problem of lodging. Only in an extreme, prolonged incident would the need arise to consider commercial lodging.

B. Manuals

- 1. Existing manuals will be constantly updated by Troop Commanders.
- 2. Troop Commanders of areas involved, will forward updated information as it occurs to the Chief of Operations.
- 3. The manual for the Penitentiary at this time, does not contain sketches of floor plans for this institution. They will be incorporated when the Division of Corrections notifies us they have been completed. Other institutional floor plans are on file.

By Order Of,

/s/ T. S. Smith

Superintendent

* Error noted - subheading 'B' duplicated, page 123.

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