

LOS SANTOS COUNTY SHERIFF'S OFFICE  
**Dept. General Orders / Patrol Services Bureau**  
STANDARD OPERATING PROCEDURES



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## 1 | Mission Statement

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The purpose of the **Los Santos County Sheriff's Office** is to create a sense of **peace** and **safety** within the state of San Andreas through premier law enforcement operations in the greater Los Santos Metropolitan and County areas.

Deputies in the LCSO serve the public with **respect**, **professionalism**, and **courage** to reduce crime and protect citizens. Deputies are committed to maintaining the importance of **protection** and **security**. Additionally, the LCSO strives to **serve the public trust**.

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In the Los Santos County Sheriff's Office, we strive to uphold the following values:

*Justice. Service. Respect.*

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We aim to staff the LCSO with **competent**, **motivated**, and **educated** members who can uphold our values and represent the department with pride.

As a matter of jurisdictional authority, LCSO is the premier law enforcement organization tasked with the regular patrolling and responding to emergency situations in the greater Los Santos Metropolitan and County areas. Effectively, serving all of San Andreas in this capacity in conjunction with interagency partners in the SASP and SAFW. Trained for and tasked with responding to matters of the highest importance to government stakeholders and the greater public, primarily within the following scopes:

- Foot and Vehicle Patrol Services
  - Specialty Crime Enforcement & Response Services
  - Emergency Response
  - Combating Transnational Crime
  - Facilitating Lawful Trade, Travel, and Living.
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The LCSO Standard Operating Procedures (SOP) is hereby established to outline the procedures, tasking, and direction of the LCSO in a manner that ensures public transparency and accountability. This document will achieve this by outlining the Sheriff's Office's structure, ranks, procedures, disciplinary guidelines, and other assorted policies. This SOP, and its contents within, applies solely but utterly to all members on a full-time or part-time basis in the course of their duties participating with the LCSO.

All LCSO personnel, regardless of status, are hereby expected to withhold themselves to the outlined standards and expectations while abiding by community guidelines, department SOP, and other applicable subdivision regulation as applicable.

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## 2 | Operations

### 2.0 | Phonetic Alphabet

We use the phonetic alphabet when speaking. In addition, certain units use certain designators. See the table below as a guide.

Letter	Phonetic	Letter	Phonetic	Units	
A	Alpha	N	November	L	LSCO Units
B	Bravo	O	Oscar	E	LCSO Aviation
C	Charlie	P	Papa	F	LCSO Aviation
D	Delta	Q	Quebec	S	SASP Units
E	Echo	R	Romeo	W	SAFW Units
F	Foxtrot	S	Sierra	Y	SASP Aviation
G	Golf	T	Tango	Z	SAFW Aviation
H	Hotel	U	Uniform		
I	India	V	Victor		
J	Juliet	W	Whiskey		
K	Kilo	X	X-Ray		
L	Lima	Y	Yankee		
M	Mike	Z	Zulu		

### 2.1 | Unit Numbers and Callsigns

The first half of your callsign will include the letter “L” (phonetically said as Lima) to indicate that you are a LCSO unit. The in-game MDT will give you a randomized three-digit unit number (ex. - 609). This will be the second half of your callsign. Therefore, someone with the randomly generated unit number of 609 would have the callsign L609.

#### Callsign Changes

You may request one callsign change in LCSO during your initial onboarding into LCSO. You may not take a callsign that is already in use. You may request to change your callsign if you have difficulty saying it or have another valid reason to change your callsign after this time.

### 2.2 | Radio Setup and Communication

To use your radio, press “F6” in-game. Click the knob on the top right of the radio to power on/off the radio. While patrolling in the County, all units will use Channel 5. When you power on your radio, type “5” to connect to Channel 5. While patrolling in Los Santos, all units will use Channel 4.

While patrolling across the state, units are required to use the radio channels corresponding to their patrol location. For your reference, the following channels are in use by LCSO or other departments:

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Channel	Use	Channel	Use
1	Admins Only	9	SASP Priority
2	City Tactical	10	SAFW Main
3	City Priority	11	SAFW Priority
4	City Jurisdiction	12	Fire/EMS Main
5	County Jurisdiction	13	Fireground 1
6	County Priority	14	Dispatch Main
7	County Tactical	15	Tow Main
8	SASP Main	80+	Civilian Channels

### Priority Radio Channels

Priority radio channels exist to provide Deputies with space to take over radio communications that are separate from the main Patrol channel. Units are welcome and encouraged to switch to the Priority channel when they are engaged in longer scenes that require more frequent communication, such as vehicle/foot pursuits, investigative scenes, active shooter scenes, and bank robberies.

To **change your visible name** on the radio, press the right arrow key and type your name.

To **change your callsign** in the radio, press the right arrow key again and type your callsign. Make sure to include the “L” at the beginning of your callsign. For a complete list of callsign indicators, designations, and meanings, please see **#resource-list** in Discord.

### Subdivision Callsigns

Deputies who are part of a (sub)division may add a designation in their callsign. For example, a unit in SERT may add “SERT” to their callsign, making their radio display name “L845 | SERT | E. Davis.” In addition, Deputies who hold certifications may add a single designating letter for their certification. For example, a SERT unit certified in Explosives Disposal may have the callsign “L845 | SERT-E | E. Davis.”

In the city, we encourage the use of codes during your patrol. Use of these codes is not required, but they do enhance the atmosphere and realism of the city. Below is a table of the codes. It is recommended to have the table below on hand while in-game.

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<b>Code</b>	<b>Meaning</b>	<b>Code</b>	<b>Meaning</b>
10-0	Glitched   Bugged   Game Crashed	10-41	Beginning Shift
10-1	Weak Radio Signal	10-42	Ending Shift
10-2	Strong Radio Signal	10-45	Taking a Report
10-3	Clear Radio Traffic	10-46	Motorist Assist
10-4	Acknowledged	10-49	Reckless Driver
10-5	Break/AFK (Can not respond)	10-50	Involved Vehicle Accident
10-6	Busy (Unless Urgent)	10-51	Request Tow
10-7	Out of Service	10-52	Request EMS/RA
10-8	In Service	10-53	Request Fire Department
10-9	Repeat Transmission	10-54	Request Mechanic
10-10	Fight in Progress	10-55	Driving While Intoxicated
10-11	Traffic Stop	10-56	Intoxicated Person
10-12	Active Ride Along	10-57	Hit and Run
10-13	Shots Fired on Scene	10-59	Escorting
10-15	Transporting Subject to Station	10-61	Suspect Armed with Gun
10-16	Stolen Vehicle	10-62	Suspect Armed with Dangerous Object
10-20	Location	10-63	Kidnapping
10-22	Disregard	10-65	Mechanical Breakdown
10-23	Arrived on Scene	10-66	Abandoned Vehicle
10-24	Leaving Scene	10-67	Road Hazard
10-25	Domestic Dispute	10-68	Armed Robbery
10-26	Estimated Time of Arrival	10-70	Foot Pursuit
10-27	License/ID	10-71	Request Command Member
10-28	Vehicle Plate	10-80	Vehicle Pursuit
10-29	Warrant Check	10-81	Status Check
10-30	Wanted Person	10-95	Suspect in Custody
10-32	Request Backup (Code 1   2   3)	10-96	Mental Health Subject
10-35	Major Crime Alert	10-97	In Route
10-37	Suspicious Vehicle/Person	10-99	Officer in Extreme Distress
<b>Signal</b>	<b>Definition</b>	<b>Signal</b>	<b>Definition</b>
Code 1	Respond   No Lights or Siren	Code 4	No Additional Assistant Required
Code 2	Respond   Lights, No Siren	Code 5	Felony Traffic Stop
Code 3	Respond   Lights and Siren	Code Red	Emergency, Clear Radio Traffic

When using the radio, Deputies are expected to follow certain etiquette guidelines:

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- **Do not speak over others.** If you have a priority call (i.e., Officer down, shots fired), you should begin your radio traffic with “Break, break,” then proceed. Deputies should cease radio traffic when another unit breaks. **Move priority calls to Channel 6.**
- **Keep callouts short and direct.** In most cases, the only information needed is the 10-code, location, one/two details (e.g., red four-door, white male), and whether additional units (10-32s) are needed.
- **No personal conversations.** If you wish to speak to someone, meet up in game or get their in-game phone number. You may switch to an unused radio frequency if needed, but remember to return to your patrol radio when finished.
- **Ask to speak when switching department channels.** If you swap to another department’s channel (if you need another unit, need a Detective, etc.), ask permission to speak before making your request. This ensures you aren’t interrupting a priority call or active scene.

### 2.3 | Jurisdictional Boundaries

To ensure the entire state of San Andreas has active law enforcement, each department has specific requirements regarding where units may patrol. It is imperative that units patrol only in their jurisdictions.

LCSO units may patrol anywhere within the state, and are required to be in the radio channel related to the region of the map they are patrolling in. The yellow-shaded area from Route 68 and up is the County, and the blue-shaded area is the City.



### 2.4 | Uniforms

Every Deputy has a required uniform they must wear. Uniforms and accessories also vary by rank and (sub)divisions, so make sure to adhere to your uniform requirements. To quickly access the uniform, type **/eup** and select your department. If you wish to save and customize your uniform, use the tables below in the MP Ped Customization Menu (view **#resource-list** in Discord for how to use this menu). View our policy on [physical appearance](#).

Deputies are welcome to customize their uniforms with extras, such as vests, service belts, and hats.

Ensure that any extra only displays correct markings (i.e., Police, LCSO, Patrol, etc.). Please do not choose belts, vests, or other items that would have excessive items for patrol (i.e., multiple magazines, zip ties, etc.). Deputies are encouraged to wear a cowboy hat.

**Ensure that the vest does not have duplicate items** that a service belt has and vice versa (i.e., only one taser). Any vest with a firearm is not permitted for patrol and is reserved only for tactical units.

Keep in mind that **not all items labeled "Sheriff" are open for use**. Refer to the tables below for appropriate items, as some items may be reserved for specific (sub)divisions, ranks, or operations. If you are ever unsure, ask a Command member.

### 2.5 | Vehicle Use

As you progress through the ranks, you will unlock more department-issued vehicles.

Rank	Vehicle	Subdivision	Vehicle
Cadet+	2011 Crown Vic 2013 Explorer	SERT	2018 Durango (Unmarked Midnight Silver) 2018 Charger (Unmarked Midnight Silver) 2021 Tahoe (Unmarked Midnight Silver) 2021 F250 (Unmarked Midnight Silver) Tac-Response F350 Tac-Response Bearcat
Junior Deputy+	2014 Charger 2014 Tahoe 2016 Explorer 2016 RAM		Canine [K9] Unit
Deputy I+	2016 Taurus 2018 F150 2018 Charger 2018 Tahoe	Criminal Investigations Division	2020 Explorer (Unmarked) 2018 Charger (Unmarked) 2018 Durango (Unmarked) 2021 Mustang Mach E 2021 Tesla Model S
Deputy II+	2018 Durango 2019 Silverado		
Master Deputy+	2021 Tahoe 2020 Explorer 2020 RAM3500 2021 F250	Air Support Unit	ASU Durango Falcon 1 (Helicopter) Eagle 1 (Helicopter)
Command+	Unmarked (Black & Stone Silver) 2018 Charger (Command) 2018 F150 (Command) 2018 Taurus (Command) 2020 Explorer (Command)	Field Training Program	N/A
Sheriff	2024 Mustang Darkhorse 2019 Camaro (Ghost) Unit One (Mob. Cmd. Cntr.)	Marine Intervention Unit	MIU F350



## 2.6 | Driving Expectations

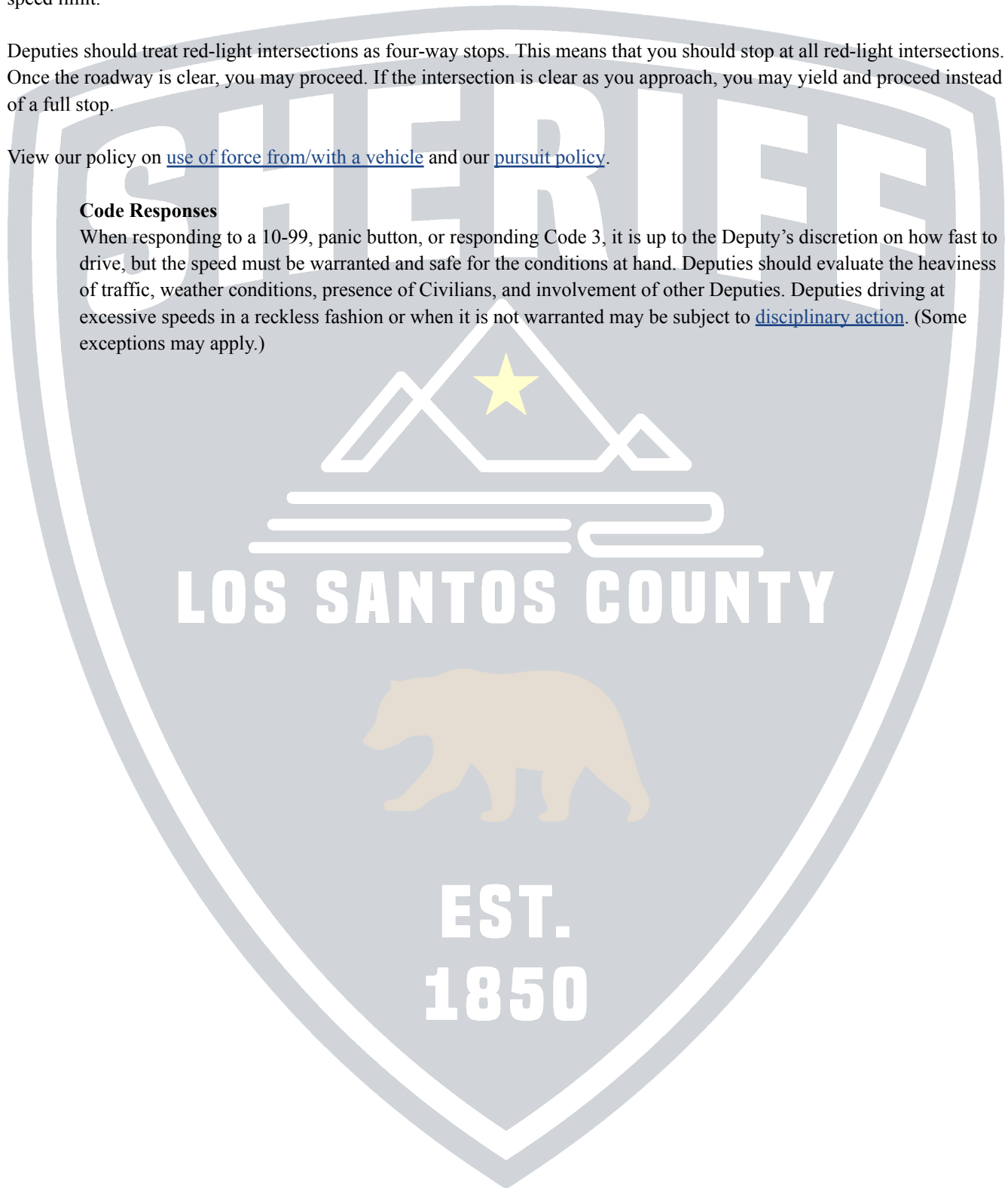
Deputies are expected to drive at reasonable speeds and abide by all posted traffic laws. This includes driving at the posted speed limit.

Deputies should treat red-light intersections as four-way stops. This means that you should stop at all red-light intersections. Once the roadway is clear, you may proceed. If the intersection is clear as you approach, you may yield and proceed instead of a full stop.

View our policy on [use of force from/with a vehicle](#) and our [pursuit policy](#).

### Code Responses

When responding to a 10-99, panic button, or responding Code 3, it is up to the Deputy's discretion on how fast to drive, but the speed must be warranted and safe for the conditions at hand. Deputies should evaluate the heaviness of traffic, weather conditions, presence of Civilians, and involvement of other Deputies. Deputies driving at excessive speeds in a reckless fashion or when it is not warranted may be subject to [disciplinary action](#). (Some exceptions may apply.)



**Due Regard Clause**

The use of lights and sirens does not automatically give the right of way to an emergency vehicle. Lights and sirens request the right of way from other drivers. In addition, when responding Code 3, Deputies should yield and/or stop at intersections before proceeding safely, though. Deputies should clear intersections prior to passing. At all times, Deputies should drive with due regard for the public and property around them.

**2.7 | Weapons Expectations**

Deputies are expected to use their department-issued firearms and weapons appropriately. Deputies should refer to the [Use of Force](#) guidelines to determine which weapon is most appropriate for each situation.

**Department-Issued Weapons**

Each rank unlocks new weapons. In addition, certain subdivisions have access to certain weapons. Below is a table of the weapons unlocked with each rank. Unlocking weapons with rank is a privilege. Deputies found abusing their weapons may be met with [disciplinary action](#).

Rank/Subdivision	Weapons
Deputy Cadet+	Baton Taser Glock 19 (black/tan) Less-Lethal (Beanbag) Shotgun
Junior Deputy+	Shotgun
Deputy I+	AR-15
SERT	Police M4

**Officer-Involved Shootings**

Any time a Deputy discharges their firearm and harms another individual (i.e., the individual requires medical attention or is deceased, with the exception of a taser), the Deputy should call for a Detective. The Detective will determine one of two outcomes:

- The Deputy, by reasonable doubt and under the given circumstances, was **justified** in their use of force. Additionally, the circumstances that led to the use of force are clear and consistent among Deputies' reports.
  - ◆ **Conclusion:** The Deputy is clear to return to duty as normal.
- The Deputy, by reasonable doubt and under the given circumstances, was more than likely **unjustified** in their use of force. Additionally, the circumstances that led to the use of force are unclear or inconsistent among Deputies' reports.
  - ◆ **Conclusion:** The Detective will call for a Command member to initiate an investigation. The Deputy is **not** clear to return to duty until given permission by the Detective and Command member.

In the event that no Detective or Command member is on, the Deputy is clear to complete the scene as normal.

**2.8 | Training Programs & Courses**

In the LCSO, we offer a variety of training programs and courses for Deputies to learn new techniques, refine their skills, and make connections in the department and across departments. Deputies are strongly encouraged to take part in these programs when they can or when they are offered. In addition, participation in at least one training program or course is required for promotion.

**Training Programs**

Training programs tend to be geared more towards new and inexperienced Deputies who would like to learn more about how our patrol operations work. Training programs tend to be longer than courses and may take place over the course of several sessions. LCSO's training programs are run by LCSO Command or specific LCSO units qualified to teach.

### **FTO Training Program**

Field Training Officers [FTOs] can provide hands-on training to any Deputy who requests it. FTO Training is a step between a shadowing ride-along and an FTO ride-along wherein the FTO and Deputy work together to build skill sets. In this program, FTOs and Deputies respond to callouts and 10-32 requests together, conduct traffic stops together, and write reports together. FTOs and Deputies can practice vital skills, such as shooting, pursuits, building clearing, and other skills together with immediate feedback from the FTO. This program may be useful for new or returning Deputies who want to learn how we handle things.

### **Patrol Basics Training**

LCSO offers Patrol Basics training for Deputies who are new to patrol or who may want to learn LCSO's patrol operations in more detail. This training will focus on refining shooting skills, traffic stop techniques, scene and building clearing tactics, and more. All Command members may lead this training at any time, but organized departmental training may be led periodically. This program may be useful for new Deputies who are learning the basics.

### **Workshops**

Workshops tend to be geared more towards experienced Deputies who would like to learn a new skill or refine their skill sets. Workshops tend to be shorter and often occur in one sitting. Workshops may be led by certified LCSO units, depending on the type of workshop, as each department specializes in different skills.

### **Foundations of Report Writing**

Deputies may choose to participate in a Foundation of Report Writing workshop. This course will teach Deputies the basics of report writing. Topics covered include types of reports, vital report information, report structures, and basic writing fundamentals. This course will be taught by LCSO Detectives or Command. This course may be useful for Deputies who need additional help with their report-writing skills or who are looking to improve their reports for promotions.

### **Emergency Vehicle Operation Course [EVOC]**

Deputies may opt to participate in an EVOC program. This course will equip Deputies with the skills necessary to drive their patrol vehicles safely under a variety of conditions. Deputies will learn how to evade obstacles, clear traffic and intersections, control the vehicle at high speeds, and more. EVOC Instructors will be certified LCSO units. EVOC training can happen at any time if an Instructor is available or departmental training may be hosted periodically. This course may be useful for new or returning Deputies who need additional driving practice.

### **Advanced Weapons Training**

The SERT Team in LCSO offers training for units looking for more weapons training. This training will focus on a variety of weapons (pistols, shotguns, beanbags, marksman rifles, etc.) and a variety of shooting tactics. SERT units (with Command approval) and Command members of LCSO may lead this training at any time, but organized departmental training may be held periodically. This course may be useful for experienced Deputies looking for more practice and instruction on firearms.

### **Assorted Workshops and Programs**

Other workshops and programs may come about as the department grows. Be on the lookout for new trainings in **#trainings**.



## 2.9 | Specialty Incidents & Contacts

Although Deputies are equipped to handle a variety of callouts and dispatch calls, some incidents may require or warrant additional assistance. In the LCSO and across the state, departments house a variety of specially-trained units to handle specific situations.

Deputies should consider calling for assistance from the following specialty units, when necessary or required. In some instances, calling for assistance is required and noted in the following table.

In all cases, if a unit is not available to respond to your specific backup request, you can roleplay out your scene as best to your ability with your available resources.

For example, if no SERT are on, you and a small team may clear a bank robbery. However, you should attempt to contact specialty units prior to engaging in more dangerous scenes.

### 2.9.1 | Specialty Incidents Definitions

- Critical Incident Response
  - Critical Incident Responses (CIR) are events outside the normal experience that pose actual or perceived threats of injury or exposure to death that can overwhelm both an individual's and organization's available resources. An example of a Critical Incident Response could be a hostage crisis, active shooter callout, barricaded suspect, and more.
- Critical Special Incident Response
  - Building off the last definition, a Critical Special Incident Response (CSIR) further exhausts available resources in a critical incident. Generally, a CSIR is of a specialty nature such as a natural disaster, act of terrorism, a mass casualty event, deployment of civil disturbance resources (Riot Response), HVI detail / designee under attack, and more.

Incident Type	Call First	Call Second
Officer-Involved Shooting <sup>1</sup>	Criminal Investigation Division	Command Member
Homicide/Dead Body <sup>1</sup> Human Trafficking <sup>1</sup> Prostitution <sup>2</sup>	Criminal Investigation Division	Command Member
Narcotics <sup>2</sup>	K9 Unit (SSD)	Criminal Investigation Division
Gang Activity <sup>2</sup>	Criminal Investigation Division	10-32 Backup Request
Mild Officer-Involved Vehicular Accidents <sup>2</sup>	SASP Trooper	10-32 Backup Request
Severe <sup>3</sup> Officer-Involved Vehicular Accidents <sup>1</sup>	Specialized Collision and Reconstruction Team	10-32 Backup Request
Vehicle Pursuit <sup>2</sup>	SASP Trooper + Air Support Unit	10-32 Backup Request
Foot Pursuit	K9 Unit (SSD)	10-32 Backup Request
DUI Investigation <sup>2</sup>	H.E.A.T.	Investigative Services Division or FST-Certified Patrol Unit
Kidnapping / Abduction <sup>1</sup>	Criminal Investigation Division	Command Member
Armed Subjects <sup>2</sup> Active Shooters <sup>2</sup> Bank Robbery <sup>1</sup>	SERT	10-32 Backup Request
Warrants	Fugitive/Warrant Unit + SERT	

<sup>1</sup> Required to call for assistance. Deputies should not handle these incidents without assistance.

<sup>2</sup> Assistance required depending on severity. Use your judgment for whether you need assistance.

<sup>3</sup> "Severe" includes severe injury or death.

### 3 | Bureaus

The LCSO features several bureaus, divisions and subdivisions to address a variety of competencies and needs within the county. Each division has its own SOP, guidelines, requirements, and application processes. Please click the link on each subheading to access information related to each division. Members can be a part of two units/subdivisions at a time.

#### 3.1 | Patrol Services Bureau [PSB]

All Deputies in the LCSO are automatically in the **Patrol Services Bureau**, or PSB. The goal of the PSB is to provide security and law enforcement services to those in the County. In particular, Deputies in the PSB conduct routine traffic stops, enforce speed limits, and respond to a plethora of Dispatch calls, all to protect the citizens that reside within the County. The PSB is the backbone of the department.

##### 3.1.1 | Patrol Certifications

Patrol units can receive certifications in a few specialized skills to provide quality services to other Patrol units. In particular, patrol units can become certified to conduct **Field Sobriety Tests** (FSTs) to assist other units on potential DUI calls. FST certifications are handled by SASP units and will include a training course prior to certification. Units ranked Deputy and above may apply for the FST certification. Additionally, select Deputies may be invited to join the **Canine [K9] Unit** to conduct sniff searches of vehicles and homes for suspect apprehension, drug and bomb finding, and other tasks. Canine Unit will be an invitation only for top-performing Deputies.

#### 3.2 | Special Operations Bureau [SOB]

The Special Operations Bureau, or SOB, consists of several subdivisions of specially trained non-standard units that can provide additional support to Deputies in several ways, such as aviation, SERT, marine support, and K9.

##### 3.2.1 | Sheriff's Emergency Response Team [SERT]

The Sheriff's Emergency Response Team [SERT] Unit provides tactical assistance and support when there is a significant risk of violence or an armed and dangerous individual. Units in SERT are highly trained to neutralize and/or mitigate harm. In particular, SERT Units can receive certifications in Search & Rescue, Tactical Medicine, and Explosives Disposal.

##### 3.2.2 | Air Support Unit [ASU]

The goal of the ASU is to provide air support for other Deputies. In particular, the ASU can provide aid for vehicle/foot pursuits, search and rescue, and surveillance for operations and investigations.

##### 3.2.3 | Marine Intervention Unit [MIU]

The Marine Intervention Unit [MIU] provides marine support for Deputies in a variety of circumstances. For example, MIU units can become certified Divers to aid in underwater searches and investigations. In addition, MIU units can become certified Skippers who specialize in driving and navigating water vessels.

##### 3.2.4 | Canine Unit [K9]

The goal of the Canine Unit is to provide assistance to other units within the department. This may include the use of Narcotics Dogs to identify narcotics or EOD Dogs trained to smell the chemicals involved with explosives.

#### 3.3 | Headquarters Bureau [HQB]

The Headquarters Bureau serves to conduct thorough and accurate investigations of Deputy Involved Shootings, homicides, dead bodies, narcotics, and gang activity, the specialty processing and arresting of certain high-risk wanted individuals, and the training and development for LCSO Jurisdiction. This is accomplished through leveraging its command and investigative authorities through its premier Criminal Investigations Division, Fugitive Warrant Unit, and Training Academy & Field Training Programs.

### **3.3.1 | Criminal Investigations Division [CID]**

The Criminal Investigations Division [CID] is the primary investigative unit within the LCSO and focuses on Officer Involved Shootings, Use of Force Investigations, Asset Seizures, and Homicides. CID Detectives are also expected to investigate and submit cases relating to Fugitives, Outstanding Warrants, as well as County Prisons.

### **3.3.2 | Fugitive/Warrant Unit [FWU]**

The Fugitive/Warrant Unit [FWU] is a specialized investigative unit within the LCSO that is responsible for apprehending suspects wanted by the State of San Andreas. Members of the FWU, due to their training and overlapping areas of investigation, are also tasked with the investigation of organized crime and gang activities within LCSO Jurisdiction.

### **3.3.3 | LCSO Training Academy & Field Training Programs [LCSO-FTP]**

The LCSO Training Academy & Field Training Programs, or LCSO-FTP, is a specialized administrative and support unit within the LCSO that is responsible for the training, development, and sustainment of all personnel within the LCSO. Members of the LCSO-FTP, due to their training responsibilities, are generally well-versed in a multitude of, if not all, operational aspects and areas of first response within LCSO Jurisdiction.

#### **3.3.3.1 | Field Training Program [FTP]**

The goal of the Field Training Program is to provide additional assistance to newly recruited Deputies to produce Deputies who are capable of working on a solo assignment. In this program, Field Training Officers [FTOs] can pair up with others in the LCSO and provide training, advice, and examples relating to their patrol duties. In addition, Deputies may request an evaluation from an FTO to get feedback on their performance as a Patrol Unit.

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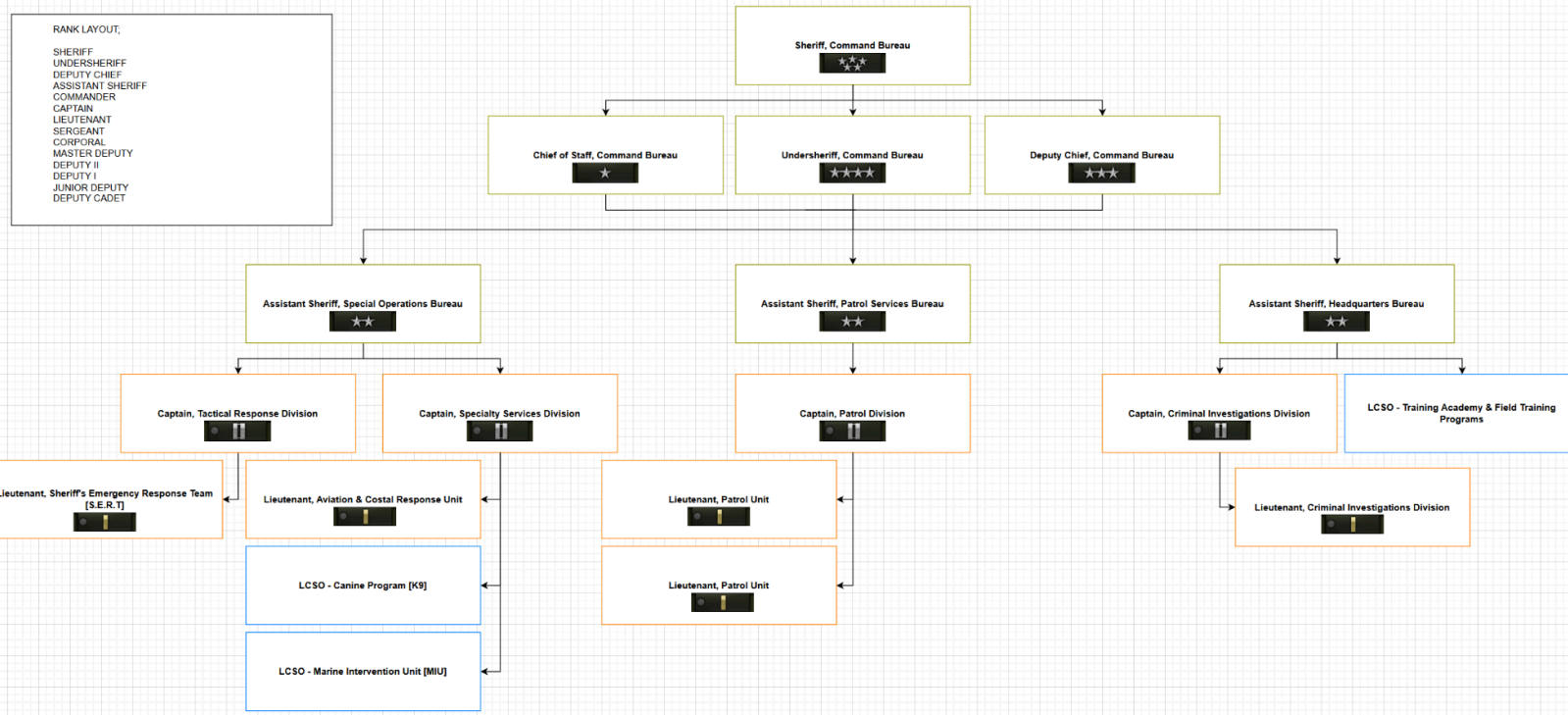


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# LCSO Organizational Chart

Los Santos County Sheriff's Office Organization Chart



## 4 | Rank Structure

Each department within the state has a developed structure, as this helps create an effective and efficient chain of command. The LCSO features eleven ranks. Each rank comes with different responsibilities, outlined below. Command positions require a higher level of commitment and dedication to service, as they are expected to devote more time to their positions. Command positions are also limited to avoid making the department too top-heavy.

### Responsibilities of All Deputies

- Serves as an example of good behavior and attitude within the department
- Conducts routine traffic stops
- Responds to Dispatch calls and 10-32 requests
- Follow Chain of Command when reporting incidents
- Mandated reporting of SOP and Community Guideline violations

### Sheriff

- Serves as the presiding authority figure over the department
- Serves as an ambassador for the department and liaison to other departments
- Oversees of all department operations and Deputies
- Produces, develops, and implements departmental policies and regulations
- Recruits and hires new Deputies
- Involved in promotional decisions
- Directly oversees behavior of High Command
- Issues all forms of [disciplinary action](#)
- Serves as a Field Training Officer in the absence of certified Field Training Officers

### Undersheriff

- Serves as Second-In-Command to the Sheriff
- Is responsible during the Chief's absence
- Is responsible for Internal Affairs issues for the department
- Assists the Deputy Chief in Command trainings
- Produces, develops, and implements departmental policies and regulations
- Recruits and hires new Deputies
- Involved in promotional decisions
- Issues all forms of [disciplinary action](#) (excluding bans)
- Serves as a Field Training Officer in the absence of certified Field Training Officers

### Deputy Chief

- Serves as Third-In-Command to the Sheriff
- Directly oversees the behavior of the Assistant Sheriff's and below.
- Oversees new and refresher Command training
- Assists the Undersheriff in Internal Affairs issues
- Produces, develops, and implements departmental policies and regulations
- Recruits and hires new Deputies
- Involved in promotional decisions
- Issues all forms of [disciplinary action](#) (excluding bans and kicks)
- Serves as a Field Training Officer in the absence of certified Field Training Officers

### Assistant Sheriff

- Serves as a Bureau Commander.
- Directly oversees the behavior of Captains.
- Oversees new and refresher Command training
- Assists command personnel above in Internal Affairs issues
- Produces, develops, and implements departmental policies and regulations
- Recruits and hires new Deputies
- Involved in promotional decisions
- Issues all forms of [disciplinary action](#) (excluding bans and kicks)
- Serves as a Field Training Officer in the absence of certified Field Training Officers

### Commander

- Serves as the Department Chief of Staff
- Assists members of the Command Bureau
- Assists command personnel above in Internal Affairs issues
- Produces, develops, and implements departmental policies and regulations
- Recruits and hires new Deputies
- Involved in promotional decisions
- Issues all forms of [disciplinary action](#) (excluding bans and kicks)
- Serves as a Field Training Officer in the absence of certified Field Training Officers

### Captain

- Directly oversees one of the department's divisions
- Assists the Command Bureau in Command trainings
- Provides guidance to Lieutenants
- Issues specific [disciplinary action](#) (verbal/written warnings, re-certifications, and terminations/suspension from divisions)
- Produces, develops, and implements (sub)division policies and regulations
- Recruits and hires new Deputies
- Is involved in promotional decisions
- Serves as a Field Training Officer in the absence of certified Field Training Officers

### Lieutenant

- Directly oversees one of the department's subdivisions
- Serves as Second-In-Command to Captains
- Directly oversees subdivision training
- Assists Sergeants in certification processes and trainings
- Serves as a filter for promotional decisions (i.e., can deny if a request clearly does not meet standards, but does not approve promotions)
- Is involved in hiring decisions for their subdivision
- Can issue specific [disciplinary action](#) (verbal/written warnings, re-certifications, and terminations/suspension from subdivisions)
- Serves as a Field Training Officer in the absence of certified Field Training Officers

### Sergeant

- Directly oversees certification processes in their subdivision
- Provides assistance to Lieutenants and Captains, when necessary
- Directly oversees certification training
- Serves as a filter for promotional decisions (i.e., can deny if a request clearly does not meet standards, but does not approve promotions)

- Can issue minor [disciplinary action](#) (verbal/written warnings & re-certifications)
- May apply to be a Field Training Officer
- Serves as a Field Training Officer in the absence of certified Field Training Officers

### Corporal

- A trial position for prospective command members, but not directly a member of department command in terms of authority.
- Provides assistance to Sergeants and other Command, when necessary
- May apply to be a Field Training Officer
- Serves as a Field Training Officer in the absence of certified Field Training Officers

### Master Deputy

- Strong example of behavioral expectations within the department
- May apply for (sub)divisions within the department
- May serve as the primary unit in a [Patrol ride-along](#)
- May apply to be a Field Training Officer
- May receive [Field Sobriety Test certification](#)
- May shadow Command members

### Deputy II

- Has successfully completed a ride-along with a Field Training Officer
- Strong example of behavioral expectations within the department
- May apply for (sub)divisions within the department
- May serve as the primary unit in a [Patrol ride-along](#)
- May apply to be a Field Training Officer
- May receive [Field Sobriety Test certification](#)
- May shadow Deputies or Command member

### Deputy I

- Strong example of behavioral expectations within the department
- May apply for (sub)divisions within the department
- May serve as the primary unit in a [Patrol ride-along](#)
- May receive [Field Sobriety Test certification](#)
- May shadow Deputies or Command member

### Junior Deputy

- Strong example of behavioral expectations within the department
- May serve as the primary unit in a Patrol ride-along
- May request [Patrol ride-along](#)

### Deputy Cadet

- New Deputy in the department dedicated to learning the ropes
- May request [ride-alongs](#)

## 5 | Disciplinary Guidelines

Each Deputy, regardless of rank within the community or department, will be held to the same standards. All members of the department will follow the same Community Guidelines and procedures as outlined in this document.

Failure to follow guidelines and procedures may result in disciplinary actions. Depending on the severity of the action, one or more of the following disciplinary actions may occur:

- **Verbal Warning** - Reserved for minor offenses where a Command member gives an unofficial verbal warning to correct behavior.
- **Written Warning** - Reserved for average offenses where a Command member gives an official written warning to correct behavior. Written warnings are logged.
- **Re-Certification** - Reserved for roleplay offenses where you must redo any certifications related to the infraction. Re-certifications are logged.
- **Termination/Suspension from (Sub)division** - Reserved for roleplay offenses that are directly related to an infraction involving a division or subdivision. Terminations are logged and may be appealed at a later date.
- **Suspension** - Reserved for serious offenses that warrant some time away from the server. Suspensions are logged.
- **Termination from Department** - Reserved for serious offenses that suggest the member is no longer welcome in the department. Terminations are logged and may be appealed at a later date.
- **Removal from Game** - Reserved for non-roleplay offenses, serious offenses, or repeated offenses that suggest the member is no longer welcome in Bad Noodle. Removals are logged but may be appealed at a later date. This may include being kicked or being banned.

The above disciplinary actions may be used progressively or individually, depending on the situation. Those able to discipline have the discretion to choose a fitting disciplinary action for each situation but are encouraged to communicate with other Command about disciplinary actions prior to enacting them, when possible.

### 5.1 | Corrective Action Plans

It is up to each Command unit's discretion to issue disciplinary actions. After verbal and written warnings, Command may opt to enlist a Deputy into a Corrective Action Plan [CAP]. A CAP allows a Deputy and their Command units to discuss next steps to guide the Deputy back on the correct path. For example, if a Deputy has been written up several times for speeding, a Command unit may enlist the Deputy in a CAP that includes a mandatory driving course. What is included in a CAP is up to the Command units involved and will vary based on each situation. CAPs may involve any training or course, but it will be case by case.

### 5.2 | Terminations

When a Deputy is terminated from a **subdivision or division**, they may not reapply for the subdivision for one month. We encourage Deputies to reach out to the subdivision Lieutenant or division Captain and enlist in a Corrective Action Plan if they wish to return to the subdivision.

In addition, when terminated from a **division**, the Deputy is automatically put into the Patrol Division and should resume regular patrol duties.

When a Deputy is terminated from the **LCSO**, they will effectively be removed from any active law enforcement role on the server for a period of at least one month. When this occurs, command will build a Corrective Action Plan for the Deputy's time outside of law-enforcement related duties in order to justify potentially returning to a law enforcement duty following the end of their blacklisting period.

## 6 | Policy Handbook

To uphold the standards of the Los Santos County Sheriff's Office, we have several policies in place to guide behavior. Additional policies may be added over time to address specific aspects of a Deputy's career. It is each Deputy's responsibility to be knowledgeable of LCSO's policies.

### 6.1 | Promotions

Promotions for regular ranks (Deputy Cadet to Master Deputy) will be completed through a [Promotion Evaluation Request](#). Evaluation Requests will be evaluated 24-48 hours after submission. Command will discuss the Deputy's activity, reports, general behavior, radio traffic, and other qualities. Only High Command can approve promotions, but all the Command can deny promotions if it is clear that a candidate does not meet standards.

**All reports and citations must be issued on Sonoran CAD, not the in-game CAD.** All reports must be logged in the Sonoran CAD interface to be counted for promotions. For FivePD/NPC interactions, you are allowed to use the in-game FivePD CAD to get the required information needed for the Sonoran report (DOB, address, warrants). While in-game CAD citations do **not** count towards promotion requirements (*and no one should be logging reports in-game as it is*), Sonoran citations **do** count towards promotion requirements as long as the narrative contains sufficient information.

To be eligible for promotion, Deputies must meet the following requirements:

#### **Cadet → Junior Deputy:**

A Cadet may apply for promotion to Junior Deputy if/when:

1. A minimum of five days has passed since the Deputy joined the department.
2. The Deputy has at least 5 hours total time in the city.
3. The Deputy has written a minimum of 5 high-quality reports.
4. The Deputy must have completed a [Shadowing Ride-Along](#).

#### **Junior Deputy → Deputy I:**

A Junior Deputy may apply for promotion to Deputy if/when:

1. A minimum of one week has passed since the Deputy's last promotion.
2. The Deputy has at least 10 hours total time in the city.
3. The Deputy has written a minimum of 10 high-quality reports.
4. The Deputy must have completed at least one [departmental training or course](#).

#### **Deputy I → Deputy II:**

A Deputy I may apply for promotion to Deputy II if/when:

1. A minimum of one week has passed since the Deputy's last promotion.
2. The Deputy has at least 20 hours total time in the city.
3. The Deputy has written a minimum of 20 high-quality reports.
4. The Deputy successfully completes at least one [FTO ride-along](#).

#### **Deputy II → Master Deputy :**

A Deputy II may apply for promotion to Master Deputy if/when:

1. A minimum of one week has passed since the Deputy's last promotion.
2. The Deputy has at least 40 hours total time in the city.
3. The Deputy has written a minimum of 40 high-quality reports.

#### **Corporal:**

A Deputy may be selected for promotion to Corporal if/when:

1. At the discretion of Command and High Command
2. Positions for Corporal must be available within the Department

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Promotions will also be based on roleplay, leadership skills, and activity in the department. Tenure and overall time in the community will not be factored into promotion decisions. Asking for a promotion may result in the denial of a promotion request. Asking about the status of an Evaluation Request is acceptable, as long as at least a week has passed since submission.

Ranks in Command (Sergeant and above) are competitive and require more commitment to the department. Command positions are offered by the current Command for high-quality roleplay, leadership skills, and activity in the department. Asking for a Command position may result in the denial of a Command position in the future, as Command positions are offered, not applied for. Asking for a Command position may make you unfavorable in the future.

### 6.1.1 | Promotion Evaluation Request

Once you feel you have met the above requirements for your next, you may submit a Promotion Evaluation Request. This will let Command know that you would like to be evaluated for promotion. To submit a request, type -promotion in #LCSO-general in Discord. You must include the dash (-) and this command will only work in #LCSO-general. You should receive confirmation from the bot that your request has been submitted. You can only do this once every 7 days. You will receive an error if you submit another request too early. Submitting a request does not mean you will be promoted - only that Command will review your activity, reports, and behavior that week.

## 6.2 | Use of Force Continuum

It is critical that Deputies understand what level of force to use against a suspect. Deputies may engage in scenes that require them to take control of the scene and make an arrest. Our goal is for Deputies to safely secure an individual with the appropriate level of force. We have five levels of force that can be used:

- (1) **Officer Presence** - Deputies may be able to gain control of a scene just by being present at a scene. This is considered the best way to resolve a situation, but, alone, may not be appropriate for all scenes.
- (2) **Verbal Engagement** - Deputies may be able to gain control of a scene by verbalizing instructions or commands in order to apprehend a suspect. Deputies should attempt to verbally engage with suspects at all scenes, when possible.
- (3) **Empty Hand Control** - Deputies may be able to gain control of a scene by using bodily force on a suspect, such as by grasping their wrists or getting them to the ground to use handcuffs. This method should be used in conjunction with Verbal Engagement.
- (4) **Less-Lethal Methods** - Deputies may be able to gain control of a scene by using less-lethal technologies, such as a beanbag rifle or taser. Less-lethal technologies do inflict mild-to-moderate harm on individuals, so medical treatment must be sought after.
- (5) **Lethal Methods** - As an absolute last resort, Deputies may be able to gain control of a scene by using lethal weapons, such as their service weapons. Lethal methods should only be used if an individual poses a serious threat to other individuals. An Officer-Involved Shooting Investigation will occur every time a Deputy fires their service weapon, so lethal methods should only be used when absolutely necessary. All other levels of force should be attempted prior to engaging in lethal methods.

A key aspect of being a Deputy is learning which levels of force are appropriate at which scenes. This skill takes time, practice, and experience, but it begins with good judgment. Deputies should keep it a priority to save lives and de-escalate scenes when possible. In cases when lethal force is used, Deputies should be able to determine when the individual is no longer a threat and cease the use of lethal force.

### 6.3 | Use of Force Involving a Vehicle

Under normal circumstances, a Deputy should not discharge a weapon from their vehicle. This includes shooting from an open window, a closed window, a broken window/windscreen, or a damaged vehicle. This also includes all weapons, including firearms, tasers, and beanbags. However, a Deputy may discharge a weapon from their vehicle if **all** of the following conditions are met:

- (1) You, other Deputies, and/or the public are actively put in a life-or-death situation that may only be solved through force on the suspect.
- (2) You are unable to safely retreat from the scene or threat.
- (3) Your vehicle is stopped or is in operation at slow speeds.

In addition, Deputies should **never** strike an individual on foot with their vehicle, regardless of the reason. Under no circumstance should a Deputy strike an individual who is on foot while they are in a vehicle - you have the advantage to drive away and thus this use of force is not authorized.

### 6.4 | Scene Response

When responding to a dispatch call or backup request, you are expected to complete the scene in its entirety. Deputies are expected to treat every call or backup request as serious and play out the scene. Deputies found call-hopping (speeding through calls or hopping between scenes without completing them) may receive [disciplinary action](#). In addition, when responding to backup calls, Deputies are expected to follow the instruction of the active scene command, unless otherwise noted. Deputies should be watchful of when backup requests are canceled, as to not crowd a scene.

### 6.5 | Pursuits

Occasionally, Deputies will find themselves in pursuit of a vehicle. Pursuits can be incredibly dangerous for suspects, Deputies, and the general public. Because of this, we ask that Deputies follow certain guidelines when engaging in pursuits.

#### **Unit Limits.**

In order to ensure that pursuits stay as safe as possible by not becoming overcrowded and that a sufficient number of units remain available for other calls, there is a four-unit limit on any pursuit. At any point during a pursuit, a maximum of four units may be actively engaged in the pursuit. Units may replace each other as needed (for repairs, gas, etc.), but only four units may be actively engaged in a single pursuit. Command members are exempt from this policy if they are observing.

#### **Officer Collisions**

If you are involved in a pursuit and your vehicle is damaged (i.e., you cannot drive the vehicle at all), you must break off the pursuit, allowing space for another unit to join, if necessary. You can moderately repair your vehicle by typing **/repair** in the chat, but this will only repair it enough to get to a mechanic shop. You must then drive to a mechanic shop to get fully repaired. You are welcome to rejoin the pursuit if a spot is available. If you were primary or secondary on the pursuit, you should rejoin the pursuit and request the most recent Deputy to join break off. If you were not primary or secondary, you must request to rejoin, but you are not guaranteed a spot back in the pursuit.

#### **Initiation of a Pursuit.**

Due to the extremely dangerous nature of vehicle pursuits, Deputies must have a good reason for initiating a pursuit. For example, a valid reason may be that a suspect has a warrant, was involved in a violent crime, or fired a



weapon at Deputies. Pursuits are not warranted for vehicles fleeing for expired/invalid registrations or insurances, or for running a stop sign.

### **Progress of a Pursuit.**

While in pursuit, Deputies should be careful of their driving. Deputies should avoid hitting other vehicles or Civilians while in pursuit. Deputies should remain a safe distance behind the fleeing vehicle in case of break-checking or crashes. Importantly, Deputies should keep constant radio communications to ensure that fellow units are able to keep up. When possible, a secondary unit should take radio communication to ensure the primary unit can keep up with the fleeing vehicle.

### **Pursuit Termination**

A Deputy may choose to disengage from a pursuit for safety reasons. For example, if weather conditions (i.e., rain, snow) make safe driving difficult, a Deputy may choose to disengage in the interest of their safety. Deputies should make a choice whether to continue or terminate a pursuit by keeping in mind their own safety, the safety of other units, and the safety of the general public.

### **Pursuit Tactics**

Any pursuit tactic must be authorized by the highest-ranking Deputy involved in the pursuit. (In the event all involved Deputies are the same rank, the authority falls to the primary unit.) Additionally, a secondary unit must be present before any pursuit tactic is used.

### **Immediate Danger Clause**

If a Deputy finds themselves alone in a pursuit that begins to present immediate danger to the Deputy's life or immediate surroundings (i.e., shooting at Deputies, causing several vehicle accidents) the Deputy is permitted to engage in the appropriate tactic without approval or presence of a secondary unit. However, immediately after disengaging the suspect, the Deputy should call for backup and await assistance.

One of the following techniques may be executed:

**Spike Strips.** Spike strips can be used by Deputies to puncture one, some, or all of the tires on a fleeing vehicle. Spike strips can be found in the truck of all available LCSO vehicles. Spike strip usage should be coordinated between all pursuit units to determine the best location to engage. The location of spikes should be communicated to units in the pursuit to ensure they avoid running over them. To use spike strips, the following requirements must be met:

- (1) The roadway must be asphalt. (Should not be used on dirt, gravel, or sand.)
- (2) The fleeing vehicle must be traveling at speeds under 50 MPH.
- (3) All vehicles must not collide with any other traffic.
- (4) Spikes should be able to be put down and picked up before Civilians can come into contact with them.

**Pursuit Intervention Technique [PIT].** A PIT occurs when a Deputy aligns the front bumper of their vehicle with the rear bumper of the fleeing vehicle and turns into the vehicle, causing the rear tires to break traction from the pavement. To engage a PIT, the following requirements must be met:

- (1) The roadway must be asphalt. (No PITs on dirt, gravel, or sand.)
- (2) The fleeing vehicle must be traveling at speeds under 50 MPH.
- (3) All vehicles must not collide with any other traffic.

### 6.6 | Inter-sector Pursuits

Occasionally, units may be in pursuit of a fleeing vehicle that takes them out of their current patrol sector and into the other half of the state. In the event that this happens, LCSO units may remain on the pursuit. However, LCSO units should switch to the appropriate radio channel (channel 4 or 5) and alert units of the chase. This step should occur prior to entering the other patrol sector.

### 6.7 | Physical Appearance

Along with the uniform requirements, we ask that Deputies keep a clean, professional appearance when on duty. We ask that hairstyles, beards, and other facial/body hair are clean and managed. We ask that clothes are kept clean, when possible. Deputies may have tattoos (no face tattoos are allowed) and piercings, as long as they are not indicative of gang affiliations, racial slurs, or other derogatory meanings. Deputies are welcome to have colored hair, but we ask that Deputies refrain from full neon hairstyles (highlights/lowlights are welcome).

### 6.8 | Body Cameras

Body cameras are not required, but we encourage Deputies to use body cameras while on duty. Body cameras can help capture complex scenes to rewatch for a report to ensure that reports are correct and accurate. In addition, body cameras can serve as evidence when reporting another unit for wrongdoing. Finally, body cameras can also help clear a unit of any wrongdoing, if accused. If using a body cam, please ensure your character's appearance shows a body camera. You are welcome to use any recording software you choose, but some favorites are Medal, StreamLabs, and OBS.

### 6.9 | Ride-Alongs

We encourage Deputies to pair up and ride together in a Patrol ride-along, when appropriate. This can ensure Deputy safety and increase police presence on scenes. Deputies ranked Junior Deputy and above may serve as the primary unit in a 10-12 ride-along. We ask that Deputies not ride together when there are less than four (4) Deputies on duty.

The department also offers **three** other types of ride-alongs:

**Observation/Shadowing Ride-Alongs:** These ride-alongs primarily occur with a Cadet and a Field Training Officer or Command member. In an Observation Ride-Along, the new or inexperienced Deputy **observes** the FTO or Command member. The Deputy isn't required to participate in callouts or scenes, but they should observe and watch the experienced members work. Deputies should ask questions about the operations and policies within the LCSO and strive to learn more about how we operate. The FTO or Command member who does your Observation Ride-Along may write a brief report following the ride-along.

**Training Ride-Alongs:** These ride-alongs primarily occur with a Deputy of any rank and an FTO or Command member. In an FTO Training Ride-Along, the Deputy is requesting one-on-one training time with an experienced member of the department. The Deputy and the FTO work together to improve a Deputies skill or familiarity with our operations. The FTO or Command member will write a brief report following the ride-along. Training ride-alongs may be used for promotion from Junior Deputy to Deputy or required as part of a Corrective Action Plan.

**Evaluation Ride-Along:** These ride-alongs primarily occur when a Deputy is seeking a promotion to Senior Deputy. In an Evaluation Ride-Along, the Deputy is leading calls, responding to Dispatch callouts and 10-32 requests, and conducting their average patrol duties. An FTO or Command member will ride in the vehicle with you and take note of your interactions in anticipation of writing a detailed report following the ride-along.

When in any type of ride-along, update your radio callsign to include an indicator at the end. Units should start with "A" and work through the alphabet. For example, if units B109 and B299 are riding together, both units would add "-A" to their callsign (B109-A and B299-A). However, if units B238 and B387 also wanted to ride together, they would add "-B" to their callsigns (B238-B and B387-B). Units should also call over the radio that they will be riding 10-12.

#### 6.10 | Scene Conduct

While on a scene, Deputies are expected to act in a manner that can be considered "professional." This includes treating all individuals with respect, giving all individuals the courtesy of listening to them without interruption, and engaging with all individuals in a respectful, professional manner. Every scene is to be taken seriously and played out fully. There is a time and place for jokes and fun, and an active crime scene is not that place. Deputies found acting against this policy may find themselves with [disciplinary action](#).

#### 6.11 | Interdepartmental Communications

We strongly encourage LCSO units to communicate with other departments in San Andreas. We have specifically set up the departments such that units will be required to communicate in certain circumstances. The goal here is not for another department or division to take over a case, but instead to work together to build cases.



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## 6.12 | Departmental Transfers

Units from other departments are welcome to apply to transfer into the LCSO, given they meet the following requirements. Departmental Command reserves the right to decline any transfer application. The requirements for transfer\* include:

- (1) The Deputy has achieved the rank of Deputy (or equivalent rank in other departments).
- (2) The Deputy does not have a record of [disciplinary action](#) within the last two weeks.
- (3) The Deputy has not transferred departments in the last two weeks.

\*Requirements may be waived under two circumstances:

- (a) The Deputy joined their current department within the last 48 hours and desires to transfer.
- (b) The Deputy has a legitimate reason to transfer early (i.e., harassment, bullying, etc. in their previous department). Not liking your department is **not** a legitimate reason.

### 6.12.1 | Transfer Packages

Some departments may provide incentives for Deputies to transfer into their department. These transfer packages will look different for each Deputy as they are rank-dependent.

#### Rank Transfers

In the LCSO, we offer the following packages, depending on your rank in your previous department:

- (1) If applying as a Deputy I (or equivalent), you will start as a Junior Deputy.
- (2) If applying as a Deputy II (or equivalent), you will start as a Deputy.
- (3) If applying as a Master Deputy (or equivalent), you will start as a Deputy II.
- (4) If applying as any Command member of another department, you will start as a Deputy II, given that you complete a ridealong.

#### (Sub)Division Transfers

LCSO may allow Deputies to transfer into a (sub)division they were previously part of in another department, given that the (sub)division's base requirements are still met and the skills transfer.

In addition, a Captain or Lieutenant of your previous (sub)division must provide a recommendation that speaks on your ability to perform the duties required of your previous (sub)division.

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