



Association of Louisiana Bail Underwriters

Bail Enforcement Best Practices

**Arresting, Disarming, De-escalating, Handcuffing,
Searching & Transporting a Fugitive**

Correspondence Continuing Education Course
3 Hours of **Bail Enforcement** Credit Upon Successful Completion

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DISCLAIMER

This information is provided to you as guidelines for your Continuing Education ONLY. It is NOT to be construed as Legal advice. For Legal advice, consult your Attorney.

ARREST, DEADLY FORCE AND DEFENSE PROCEDURES

An arrest is the act of depriving an individual of his freedom. No two fugitives will react similarly when faced with the prospect of jail. All arrests must be executed with the knowledge that an element of danger is present. Every apprehension must be considered as a dangerous undertaking. There is no such thing as routinely making an arrest. The unpredictability of human behavior makes for all confrontations with fugitives a very serious business. The bail enforcement agent must be alert at all times.

The element of danger present in bail arrests can be reduced when an agent follows certain basic operational safeguards. These include factors of caution and preparation, tempered with common sense planning.

A professional bail enforcement agent does not take unnecessary chance. He follows the procedures designed to reduce the hazards of arresting his fugitive. He does not needlessly expose himself to possible injury, nor does he hesitate to confront and overpower the bail jumper. An experienced agent awaits his opportunity to obtain surprise and superiority before he acts. He also realizes the value of properly searching his captured bad guy and never takes anything for granted.

An arrest must never be attempted without some plan of action. In certain instances, such as a chance encounter in a building, time will permit only a few moments of action. It is on these occasions that an agent's training and experience become decisive factors. Within a matter of seconds he must react. There can be no hesitancy. His action must be automatic and responsive in a positive mode to the situation presented.

In every arrest situation the agent must be firm and be prepared to protect himself. Force, which may vary from that of a command to actual physical contact, causing injury or death, is vital to control the arrest. A fugitive who is peacefully submitting must never be physically

attacked. On the other hand, resistance should be met with sufficient force to overcome the resistance.

Any protracted or unnecessary force could cause the agent some later concerns such as 'liability' within the court system.

The use of deadly force is a most serious matter. Justification for the use of deadly force is only possible in the defense of a life, and even then only as a last resort. Although most State's penal codes allow for the use of deadly force in preventing the escape of a felon, it would be difficult to justify the killing of someone who is running away and not endangering anyone while fleeing. You are well advised to leave that type of situation alone. In retrospect, how many times do you bear of a cop who shoots and kills a fleeing burglar? Not very often!

The use of so-called warning shots is never justified and rarely condoned. The improper use of a weapon will lead to serious consequences. It may not only injure or kill an innocent person, but can cause property damage as well. The results of such poor judgment can, and usually does, lead to civil or criminal action lodged against the perpetrator. If a weapon is to be used at all, it must be done with the intention of taking a life to protect your own or the lives of others, and even then the weapon must be aimed at the villain and not fired over his head.

A fugitive who is not resisting must NOT be physically attacked. On the other hand, any resistance should be met with sufficient force to overcome the resistance. Additional zealotry could cause an agent to experience some liability and perhaps a visit to the court system by a civil or criminal action being brought against him.

Use of force should only be applied to the extent of overcoming the offered resistance. You will meet with all kinds of resistance, from slight hesitations when handcuffing your quarry to a good old-fashioned 'free for all.'

Included here are some weaponless defense techniques designed to reduce the possibility of injury during the initial confrontation with the person to be arrested. If you have 'partnered up' with someone, practice the maneuvers until they are like a second nature. Listed below are only some of the most applicable defense and counter attack techniques, because it is far beyond the scope of this week to list them all. The ones contained here were designed primarily for use by law enforcement officers. Although the moves are based on established principles of personal combat, they are not patterned after any fashion of specialized self-defense training.

The systems provided below are simple, effective maneuvers culled from areas of judo, savate, boxing, wrestling and fencing, to name a few, which have been formatted into movements that will possibly save your life. It is also suggested that the modern day bounty hunter engage in exercise activities that will constantly improve his reflex action, confidence level and skills in the principles of hand-to-hand defensive combat.

First and foremost is **balance**. It is only from a balanced position an agent can effect the maximum of speed, power and accuracy. In all defense tactics, the object is to maintain your balance while endeavoring to keep the opponent off balance. There is no such thing as being 'perfectly balanced' because we only have two points of support . . . our legs. There are some positions that afford greater balance control than others. When you stand with your feet together, your 'base of support' is lessened and you are 'off balance' and can easily be pushed in any direction. When the feet are spread with the toes in line, you are 'on balance' from left to right but 'off balance' forward and backwards. Even when a position which is considered 'good

balance' is assumed, that is, with the right or the left foot placed forward, feet spread a little with knees slightly bent, you are strong when pushed from front right to left rear [and vice versa], but you're weak when pushed from left front to right rear [and vice versa]; if the left foot is forward the reverse applies.

To maintain a reasonably good balance, keep the feet moderately spread, the knees slightly bent, and constantly shift your feet according to the direction of the attacking fugitive.

One of the more popular counter attack mechanisms is the 'hip throw.' This is effected by bending your knees in preparation of your legs doing the lifting and then placing your hip low against the fugitive in such a way your hips are now a fulcrum. From this advantageous position the skip is easily thrown by pulling the upper part of his body forward, twisting your trunk vigorously to the left and at the same time extending your knees.

Another defensive principle is to concentrate **all of your power** at the bail jumper's weakest point. This is referred to in the parlance **as maximum strength used against minimum strength**. If you are attacked by a resisting bail skip, defend yourself by directing all of your power at the point on the bad guy's body, which appears to you to be his weakest.

The last principle is to utilize your attacker's strength and momentum to his disadvantage and, by doing so, to your advantage; this is the case when you surmise your skip is stronger than you are.

The agent should not oppose him directly but rather use your strength to direct his movements. If he pushes, you pull . . . get it?

A bail enforcement agent can best be protected by assuming a basic 'on guard' position. This position can be defined under the circumstances as an 'alert stance,' which you should always employ when walking facing your bail jumper. Upon first approach, always stand about an arm's length away at an approximate 45-degree angle. Keep your feet directly under your shoulders and slightly apart keeping your knees partially bent. If you are being attacked, assume the combat stance. Place your right foot about 12 inches to the rear of the left foot. Bend your knees and keep your body weight on the balls of your feet. Keep your hands face high and your elbows kept reasonably close to your body. This position afford the agent good balance from which you can defend and counter attack to the best of your ability.

Personal weapons are parts of the body used for defense and counter attack purposes. These weapons are extremely important and it can be said that the fugitive recovery agent who develops skills in their use need not be considered 'unarmed.'

When using the hand as a weapon, keep in mind that the wrist should be held straight for all blows except for the 'heel' of the hand. Edge of hand and edge of fist blows are very effective when delivered with a 'chopping motion' across the body with the palm down, or downward with the palm facing in. Always hold your fingers rigidly frozen for the 'finger jab' and for the 'extended knuckles' blow. The 'heel of the hand blow' should be delivered upward keeping your hand slightly cupped when you are close to your bail fugitive.

Using your foot as a weapon should include kicking forward with the toes to the side using the edge, ball and heel for stomping down with the heel area. Short, snappy kicks to a fugitive's shin or knee are extremely effective in slowing the culprit down.

When using your elbow as a weapon, it should be fully flexed with the most forceful blows delivered towards the rear or outwards your body. A forearm blow can be delivered by

raising your arm about shoulder high, then fully flexing the elbow, and swinging the arm sharply forward and towards the inside.

The knees can be used for knee lifts to the face and groin, and to fall onto your skip when taking him to the floor. Strike all blows with the knees fully flexed, and in the case of a knee lift, your foot should be returned to the floor immediately so you are off balance only for an instant.

Oh, let us not forget the only time so many people use their head . . . for butting. The head can be a formidable weapon and you should never hesitate to use it.

Some counter and escape tactics ...

If the fugitive grasps you around the body from the front, and if one or both of your arms are still free, immediately bend both knees to lower your body weight and place you in a position of reasonably good balance. Follow up quickly with a hand blow in the region of the attacking skip's face, butt the face with your hand, a knee lift to the groin, kick to the shins, or stomp on the arch of his foot with your heel.

If you are approached from the rear and grabbed around the body with one or both of your arms still free, strike an immediate and deliberate hard blow to the groin with your left hand; this will loosen the outlaw's grip. Then grasp his left leg directly above the knee [this action will also assist you to maintain your balance]. Then immediately twist to the left moving your left leg to the rear of the skip's right foot. Then place your left hand under his left knee while turning your head sharply to the left as you lift the outlaw upward and backward. If the bail jumper releases his hold, his head and upper back will strike the floor. If he does not release his hold, the same results can be achieved if you fall sideways to the left landing on top of the skip.

During the initial struggle with a resisting fugitive take him to the floor as soon as the opportunity presents itself. Knock his arms free as you drop suddenly to your knees, grasp his left ankle with your hands and place your left shoulder against the skip's leg directly below the kneecap. Immediately jerk his ankle toward you as you push forward and to the right with your shoulder. Move quickly and strike a very prejudiced blow to the bad guy or apply a restraining hold.

If instead the fugitive has knocked you to the floor, immediately roll so you will be on your side and facing your approaching bail jumper while at the same time bringing your legs up and bending your knees. As the bad guy gets close and places a foot next to your feet, hook the toe of your bottom foot directly behind his heel and kick his leg directly below and slightly to the inside of the kneecap with your top foot. Immediately rise and strike a blow or place a restraining hold on the recipient of your maneuver.

Knives or other cutting instruments...

GET OUT OF REACH!!! To defend yourself against a frenzied fugitive who attacks you with a knife is both difficult and dangerous. Getting out of reach is certainly your first consideration. Your next thought should be looking for anything that could be used as a weapon or as a shield against a knife attack. If you are armed, perhaps your weapon will be a sufficient deterrent to keep the bad guy at more than an arm's length. DO NOT SHOOT THE FUGITIVE MERELY BECAUSE HE HAS A KNIFE! The laws of lethal self-defense will not justify an agent shooting a person merely because that person is threatening you with a knife. It can be safely guaranteed that you will be arrested and probably charged with at least some degree of homicide if the culprit dies or, in the best case scenario, you will be charged with assault with a deadly weapon/bodily harm resulting [the phraseology of the charges will be determined by the laws of the state in which the shooting occurred].

Come-along holds ...

A come-along is considered a 'restraining' or 'controlling' hold rather than a subduing hold and must be applied quickly before your bail jumper realizes what is happening. Come-along type maneuvers are primarily devised to assure maintaining the custody of a bail skip being apprehended, and at the same time affording the bounty hunter a maximum in protection in cases where you will have to lead your skip a short distance.

Sometimes a fugitive will take a 'childish fit' and may lie on his belly on the floor and refuse to be escorted from the dwelling to the jailhouse. If this happens merely grasp the child-like fugitive under his right arm directly below the elbow with your right hand, and his belt and trousers at the middle of his back (or the seat of his pants) with your left hand. Twist and lift upward with your left hand and push him forward. If the skip resists, take him to the floor again using your knee as a propellant.

A favorite come-along maneuver is to grab the resisting fugitive's right wrist with your right hand [thumb on the inside of the wrist and fingers across the back of his hands], and his right arm directly above the elbow with your left hand and push him forward. If he still resists, apply a 'bent wrist' hold by forcing his hand back toward his forearm as you raise his hand until his forearm is parallel to the floor. Pull his elbow tight to your body. Then pass your left arm between the fugitive's arm and body while placing your left hand over the back of his hand. His elbow must be securely between your left arm and body, directly below your armpit. Pain is inflicted by forcing the hand back toward the forearm and twisting it towards you.

Another tactic a resisting fugitive attempts in his endeavor to escape is to grasp an agent's throat with his right hand and then cocks his left arm in readiness to punch the agent in the face. If this is the scenario, immediately strike his right wrist with the heel of your right hand and

twist your body sharply to the left. Follow up with an edge of hand blow to the side of the bad guy's neck or, if the skip real close, you can use an elbow blow quite effectively.

If the fugitive grasps your throat with both of his hands, clasp your hands together and bend your knees slightly. Bringing your arms sharply upwards, inside his arms, will definitely break his grip as you forcefully rise by extending your knees.

In the event you are grabbed from the rear and the skip has his forearm across your throat, grasp his right wrist with your left hand as he attempts to strangle you. Immediately turn your head slightly to the right at the same time bend your knees and pull down his right forearm with your left hand. Then grasp the skip's right arm as close to the shoulder as possible with your right hand and pull him forward so that your buttocks are firmly against your outlaw's midsection. Throw the bail jumper over your right shoulder by simultaneously bending your trunk forward as you twist in towards your left, pulling forward with both your arms and by straightening both of your legs.

DISARMING A FUGITIVE

We have all seen on television and in the movie theater where the bad guy will have a gun pointed at the good guy, then the good guy flips in the air and lands knocking the gun from the bad guy's grip. Then there's the one where the good guy will draw his weapon and shoot the gun from the bad guy's hand. Yeah, right.

To physically disarm a fugitive who has a gun pointed directly at you would require the utmost in agility, the very top of the line in experience and the most luck of anyone in the world. To even attempt such a desperate maneuver would be most foolhardy under the circumstances and, in all probability, you would find yourself very dead. Even if the fugitive doesn't immediately shoot you, it is no indication that given the least provocation he wouldn't do so. Any attempt to disarm another should be done only as a last resort effort to save your life. Remember, should such a situation ever appear, you are both in a high stress state of mind and the hand to eye coordination may be out of sync.

Obviously, a disarming attempt is only possible if the fugitive is actually touching you with the weapon or within arms reach. If you do make the decision to attempt a disarming technique, ensure that you execute the move with a commitment to immediacy and the total force. If you telegraph your intentions with so much as an eye movement or slight gesture of any kind you will probably have less than one second to live. Know exactly what you are going to do . . . how you are going to do it . . . when you are going to do it.

If the fugitive is standing directly in front of you with a gun pointed at your body, swing your weak hand fast and hard with your palm open directly against the side of his gun. A follow through with your arm crossing the front of your body will afford the most powerful impact. Odds are that a fugitive will not lose his frenzied grip on the firearm but the force of the blow should knock the muzzle away from you for an instant. As you execute this move you may have enough time to draw your weapon and shoot the attacker. Move fast,

deliberately and hard because this move does not guarantee the fugitive will not counter in time to shoot you.

If the bad guy confronts you with a revolver that is not cocked, grab the revolver tightly (very tightly) around the cylinder with your fingers under the trigger guard. If you are quick enough and strong enough, you should be able to prevent the cylinder from turning and this will stop a live cartridge from positioning itself under the firing pin if the fugitive squeezes the trigger. Simultaneously, twist the gun so that the fugitive's fingers are bent backwards pointing the muzzle end up into the air and well away from you. Not only will this action cause the fugitive extreme pain, but also, if he keeps his finger on the trigger, the force you exert should snap his trigger finger like a frozen twig.

Remember . . . if the revolver is cocked this maneuver will not stop the weapon from firing. IF you are quick enough, the bullet should pass by you in the probable event the weapon discharges. In the case of semi-automatics, mere grabbing of the weapon will not discourage it from firing. If you are able to knock the firearm aside and keep a firm grip, you can cause the gun not to eject the spent shell, which will prevent the next round from chambering causing the weapon to jam.

Another option is to clamp both of your hands over the fugitive's gun hand and raise his arms while simultaneously pressing your thumbs as hard as you can into the back of his hand while turning the weapon away from you and towards the villain. Use your fingers to pull his fingers open as you forcibly push the barrel into him. The outlaw will still control the trigger but if the weapon does discharge it will definitely be pointed at a more desirable target!

If the fugitive is behind you and has a rifle or a shotgun, you may be able to turn and grab the weapon, because people approaching from behind have a bad habit of coming close. You must first try to see where the fugitive is in location to being accessible to your arm that is

closes to the weapon, which will obviously determine in which direction you will turn. If the weapon is to your right side, twist and/or pivot backwards quickly so that your right elbow and upper arm will knock the weapon to the fugitive's left side. The very instant you feel the weapon being knocked to the side, grab the barrel with your right hand and point the muzzle away. Then, using your left hand, twist the weapon away from the fugitive and knee the piece of %#\$@ in the groin with extreme prejudice. Reverse the maneuver if he is closest to your left.

If the fugitive's groin area is not easily reached as you make your turn or pivot, continue to hold the muzzle away with one hand. With your free arm, reach over his shoulder and around to the back of his head hooking your fingers over his nose from the other side. Using all of your strength, literally pull his nose to the side; envision 'peeling' his nose from his face. The sheer agony you inflict will allow you to twist the fugitive to the ground.

A quick twist or pivot can also work if the fugitive is behind you and holds a handgun. Assume he is behind you and has a gun to your head in his right hand. You can duck and quickly pivot around to your left as your left arm goes up and knocks the gun away. Then slide your arm down towards his wrist grabbing the weapon with your left hand as you complete your twisting motion. At that very second, stiffen your right hand and slam the inside edge of it directly into his larynx (this maneuver, if properly applied, will crush the larynx) as you bring your knee into his groin.

To effect any disarming technique you will have to have a working knowledge of the various types of firearms you may encounter in the field. After knowing how a particular type of firearm works, practice the disarming maneuvers with a friend until the actions and reactions are a second nature. For instance, if a fugitive has a semi-automatic is it a single or double action? A single action has the trigger is located near the rear of the trigger guard whereas the double action trigger is located in the center of the trigger guard. It is

very important not only to know what kind of firearm may be pointed at you, but also to know also the various stages of readiness for each firearm.

The more knowledge you have of firearms, the more significantly you will heighten you survival quotient.

HANDCUFFING TECHNIQUES

Handcuffs are used to restrain a fugitive and to give you greater control of the situation. However, this is only achieved if the handcuffs are properly applied. A common error, which transforms a most helpful device into a lethal weapon, is the bad habit of handcuffing a fugitive with his hands in front. Another improper practice is to use the handcuffs as a 'come along'; one cuff is secured to the fugitive's wrist while the other end is held by the agent. This is a dangerous method to employ and should be avoided if the handcuffs are to fulfill their intended purpose. **Never handcuff yourself to a fugitive!**

After your fugitive has been searched, he is ordered to bring his right hand in back of him (if standing upright against a wall) and support his weight with his left hand. Bare in mind this stage of the procedure is the most critical. One handcuff is then placed on the right wrist in such a manner as to have the fugitive's palm facing outward. It is of the utmost importance that the fugitive be kept off balance and under control. The fugitive must be closely watched to prevent him from turning and striking you with the loose handcuff.

After the right wrist is secured, order your fugitive to place his head on the surface against which he has been placed (wall, fence, tree, etc.) and to bring his left hand in back of himself. You can then slip the free end of the handcuff under his belt before attaching it to his left wrist. When both wrists have been restrained, ensure you double lock the handcuffs while checking to see if they have been properly secured.

If you are able to slip the handcuffs under a fugitive's belt, it will prevent the more agile person from stooping down and stepping through his arms and bringing his hands in front of himself.

If you run into a situation where a fugitive has a physical deformity or is suffering from an injury that prevents him from bending his arms to the back of himself, he must be handcuffed with his hands in front. You can retard any problems with him by removing his belt, turning it around and buckling it from the rear (in the event you don't have a restraint belt with you). The handcuffs are then passed through the belt and applied to the fugitive's wrists.

There may be an occasion where only one set of handcuffs is readily available for two fugitives. Although it is always better to use separate handcuffs per fugitive, the task can be done safely with only one pair if an agent uses the proper safeguards. Handcuffing the right wrist of one fugitive to the left wrist of the other fugitive must be avoided. Handcuffed in this fashion the fugitives are given excessive freedom of movement; it permits them to swing their arms. They could seize you and/or overpower you.

After the fugitives are searched in a wall search position, the fugitive on the right is ordered to bring his right arm to the rear. Turn the fugitive's palm outward and attach the handcuff to the right wrist. The free end of the cuff is then passed through the belt. The second fugitive is then ordered to bring his right arm behind himself, palm facing outward. The handcuff is then attached to the right wrist. The two fugitives are then handcuffed right wrist to right wrist. This position keeps them off balance making it more difficult for them to run or to coordinate arm movements against you.

Variations and mixing of handcuffing techniques is not uncommon and in most instances you will not have time to follow the directions described on these pages. If you search your fugitive before handcuffing him the following is meant as a guide only:

- a. Tell the fugitive to raise his hands and lock his elbows;
- b. Instruct him to turn slowly to his right and keep turning until told to stop;
- c. Stop the turning when he is facing away from you;
- d. Tell your capture to place his left hand in the small of his back, then to place his right hand in the same position putting his knuckles together and interlace his fingers;
- e. Have the fugitive spread his legs and point his toes outward;
- f. Once he is in this position instruct him not to move;
- g. As you approach from the rear, tell him to turn his head to the right and look down (this greatly limits his field of vision);
- h. Approach your bail skip from the left side, keeping your gun side away from him (reverse this if you are a lefty);
- i. Grasp the top four fingers of the fugitive's hand with your right hand, and the remaining fingers with your left hand;
- j. Release your left hand and proceed to search the left side of your captive including his leg area while your left foot is inside the fugitive's left foot at his ankle;
- k. Conduct a methodic search starting at his head and working down to his ankles;
- l. Still holding on with your right hand, slowly slide your left hand into place while replacing your right hand with your left hand (your left hand is now your controlling hand);
- m. Order him to turn his head to the left and not move from that position;
- n. Slowly pick up the fugitive's right hand;
- o. With his arm in a locked position, walk forward and drop your right knee into the fugitive's neck and your left knee to the fugitive's back;
- p. Ensure your captive's fingers are always pointed towards his head;
- q. Reaching for your handcuffs with your right hand;
- r. Order the skip to place his left hand on the small of his back and raise his arm in the air;
- s. Reaching under his hand, place the handcuff on his left wrist;
- t. Bring his right arm down and place the handcuff on his right wrist

Remember: Do not release pressure on the fugitive's uncuffed hand until it is securely cuffed! Once the restraints are attached you will have to assist the now helpless skip to his feet. To do this, order him to rollover and sit cross-legged, then to stand on the count of three while you assist him.

SEARCHING YOUR FUGITIVE

There are three basic types of searches: the frisk, the field search and the strip search.

FRISK: This is a cursory search of your capture for weapons large enough to be detected under his clothing.

FIELD SEARCH: This is a more detailed search of your arrestee in which weapons and other articles are removed from his person. The field search must be complete, and it should be executed with skill. Bear in mind that you are dealing with an unknown, and your prey's reaction to his sudden loss of freedom may take the form of violent efforts to escape at the very first presentable opportunity. This search should take place as soon as possible after arresting your subject. The search must be so complete as to discover anything from rifle concealed against a leg to handcuff keys threaded in the linings of a jacket. When dealing with female fugitives, high heeled shoes and purses should be thoroughly checked. The searching hand should be used in a grasping, squeezing manner. Every square inch of clothing should be crushed in the hand to be sure nothing is missed; this method takes a little longer than the quick frisk or pat down but offers far more in the way of assurance to your safety.

STRIP SEARCH: This is primarily used by jail personnel.

There are four basic searching positions for placing your fugitive to be searched: the wall position, the kneeling position, the standing position, and for you and your partner, the cover position.

When searching your fugitive as he faces a wall type structure, you should hold your gun against your hip in a ready position. The gun should be left on double action (hammer not cocked) thereby reducing the danger of an accidental discharge. The gun should be held in the right hand when searching your fugitive's left side and in the left hand when searching the right side. This will ensure the gun is out of the fugitive's sight and reach. When searching the

left side, you place your left foot to the outside of the fugitive's left ankle maintaining contact between your amide and his. If the need arises, you can kick the fugitive's left foot away and jump back several steps. This position is reversed when searching the villain's right side.

In the standing position the fugitive is ordered to stand with his arms extended high over his head, hands apart. Next, his feet are moved as far apart as possible with the toes pointed outward. You should then conduct basically the same search as previously described in the wall type search.

If you utilize the kneeling position order your captive to kneel with his arms extended high over his head, hands apart. His ankles are crossed and his toes pointed back. If alone, conduct the same type of search as the wall search. If a partner is available, holster your gun and use your free hand to hold the bail jumper forward so that his balance is even more precarious.

When two bail enforcement agents are available) always work with a partner), the second agent is the cover for you during the search process. The cover handles the firepower. He stands well out of reach the fugitive with his weapon pointed directly at him. When the searching process moves from one side of the fugitive to the other, the cover partner steps forward and makes certain the search circles around behind him. This eliminates the need for the agent doing the searching to walk between the cover and the fugitive. You are now ready to handcuff your outlaw.

FUGITIVE TRANSPORT

Every agent has his or her own manner of transporting their fugitive. We will relate our personal preference. Under the passenger side seat we have length of chain padlocked to the mainframe of the seat supports. Utilizing this method we can secure the handcuffs the fugitive is wearing to a second set of handcuffs secured to the end of the chain. After placing the seat belt around the fugitive, we have a very secure captive during the trip from point A to point B. There is enough slack in the secured end of the handcuffs to allow for the bad guy to smoke or scratch himself, but not enough slack to allow for any attempt to choke us or to grab the steering wheel.

Some agents prefer four door vehicles but we prefer two door sedans. This allows for additional security and safety if the skip is being transported in the rear seat, and keeps him where he belongs instead of trying to bail out (no pun) during transport. A two door also inhibits a fugitive's friend from pulling him from the car in the event such a confrontation ever presents itself. This can be a situation you may be faced with one day so keep your vehicle well-tuned. When you turn that key you need to hear the engine spring to life!

A van makes things a lot easier, especially on long haul transports. With a van you can include a portable toilet (the less stops you make the less chance of trouble with your fugitive). A small mattress or portable (inflatable) bed is a welcome addition for you and your partner to rest during alternate turns at driving and for the fugitive to sleep during intermittent times. After every gasoline refill, you should find a secluded rest area where all of you can stretch and walk before continuing the trip. Exercise your fugitive in a respectful manner. Do not parade him up and down a rest area full of travelers. Find a remote area with a minimum of people or activity. Crowds can, and invariably do cause problems, not to mention embarrassing your fugitive.

The question of air travel occasionally surfaces. Our standard reply is that an agent should check with the particular airline before arriving at the ticket counter with a fugitive in tow. Regulation aboard commercial aircraft for fugitive transport varies very little from one carrier to the next. If you do not make arrangements in advance with the airlines, odds are, you will not be sold any tickets. **DO NOT WAIT UNTIL THE LAST MINUTE TO ARRANGE FOR AIR TRAVEL WITH A FUGITIVE.**

All airlines require advance notice that you are traveling with a fugitive and most will require two agents accompanying one fugitive, three agents for two fugitives, and so on. They want the number of escorts to exceed the number of fugitives by at least one. Airlines also require an agent to state whether or not the fugitive is prone to or known for violent behavior (this is ridiculous, because no one can predict human behavior under restraint conditions). Another requirement is that agents have aisle seats; most times a fugitive cannot be handcuffed while aboard the aircraft, but this is mostly left to the discretion of the Captain of the ship. Typically, you will board first, and deplane last. At all times, it is your responsibility to maintain fugitive control, not even allowing him to go to the toilet alone.

A bail enforcement agent is not considered law enforcement personnel (yet the same rules apply). No airline is obligated to serve you just because you have a fugitive. If advance arrangements are not made, you are best advised to just rent a car and drive to your destination. Careful advance planning will serve you a whole parcel of difficulty when it comes time to return with your prize in handcuffs.

For male agents to transport a female fugitive, we always suggest you bring a female operative with you on the trip. This will minimize problems and allow for the female agent to escort the fugitive to the ladies' room. Female fugitives are not too feisty when accompanied by another female. It will also minimize the risk of a female

fugitive making false claims later that you were not a gentleman . . . and perhaps worse!

Our very first experience with transporting a fugitive by air came at the Anchorage, Alaska airport in August of 1985. No one had advised us to make advance arrangements with the airline. So, we showed up at the ticket counter with the fugitive shackled to a stanchion close by (talk about fugitive disrespect!). Here we are, in the very center of a busy international airport, with lots of people stopping to point and stare, with the fugitive handcuffed to a pole, while we stand in line to purchase tickets. As you can imagine, it didn't take long for airport security to show up. After an embarrassing explanation, the security people babysat the fugitive while we engaged in another long and embarrassing explanation to the ticket sales personnel . . . actually, the supervisor. We were properly chastised for our un-professionalism. The reluctant supervisor sold us the tickets under two conditions: 1) the fugitive could not be handcuffed while airborne, and 2) the fugitive could not board the aircraft if he did not want to fly. Wonderful! Here we are in Anchorage, Alaska with an unhappy fugitive wearing our bracelets and if he didn't want to fly, we would have no choice but to release the rascal.

We asked the sales supervisor if she would tell the fugitive that he didn't have to fly home. Thankfully, she said, "no." However, she did emphasize that if the fugitive voiced a dissenting opinion to flying he would not be able to board the plane. The fugitive stood sullenly while the tickets were being printed, but he didn't say a word. We thanked the supervisor, the security personnel and escorted the skip to the gate area, where we boarded the aircraft without incident or comment.

After returning home and arriving at the county jail where the bad guy was booked, we just had to tell him how close he came to being released at the Alaska airport. Well, after

listening to the story, he started in on a verbal tirade that would have made even the worst of the worse cringe. He condemned us to a lifetime of fire and brimstone and swore he would 'get even' one day for my deception. We learned a very valuable lesson on that case, and have never even come close to repeating the same mistakes again.

The last thing an agent needs is to capture his prey and then be faced with the problem of getting the rascal back into jurisdictional custody.

Always endeavor to deliver a fugitive into the custody of the jurisdiction from which he originally fled. This attitude will save the contracting bail agent lots of trips to court on motion hearings, not to mention lots of money in the event the court will only exonerate the bail obligation once the extradition expenses are met.

Of particular concern are those skips that are burdened with various types of medical ailments, whether real or imagined, such as diabetes, heart problems, seizures and those who are engaged in some form of substance abuse (which is the vast majority). The transporting agent should seek immediate medical help should his fugitive express any physical discomfort that would require a doctor's attention. It is also a good idea for an agent to be certified in CPR, basic first aid techniques and be able to recognize symptoms of drug and alcohol withdrawals. Always carry a first aid kit in your equipment bag. Fugitives are human too, and far be it for any man to refuse medical assistance to any living person.

Agents should always advise to whomever they transfer custody of their fugitive of any medically related observations made on the trip. Jail personnel do not appreciate fugitives claiming their 'sick condition' stemmed from incarceration at the jail.

Fugitives who are addicts from substance abuse easily get sick and vomit in vehicles from the constant forward motion and oftentimes from the high stress factor that accompanies being taken into custody and preventing them from their next 'fix' or 'drink.' If this occurs safely stop your vehicle and let them vomit at the side of the road; always have handy wipes available for these unsavory instances. Maintain a calm attitude (even if the bad guy soils your new velour seats) and advise the authorities of the situation when you arrive at your destination. Problems such as a sick fugitive sometimes are an occupational hardship that comes with the territory.

Treat every fugitive as you would expect to be treated if the shoe was on the other foot. At all times . . . be a PROFESSIONAL.