

Recognizing Traits of Armed Individuals



Zero Officers Killed or Injured

Recognizing Traits of Armed Individuals



Examples of guns disguised as other objects



Recognizing Traits of Armed Individuals

Concealment Characteristics

- Clothing indicators
 - Weather Conditions:
 - Do the clothes match the temperature/weather conditions?
 - Is somebody exposing themselves to the elements?
 - Unnecessary Layers of clothing



Recognizing Traits of Armed Individuals

Concealment Characteristics

- Unnatural Protrusions/Bulges/Wear Patterns
 - Front waistband, small of back, and crotch
 - Shirts appear rippled or wavy on one side of the body while the other side appears smooth
 - Clothing visibly weighted on one side
 - Loose hanging hoods that appear weighted down.
 - Person wearing a suit but the shirt-tale is un-tucked
 - Mismatched Footwear- Is one shoe larger than the other?

Recognizing Traits of Armed Individuals



Example of a bra holster



Recognizing Traits of Armed Individuals

Concealment Characteristics

- Accessories/Other Items
 - Hand warmers not being used
 - Wearing only one glove
 - Knapsacks, briefcases, gym bags or paper bags that seem out of place.
 - Fanny packs with a wallet visible in the back pocket
 - Belts not worn through the provided belt loops



Recognizing Traits of Armed Individuals

Behavioral Characteristics

- Determine the suspect's strong side
 - Wristwatches are typically worn on the weak side
 - First steps are usually taken with the weak leg
 - The strong hand is used for most actions
 - When in doubt, 85-90% of all people are right handed.



Recognizing Traits of Armed Individuals

Behavioral Characteristics

- Adjustments
- “Security Feel”
- Protective Body Movement
- Blading the Gun Side Away



Recognizing Traits of Armed Individuals

Behavioral Characteristics

- Facial Expressions
- Female Offender
- Vehicle Stops



Recognizing Traits of Armed Individuals

Stopping an Armed Subject

- Considerations
 - Stop location
 - Lighting conditions
 - Available cover
 - Plus 1 rule