

## Law Enforcement Officers Killed or Assaulted

### Data Set Overview and History

The Department of Justice (DOJ) Criminal Justice Statistics Center (CJSC) collects information on peace officers who were killed or assaulted in the line of duty in California. The Law Enforcement Officers Killed or Assaulted (LEOKA) data are reported as part of the Federal Uniform Crime Reporting (UCR) Program by law enforcement agencies (LEA) throughout the state. LEOKA data is summary data, meaning it is a collection of information describing the totality of incidents, not a collection at the detailed, incident level.

LEOKA is a federally mandated collection. From the 1960's until 1990, the CJSC did not retain any of the LEOKA data; the forms were passed along to the Federal Bureau of Investigation (FBI). In 1990, the CJSC began to collect and retain some of the data from the LEOKA form for statistical purposes, but it wasn't until 2000, that full retention at the State level was defined and standardized.

### Statutory Authority

The DOJ has statutory authority to collect LEOKA data pursuant to Penal Code (PC) section 13020. LEOKA is reported as part of the UCR reporting requirements, but CJSC references PC section 13020 as our statutory requirement (to report statistical data to the Department at those times and in the manner that the Attorney General prescribes).

### Data Characteristics and Known Limitations

1. LEOKA data was collected prior to 2000; however, it is stored in a different format that is not compatible with the current electronic format.
2. The CJSC first began publishing the LEOKA data in 2010 in the *Crimes in California* publication.
3. Statewide LEOKA data for 1990-1999 is included in table 48 in the *Crime in California* publication. However, the data is only available at the statewide level and cannot be displayed or produced by county or jurisdiction.
4. In 2010, LEOKA data (table 48) was first introduced to the *Crime in California* publication. Prior to this year, the only time LEOKA data was published by a California Department was by the California Commission on Peace Officer Standards and Training (POST) in multi-year reports that POST only distributed to LEAs.

5. In 2016, the Federal Bureau of Investigation's Director informed all state Statistical Analysis Centers that the FBI Uniform Crime Reporting (UCR) program would be transitioning to a National Incident-Based Reporting System (NIBRS) only data collection by January 1, 2021. The California DOJ embarked on a five year effort to develop and implement a new state repository, the California Incident-Based Reporting System (CIBRS), to house the new FBI statistical reporting format. The CIBRS repository is a combination of the federal NIBRS requirements with additional California specific data elements. The California DOJ began collecting data in CIBRS in 2021. However, not all California law enforcement agencies (LEAs) have transitioned.

The data, starting in 2021, are a combination of both the summary and incident-based reporting (IBR) formats. There is an established method for converting IBR data into summary data for comparison and trending purposes. In order to present the most comprehensive and complete picture of crime, the summary and IBR data were combined and are presented in the summary format.

#### **Data Elements and Values Defined**

<b>Cell Location</b>	<b>Data Element</b>	<b>Description/Definition</b>	<b>Value</b>
A	COUNTY	County name	Alpha
B	AGENCY NAME	Reporting agency	Alpha
C	NCIC_AGENCY_CODE	Reporting agency Code	Alpha/Numeric 0100-5899
D	MONTH	Month Reported	01-12
E	YEAR	Year Reported	YYYY
F	OFFICERS_KILLED_FELONY	Officers killed by felonious act	Numerical Count
G	OFFICERS_KILLED_ACCIDENT	Officers killed by accident or negligence	Numerical Count
H	C1_A	Disturbance Call-Total	Numerical Count
I	C1_B	Disturbance Call-Weapon: Firearm	Numerical Count
J	C1_C	Disturbance Call-Weapon: Knife	Numerical Count
K	C1_D	Disturbance Call-Weapon: Other Dangerous	Numerical Count
L	C1_E	Disturbance Call-Weapon: Personal	Numerical Count
M	C1_F	Disturbance Call-Assignment: Two-Officer Vehicle	Numerical Count

N	C1_G	Disturbance Call-Assignment: One-Officer Vehicle, Alone	Numerical Count
O	C1_H	Disturbance Call-Assignment: One-Officer Vehicle, Assisted	Numerical Count
P	C1_I	Disturbance Call-Assignment: Detective/Spec, Alone	Numerical Count
Q	C1_J	Disturbance Call-Assignment: Detective/Spec, Assisted	Numerical Count
R	C1_K	Disturbance Call-Assignment: Other, Alone	Numerical Count
S	C1_L	Disturbance Call-Assignment: Other, Assisted	Numerical Count
T	C1_M	Disturbance Call-Cleared	Numerical Count
U	C2_A	Burglary in Progress-Total	Numerical Count
V	C2_B	Burglary in Progress-Weapon: Firearm	Numerical Count
W	C2_C	Burglary in Progress-Weapon: Knife	Numerical Count
X	C2_D	Burglary in Progress-Weapon: Other Dangerous	Numerical Count
Y	C2_E	Burglary in Progress-Weapon: Personal	Numerical Count
Z	C2_F	Burglary in Progress-Assignment: Two-Officer Vehicle	Numerical Count
AA	C2_G	Burglary in Progress-Assignment: One-Officer Vehicle, Alone	Numerical Count
AB	C2_H	Burglary in Progress-Assignment: One-Officer Vehicle, Assisted	Numerical Count
AC	C2_I	Burglary in Progress-Assignment: Detective/Spec, Alone	Numerical Count
AD	C2_J	Burglary in Progress-Assignment: Detective/Spec, Assisted	Numerical Count
AE	C2_K	Burglary in Progress-Assignment: Other, Alone	Numerical Count

AF	C2_L	Burglary in Progress-Assignment: Other, Assisted	Numerical Count
AG	C2_M	Burglary in Progress-Cleared	Numerical Count
AH	C3_A	Robbery in Progress-Total	Numerical Count
AI	C3_B	Robbery in Progress-Weapon: Firearm	Numerical Count
AJ	C3_C	Robbery in Progress-Weapon: Knife	Numerical Count
AK	C3_D	Robbery in Progress-Weapon: Other Dangerous	Numerical Count
AL	C3_E	Robbery in Progress-Weapon: Personal	Numerical Count
AM	C3_F	Robbery in Progress-Assignment: Two-Officer Vehicle	Numerical Count
AN	C3_G	Robbery in Progress-Assignment: One-Officer Vehicle, Alone	Numerical Count
AO	C3_H	Robbery in Progress-Assignment: One-Officer Vehicle, Assisted	Numerical Count
AP	C3_I	Robbery in Progress-Assignment: Detective/Spec, Alone	Numerical Count
AQ	C3_J	Robbery in Progress-Assignment: Detective/Spec, Assisted	Numerical Count
AR	C3_K	Robbery in Progress-Assignment: Other, Alone	Numerical Count
AS	C3_L	Robbery in Progress-Assignment: Other, Assisted	Numerical Count
AT	C3_M	Robbery in Progress-Cleared	Numerical Count
AU	C4_A	Attempting Other Arrests-Total	Numerical Count
AV	C4_B	Attempting Other Arrests-Weapon: Firearm	Numerical Count
AW	C4_C	Attempting Other Arrests-Weapon: Knife	Numerical Count
AX	C4_D	Attempting Other Arrests-Weapon: Other Dangerous	Numerical Count
AY	C4_E	Attempting Other Arrests-Weapon: Personal	Numerical Count

AZ	C4_F	Attempting Other Arrests-Assignment: Two-Officer Vehicle	Numerical Count
BA	C4_G	Attempting Other Arrests-Assignment: One-Officer Vehicle, Alone	Numerical Count
BB	C4_H	Attempting Other Arrests-Assignment: One-Officer Vehicle, Assisted	Numerical Count
BC	C4_I	Attempting Other Arrests-Assignment: Detective/Spec, Alone	Numerical Count
BD	C4_J	Attempting Other Arrests-Assignment: Detective/Spec, Assisted	Numerical Count
BE	C4_K	Attempting Other Arrests-Assignment: Other, Alone	Numerical Count
BF	C4_L	Attempting Other Arrests-Assignment: Other, Assisted	Numerical Count
BG	C4_M	Attempting Other Arrests-Cleared	Numerical Count
BH	C5_A	Civil Disorder-Total	Numerical Count
BI	C5_B	Civil Disorder-Weapon: Firearm	Numerical Count
BJ	C5_C	Civil Disorder-Weapon: Knife	Numerical Count
BK	C5_D	Civil Disorder-Weapon: Other Dangerous	Numerical Count
BL	C5_E	Civil Disorder-Weapon: Personal	Numerical Count
BM	C5_F	Civil Disorder-Assignment: Two-Officer Vehicle	Numerical Count
BN	C5_G	Civil Disorder-Assignment: One-Officer Vehicle, Alone	Numerical Count
BO	C5_H	Civil Disorder-Assignment: One-Officer Vehicle, Assisted	Numerical Count
BP	C5_I	Civil Disorder-Assignment: Detective/Spec, Alone	Numerical Count
BQ	C5_J	Civil Disorder-Assignment: Detective/Spec, Assisted	Numerical Count
BR	C5_K	Civil Disorder-Assignment: Other, Alone	Numerical Count

BS	C5_L	Civil Disorder-Assignment: Other, Assisted	Numerical Count
BT	C5_M	Civil Disorder-Cleared	Numerical Count
BU	C6_A	Handling/Transporting Prisoner-Total	Numerical Count
BV	C6_B	Handling/Transporting Prisoner-Weapon: Firearm	Numerical Count
BW	C6_C	Handling/Transporting Prisoner-Weapon: Knife	Numerical Count
BX	C6_D	Handling/Transporting Prisoner-Weapon: Other Dangerous	Numerical Count
BY	C6_E	Handling/Transporting Prisoner-Weapon: Personal	Numerical Count
BZ	C6_F	Handling/Transporting Prisoner-Assignment: Two-Officer Vehicle	Numerical Count
CA	C6_G	Handling/Transporting Prisoner-Assignment: One-Officer Vehicle, Alone	Numerical Count
CB	C6_H	Handling/Transporting Prisoner-Assignment: One-Officer Vehicle, Assisted	Numerical Count
CC	C6_I	Handling/Transporting Prisoner-Assignment: Detective/Spec, Alone	Numerical Count
CD	C6_J	Handling/Transporting Prisoner-Assignment: Detective/Spec, Assisted	Numerical Count
CE	C6_K	Handling/Transporting Prisoner-Assignment: Other, Alone	Numerical Count
CF	C6_L	Handling/Transporting Prisoner-Assignment: Other, Assisted	Numerical Count
CG	C6_M	Handling/Transporting Prisoner-Cleared	Numerical Count
CH	C7_A	Investigating suspicious person or circumstances-Total	Numerical Count
CI	C7_B	Investigating suspicious person or circumstances-Weapon: Firearm	Numerical Count
CJ	C7_C	Investigating suspicious person or circumstances-Weapon: Knife	Numerical Count

CK	C7_D	Investigating suspicious person or circumstances-Weapon: Other Dangerous	Numerical Count
CL	C7_E	Investigating suspicious person or circumstances-Weapon: Personal	Numerical Count
CM	C7_F	Investigating suspicious person or circumstances-Assignment: Two-Officer Vehicle	Numerical Count
CN	C7_G	Investigating suspicious person or circumstances-Assignment: One-Officer Vehicle, Alone	Numerical Count
CO	C7_H	Investigating suspicious person or circumstances-Assignment: One-Officer Vehicle, Assisted	Numerical Count
CP	C7_I	Investigating suspicious person or circumstances-Assignment: Detective/Spec, Alone	Numerical Count
CQ	C7_J	Investigating suspicious person or circumstances-Assignment: Detective/Spec, Assisted	Numerical Count
CR	C7_K	Investigating suspicious person or circumstances-Assignment: Other, Alone	Numerical Count
CS	C7_L	Investigating suspicious person or circumstances-Assignment: Other, Assisted	Numerical Count
CT	C7_M	Investigating suspicious person or circumstances-Cleared	Numerical Count
CU	C8_A	Ambush-Total	Numerical Count
CV	C8_B	Ambush-Weapon: Firearm	Numerical Count
CW	C8_C	Ambush-Weapon: Knife	Numerical Count
CX	C8_D	Ambush-Weapon: Other Dangerous	Numerical Count
CY	C8_E	Ambush-Weapon: Personal	Numerical Count
CZ	C8_F	Ambush-Assignment: Two-Officer Vehicle	Numerical Count
DA	C8_G	Ambush-Assignment: One-Officer Vehicle, Alone	Numerical Count

DB	C8_H	Ambush-Assignment: One-Officer Vehicle, Assisted	Numerical Count
DC	C8_I	Ambush-Assignment: Detective/Spec, Alone	Numerical Count
DD	C8_J	Ambush-Assignment: Detective/Spec, Assisted	Numerical Count
DE	C8_K	Ambush-Assignment: Other, Alone	Numerical Count
DF	C8_L	Ambush-Assignment: Other, Assisted	Numerical Count
DG	C8_M	Ambush-Cleared	Numerical Count
DH	C9_A	Mentally Deranged-Total	Numerical Count
DI	C9_B	Mentally Deranged-Weapon: Firearm	Numerical Count
DJ	C9_C	Mentally Deranged-Weapon: Knife	Numerical Count
DK	C9_D	Mentally Deranged-Weapon: Other Dangerous	Numerical Count
DL	C9_E	Mentally Deranged-Weapon: Personal	Numerical Count
DM	C9_F	Mentally Deranged-Assignment: Two-Officer Vehicle	Numerical Count
DN	C9_G	Mentally Deranged-Assignment: One-Officer Vehicle, Alone	Numerical Count
DO	C9_H	Mentally Deranged-Assignment: One-Officer Vehicle, Assisted	Numerical Count
DP	C9_I	Mentally Deranged-Assignment: Detective/Spec, Alone	Numerical Count
DQ	C9_J	Mentally Deranged-Assignment: Detective/Spec, Assisted	Numerical Count
DR	C9_K	Mentally Deranged-Assignment: Other, Alone	Numerical Count
DS	C9_L	Mentally Deranged-Assignment: Other, Assisted	Numerical Count
DT	C9_M	Mentally Deranged-Cleared	Numerical Count
DU	C10_A	Traffic Pursuits and Stops-Total	Numerical Count
DV	C10_B	Traffic Pursuits and Stops-Weapon: Firearm	Numerical Count
DW	C10_C	Traffic Pursuits and Stops-Weapon: Knife	Numerical Count



DX	C10_D	Traffic Pursuits and Stops-Weapon: Other Dangerous	Numerical Count
DY	C10_E	Traffic Pursuits and Stops-Weapon: Personal	Numerical Count
DZ	C10_F	Traffic Pursuits and Stops-Assignment: Two-Officer Vehicle	Numerical Count
EA	C10_G	Traffic Pursuits and Stops-Assignment: One-Officer Vehicle, Alone	Numerical Count
EB	C10_H	Traffic Pursuits and Stops-Assignment: One-Officer Vehicle, Assisted	Numerical Count
EC	C10_I	Traffic Pursuits and Stops-Assignment: Detective/Spec, Alone	Numerical Count
ED	C10_J	Traffic Pursuits and Stops-Assignment: Detective/Spec, Assisted	Numerical Count
EE	C10_K	Traffic Pursuits and Stops-Assignment: Other, Alone	Numerical Count
EF	C10_L	Traffic Pursuits and Stops-Assignment: Other, Assisted	Numerical Count
EG	C10_M	Traffic Pursuits and Stops-Cleared	Numerical Count
EH	C11_A	Other-Total	Numerical Count
EI	C11_B	Other-Weapon: Firearm	Numerical Count
EJ	C11_C	Other-Weapon: Knife	Numerical Count
EK	C11_D	Other-Weapon: Other Dangerous	Numerical Count
EL	C11_E	Other-Weapon: Personal	Numerical Count
EM	C11_F	Other-Assignment: Two-Officer Vehicle	Numerical Count
EN	C11_G	Other-Assignment: One-Officer Vehicle, Alone	Numerical Count
EO	C11_H	Other-Assignment: One-Officer Vehicle, Assisted	Numerical Count
EP	C11_I	Other-Assignment: Detective/Spec, Alone	Numerical Count
EQ	C11_J	Other-Assignment: Detective/Spec, Assisted	Numerical Count
ER	C11_K	Other-Assignment: Other, Alone	Numerical Count
ES	C11_L	Other-Assignment: Other, Assisted	Numerical Count
ET	C11_M	Other-Cleared	Numerical Count

EU	C12_A	TOTAL ASSAULTS-Total	Numerical Count
EV	C12_B	TOTAL ASSAULTS-Weapon: Firearm	Numerical Count
EW	C12_C	TOTAL ASSAULTS-Weapon: Knife	Numerical Count
EX	C12_D	TOTAL ASSAULTS-Weapon: Other Dangerous	Numerical Count
EY	C12_E	TOTAL ASSAULTS-Weapon: Personal	Numerical Count
EZ	C12_F	TOTAL ASSAULTS-Assignment: Two-Officer Vehicle	Numerical Count
FA	C12_G	TOTAL ASSAULTS-Assignment: One-Officer Vehicle, Alone	Numerical Count
FB	C12_H	TOTAL ASSAULTS-Assignment: One-Officer Vehicle, Assisted	Numerical Count
FC	C12_I	TOTAL ASSAULTS-Assignment: Detective/Spec, Alone	Numerical Count
FD	C12_J	TOTAL ASSAULTS-Assignment: Detective/Spec, Assisted	Numerical Count
FE	C12_K	TOTAL ASSAULTS-Assignment: Other, Alone	Numerical Count
FF	C12_L	TOTAL ASSAULTS-Assignment: Other, Assisted	Numerical Count
FG	C12_M	TOTAL ASSAULTS-Cleared	Numerical Count
FH	C13_A	TOTAL ASSAULTS WITH INJURY-Total	Numerical Count
FI	C13_B	TOTAL ASSAULTS WITH INJURY-Weapon: Firearm	Numerical Count
FJ	C13_C	TOTAL ASSAULTS WITH INJURY-Weapon: Knife	Numerical Count
FK	C13_D	TOTAL ASSAULTS WITH INJURY-Weapon: Other Dangerous	Numerical Count
FL	C13_E	TOTAL ASSAULTS WITH INJURY-Weapon: Personal	Numerical Count
FM	C14_A	TOTAL ASSAULTS WITHOUT INJURY-Total	Numerical Count
FN	C14_B	TOTAL ASSAULTS WITHOUT INJURY-Weapon: Firearm	Numerical Count

FO	C14_C	TOTAL ASSAULTS WITHOUT INJURY- Weapon: Knife	Numerical Count
FP	C14_D	TOTAL ASSAULTS WITHOUT INJURY- Weapon: Other Dangerous	Numerical Count
FQ	C14_E	TOTAL ASSAULTS WITHOUT INJURY- Weapon: Personal	Numerical Count
FR	C15AM_A	Times of Assaults Military Time equivalent: 0001-0200	Numerical Count
FS	C15AM_B	Times of Assaults Military Time equivalent: 0201-0400	Numerical Count
FT	C15AM_C	Times of Assaults Military Time equivalent: 0401-0600	Numerical Count
FU	C15AM_D	Times of Assaults Military Time equivalent: 0601-0800	Numerical Count
FV	C15AM_E	Times of Assaults Military Time equivalent: 0801-1000	Numerical Count
FW	C15AM_F	Times of Assaults Military Time equivalent: 1001-1200	Numerical Count
FX	C15PM_A	Times of Assaults Military Time equivalent: 1201-1400	Numerical Count
FY	C15PM_B	Times of Assaults Military Time equivalent: 1401-1600	Numerical Count
FZ	C15PM_C	Times of Assaults Military Time equivalent: 1601-1800	Numerical Count
GA	C15PM_D	Times of Assaults Military Time equivalent: 1801-2000	Numerical Count
GB	C15PM_E	Times of Assaults Military Time equivalent: 2001-2200	Numerical Count
GC	C15PM_F	Times of Assaults Military Time equivalent: 2201-2400	Numerical Count