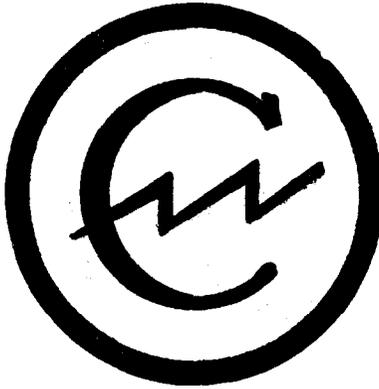


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823 UNITED STATES ZONE CONSTABULARY

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1946 ROOPER'S HANDBOOK

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First Edition
15 February 1946

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**HEADQUARTERS
U. S. ZONE CONSTABULARY
APO 46**

15 February 1946

This handbook contains most of the information which you will want to know as a member of the U. S. Zone Constabulary. It emphasizes the police duties of the trooper. It gives references to War Department Field Manuals and other publications which discuss these subjects in greater detail. In short, it introduces you to your duties as a trooper.

By Command of Major General HARMON:

LOUIS ZUCKERMAN
Lieutenant Colonel, A. G. D.
Adjutant General

PROPERTY OF US ARMY

TROOPER'S HANDBOOK

CONTENTS

	Paragraph	Page
	INTRODUCTION	
CHAPTER 1	THE U. S. ZONE	
	CONSTABULARY	1
	Motto	2
	Authority and Powers	5
	Mission	4
	Duties	5
	Organization	6
	Zone Constabulary's Relations	
	With Other Forces	7
	Mobile Reserve	8
	Military Government (MG)	9
	Military Police	10
	Counter-Intelligence Corps (CIC)	11
	Criminal Investigation Di- vision (CID)	12
	German Police	15
CHAPTER 2	OPERATIONS	
	Duties of a Trooper (Gene- ral)	14
	Personal Conduct and Bear- ing	15
	Mounted Patrols	16
	Foot Patrols	17
	Arrests	18
	Search of a Prisoner	19
	First Aid	20
	Traffic Control	21
	Check Points and Cordons	22
	Passes and Permits	25

	Paragraph	Page
Riot Duty	24	54
Scene of a Crime	25	59
Searches	26	75
Evidence	27	76
Statements and Confessions	28	81
CHAPTER 5 THE COURTS		
General	29	88
German Criminal Courts	50	88
Courtroom Demeanor and Testimony	51	91
APPENDIX I	PROCLAMATIONS NO. 1 and 2.	96
APPENDIX II	CRIMES AGAINST MILITARY GOVERNMENT (ORDINANCE NO. 1).	100
APPENDIX III	MILITARY GOVERNMENT COURTS (ORDINANCE NO. 2).	107

TROOPER'S HANDBOOK

CHAPTER 1

THE U. S. ZONE CONSTABULARY

1. The Zone Constabulary is a strong, mobile, military organization, formed and trained to police the entire U. S. Zones of Germany and Austria.

2. MOTTO.

Mobility, Vigilance, and Justice.

3. AUTHORITY AND POWERS.

a. Authority. The U. S. Zone Constabulary derives its authority from the Commanding General, Third U. S. Army, who in turn receives it from the Commanding General of the United States Forces in the European Theatre.

b. Powers. Members of the U. S. Zone Constabulary have all the powers of Military Police. They are empowered to arrest any person, regardless of the nationality, affiliation, or rank of that person, within the U. S. Zone of Germany (Austria). They have unlimited powers of search and seizure within the U. S. Zone of Germany (Austria). The exercise of these broad powers of arrest, search, and seizure shall be based only on official, reasonable grounds. Abuse thereof will not be tolerated.

4. MISSION.

The Zone Constabulary will maintain general security within the United States Zones of Occupation in Germany (Austria).

5. DUTIES.

The Zone Constabulary will maintain an active patrol system prepared to take prompt and effective

action to forestall and suppress riots, rebellion, and acts prejudicial to the security of the U. S. occupational forces. Its other duties will be the following:

a. To operate permanent and temporary road blocks.

b. To participate in planned raids.

c. To cooperate with the established U. S. and German (Austrian) law enforcement and recognized investigative agencies.

d. To execute other duties which may be necessary in carrying out the mission.

e. (1) To assist in conducting individuals arrested by authorized United States agencies to the appropriate place of detention.

(2) To assist in apprehending persons and seize property as requested by authorized United States agencies.

(3) To assist in maintaining liaison service by radio or courier between Counter Intelligence Corps officers and Zone Constabulary headquarters.

6. ORGANIZATION.

Approximately 58,000 troopers, organized into Constabulary brigades, regiments, squadrons, and troops, comprise the Zone Constabulary. It has its own communications and supply elements.

7. THE ZONE CONSTABULARY'S RELATIONS WITH OTHER FORCES.

The Zone Constabulary will support and reinforce, but will not replace, do the work of, or interfere with the usual U. S. and German (Austrian) law enforcement agencies. To obtain a full understanding of the Zone Constabulary, it is advisable to know the duties of the other forces with which the Zone Constabulary will have to deal.

8. MOBILE RESERVE.

Tactical troops are to be held as a Mobile Reserve under Army control. The Zone Constabulary in Germany is under the same command, as our Commanding General also answers directly to the Commanding General of the one Army in Germany. The Mobile Reserve must be ready to take the field to suppress any major uprising or resistance to U. S. authority, which is too great for the Zone Constabulary to handle. The Mobile Reserve's principal duty will be to train and maintain itself in a state of readiness to perform this function. It is to have no other important mission after the Displaced Persons and Prisoners of War have been eliminated.

9. MILITARY GOVERNMENT (MG).

a. Military Government is the U. S. organization which first set up and now supervises the German government in the U. S. Zone of Germany. It came into Germany with our victorious armies and set up shop in every important city and town as fast as they were conquered. Military Government supervises practically all German civil officials from those of the small village to those of the large states like Bavaria. It reorganized the German police, furnished them arms, and now holds them responsible for law enforcement and maintenance of order. The present German police are thus the particular responsibility of Military Government, which exercises its supervision through Military Government Public Safety Officers.

b. Military Government also exercises supervision over German mayors (**Burgermeisters**), courts, industry, banks, schools, agriculture, fire departments — in fact all German public officials. As time goes on, U. S. policy provides for local German officials to take more and more responsibility, as they de-

monstrate their ability and their willingness to carry out our policies.

c. Thus it is the duty of Zone Constabulary to support Military Government by maintaining peace and order in our zone in Germany (Austria), but it has no authority to interfere with the work of Military Government officers. A great deal of useful information can be obtained from Military Government officers, as they live and work on the spot and know the local people and local problems. Every effort will be made by troopers to develop friendly relations with these officers. They, in turn, are largely dependent on the Zone Constabulary for protection and support, and will welcome close relationship with it. If serious trouble threatens. Military Government officers will be quick to call on Zone Constabulary for help, and such assistance will be given promptly.

10. MILITARY POLICE.

a. The Military Police are the military law-enforcement agency of the Army. Their primary duties are to maintain order and good behavior on the part of U. S. troops, prevent friction between military personnel and civilians, direct and control military traffic, guard prisoners of war and U. S. property and installations, and in occupied territory to maintain order on the part of the civil population. The Military Police operate under the direction of the Provost Marshal, who makes arrangements with the local Military Government Public Safety Officer for cooperation with local German police, with whom the Military Police frequently share the duties of maintaining order and control of traffic. Conducting raids, operating road blocks and check-points, as well as seizing weapons and other contraband articles. are other duties of Military Police.

b. The Military Police also are an excellent source of information. The Zone Constabulary will therefore maintain close and cordial relations with the Military Police and be ready to give prompt assistance to them on request.

c. The duties of the Military Police and Zone Constabulary will produce frequent contacts between the two agencies. To avoid friction, it is imperative that the Zone Constabulary bear in mind its function to support and reinforce (that is, assist) the Military Police, without taking over Military Police functions, except when and where there are no Military Police available. When this occurs, the case should be turned over to the Military Police as soon as possible.

11. COUNTER INTELLIGENCE CORPS (CIC).

a. The Counter Intelligence Corps, or CIC, investigators operate under G-2 (Theater Intelligence Division). They may wear enlisted men's uniforms, officers' uniform, or civilian clothes. Their primary duty is undercover investigation of any persons and activities which are a threat to the security of the U. S. Army of Occupation or to the policies of the U. S. Government in the occupied territory. They have paramount interest in case of subversion, sabotage, and espionage. They investigate anybody who may be involved in these activities against U. S. interests.

b. The missions of the Counter Intelligence Corps are as follows:

- (1) Secure the United States interests in the European Theater against espionage, sabotage, and subversive activities.
- (2) Destroy the remnants of the German intelligence service and affiliated security and secret police organizations.

- (3) Locate and apprehend specified war criminals, suspects, and witnesses.
- (4) Assist in the dissolution of the Nazi party and its affiliates.

c. The CIC is an excellent source of information for the Zone Constabulary, which does not normally engage in undercover investigation. Thus the duties of the two agencies do not conflict. Close contacts will be maintained with the CIC for obtaining information of any prospective riots or insurrection or other matters of security interest. In its task of collecting information the CIC may call on the Zone Constabulary for aid in making raids and extensive searches and in the apprehension of wanted persons. Such cooperation will be extended by the Zone Constabulary. In any joint operation, clear-cut arrangements as to the duties and responsibilities of each force will be made in advance.

12. CRIMINAL INVESTIGATION DIVISION (CID).

Criminal Investigation Division, or CID, operates under the Provost Marshal. Its duties are to investigate crimes involving U. S. soldiers and officers, crimes committed both by them and against them. Its work often includes investigation of Germans and other foreigners. Therefore, the CID will frequently gather information of value to the Zone Constabulary, the Military Police, and the CIC. Accordingly, the Zone Constabulary, which also will occasionally pick up information of value to these other agencies of the Army, must maintain close and cordial relations with all of them, exchanging information of interest. The Zone Constabulary may, while on patrol, observe a crime committed by, or against, a member of the U. S. Army, and troopers will take such action on the spot as circumstances

require, in order to arrest suspects, detain or identify witnesses, and seize evidence. Let us suppose that troopers find the body of a U. S. soldier who has been murdered. They place a guard on the scene to prevent any unauthorized person from approaching closely and tampering with the body, leaving tracks, or otherwise destroying evidence of the crime. They then send word to the nearest Military Police or CID detachment. Meanwhile the troopers identify and question people in the immediate vicinity and detain all who are suspected of having any knowledge or information relative to the crime. Upon arrival of CID or Military Police investigators, the troopers turn the case over to them.

13. GERMAN POLICE.

a. In the U. S. zone of Germany, Military Government has reorganized the German police into several types: Rural Police, similar to State Police in the United States; Municipal Police, in cities and towns; Border Police, to patrol the borders; and other special police, as for railroads, waterways, and forests. *Gemeinde* (towns or villages) of less than 5,000 population may be policed by the Rural Police (called **Landpolizei** in German), or they may have their own town police. In the reorganization of German police, Military Government has insisted on the removal of Nazis and militarists. The German police are forbidden even to salute their own superiors, as the salute is primarily a military courtesy.

b. The German police carry out all the usual police duties among the German people. By arrangement they share traffic control with the Military Police, gradually taking over more and more of this duty. They investigate crimes. They patrol their "beats," just like the police in the United States. While the reorganization has necessarily brought a

great many new, inexperienced recruits into German police forces, they are undergoing schooling and are steadily improving in the performance of their duties, in which the average German policeman takes great pride.

c. Aside from the fact that the Nazis misused and corrupted the German police, in order to gain and hold control over the German people, it must be remembered that the German police were among the best in the world in the performance of police duties and in scientific criminal investigation. They have a tradition of highly capable service, which for many years attracted some of the best brains in the nation to police work. It was common, before the war, to find many men with advanced university degrees serving in technical and high administrative positions in German police forces. The German police are forbidden to arrest any members of the Allied Forces, including civilians attached to such forces. If such persons commit violations of law the German police are required (by Military Government law) to report such cases to Military Government, which in turn reports them to the Military Police or other appropriate agents of the United Nations military forces. However, it must be remembered that our military policy requires all U.S. military and civilian personnel to obey the directions of German police. Our armies have issued orders to that effect. It is clearly the policy of the U. S. to uphold the authority of the re-organized German police, and it is the duty of the Zone Constabulary to cooperate with and uphold the authority of German police unless the latter show that they are unworthy of such support. If that should occur, it would then be the duty of the Zone Constabulary to report the case promptly to the Military Government Public Safety Officer, who is

responsible for supervising the German police department concerned. Such cases probably will be rare.

d. On the other hand, the Zone Constabulary will not do the work of the German police nor interfere with them in the performance of their duties. To do so would destroy the initiative of the German police and make the task of the Zone Constabulary more difficult.

e. Let us take an example. On patrol you observe a German breaking into a German food store. You arrest him on the spot, detain any German witnesses, and turn the suspect and witnesses over to the nearest German police station. If the store has actually been broken into, a trooper stands guard (to prevent further entry) until the German police or owner arrives to secure the premises. This is clearly a case where the U. S. has no direct interest other than to support and assist the German police.

f. Now suppose that instead of a German food store the break was on premises containing U. S. property. Here the U. S. has a direct interest. Either the criminal would be turned over to the Military Police or he may still be turned over to German police, but if so, the case would be promptly reported to the local Military Government Public Safety Officer so that he may see that proper charges are preferred and the case is prosecuted.

g. In every case where a prisoner is turned over to the German police, the trooper will fill out form MG/PS/G/4. This form, printed in both English and German, is on hand at all German police stations. It is called an "Arrest Report" and provides spaces for all pertinent information on the arrest. This form may be used in court as a deposition, if the arresting officer is not available to testify in person at the trial. The German police are forbidden to accept a prisoner unless this form is filled out.

CHAPTER 2

OPERATIONS

14. DUTIES OF A TROOPER (GENERAL).

- a. To be alert at all times when on duty.
- b. To accept no gifts or favors in connection with the performance of your duty.
- c. To use no more force than is necessary to accomplish your mission.
- d. To be firm, but courteous, in the performance of your duty.
- e. To be helpful to persons in distress.
- f. To know the laws and regulations which you are required to enforce.
- g. To know what to do at the scene of a crime.
- h. To know how to make an arrest and search.
- i. To know how to handle crowds and mobs.
- j. To know how to operate and maintain efficiently all weapons and equipment assigned to you.
- k. To know how to direct traffic and handle accidents.
 - l. To know how to give First Aid.
- m. To know how to read a map.
- n. To know how to patrol.
- o. To know how to make a report.
- p. To conduct yourself at all times in a manner to bring credit to the U. S. Zone Constabulary.

15. PERSONAL CONDUCT AND BEARING.

- a. The trooper is a policeman as well as a soldier. You must have the good qualities of both.
- b. General Dwight D. Eisenhower, Supreme Commander, Allied Expeditionary Force, in his Proclamation No. 1 to the people of Germany, said: "We come as conquerors, but not as oppressors."

c. There is no profession on earth which requires more strength of character than the police profession. When a policeman fails to be a good policeman, it is almost invariably due to his lack of this quality—strength of character.

d. The policeman, more than any other public official or private citizen, is closest to the daily lives of the people. He represents the law and the dignity of the government he serves. He understands people and the everyday problems of human life and sympathizes with them. Yet he must be strict and fair. How he conducts himself has a great bearing on how the average citizen respects the law and the government, city, state, or nation, as the case may be.

e. No class of public officials or private citizens are subject to greater temptations or greater criticism than policemen. How well he resists temptation and carries out his responsibilities is the measure of his character and of the degree of respect for law and order by the people in his community. No class of officials can less afford to make mistakes than policemen. His profession is definitely an honorable one.

f. In carrying out orders and in enforcing the law, you will be strict, fair, and decent. Your conduct will be closely watched by the citizens, and from your conduct they will draw the clues for their own conduct. For example, the well-trained trooper does not wear a scowl nor act like a bully. Neither does he slap people on the back, "clown," or act in an over-friendly manner. All of these mannerisms would be interpreted by Germans as evidence of weakness. When on duty, you will talk to Germans **only in line of duty** and say no more than is necessary. If you talk little, they cannot figure you out and will respect you all the more. When you do speak to Germans, as for example, to inquire direc-

tions, you are courteous. You say: "Please" (*bitte*) and "thank you" (*danke schön*), exactly as you would do if you were in the United States. That is only common courtesy, which, if omitted, would give the Germans the impression that Americans are ill-mannered and unworthy of respect. On the other hand, when you give an order, don't scold or smile. Don't use abusive or profane language. Make your order clear, direct, and forceful. If necessary, give an arm signal to make your meaning clear. Don't fuss or lose your temper. Your manner and tone of voice indicate full expectation that your order will be promptly obeyed. Your manner is as cool and impersonal as if you were merely giving the command "Forward, MARCH" to your squad. What do we mean by "impersonal"? Why should your manner and tone of voice be "impersonal"? By "impersonal" we mean that you keep your own personal feeling, your likes and dislikes, entirely out of the picture. Therein lies an important key to successful police work. It is a large part of your strength and protection, because it sets you up as the representative of U. S. law and power over Germany. A "personal" attitude, on the other hand, would make you appear as just another man showing his own grudges and favoritism, and therefore to be regarded accordingly, and with as little respect as is absolutely necessary.

g. You will always remember that there is law behind everything you do. You represent the law. Therefore you act only in accordance with law. You keep your personal feelings, your likes and dislikes, **entirely out of your law-enforcement**. In so doing, you add to your prestige and that of the Zone Constabulary. This attitude is sometimes not easy to assume, but it is fundamental to police service and will be insisted upon at all times.

h. In handling people, friendly or hostile, your bearing and manner make all the difference between success and failure. An erect, soldierly bearing; a neat, well kept uniform; and a manner of quiet self-confidence are fundamental requisites. These qualities cannot successfully be assumed and laid aside at will. They must be acquired and become your permanent habits until they become as natural to you as breathing. Having acquired these habits, you will meet difficult situations with the chances greatly in your favor. You do not have to stop and think whether your bearing is correct. It will be. You can devote your full attention to the problem facing you.

i. There is an old story about a riot. The local sheriff telephoned to the state police and requested that a detail of state troopers be sent to handle the mob. One trooper arrived. The excited sheriff again telephoned the barracks and complained: "You only sent **one** man". The answer came back: "Of course. You've only got **one** riot, haven't you?" The story illustrates the type of man, the bearing, the ability, and the self-confidence required of the trained trooper.

j. Compare this type of man with a sloppy-appearing, loud-mouthed, blustering fellow, who tries to cover up his lack of training and self-confidence by talk, bullying, or even by trying to be over-friendly. What are his chances of successfully handling a difficult situation?

16. MOUNTED PATROLS.

(FM 19-10, Par 46-51)

a. Know and clearly understand your mission, route, and any special orders for your patrol.

b. Be sure that your vehicles are in order and properly checked, to include all standard vehicle equipment.

c. Check your radio communications.

d. Inspect your weapons, ammunition and all personal equipment, and see that all are present and in good order.

e. Depart on time.

f. Except in emergency, don't exceed the prescribed maximum speed. You cannot patrol and observe properly except at moderate speed.

g. Test your radio communication at prescribed intervals.

h. Keep your patrol log accurately. Record the time when you reached each check-in point. Record every event of your patrol. Record the weather, and changes in weather.

Examples: 1020 Stopped to put on skid-chains.

1135 Broken traffic sign at (exact location).

1200 Dinner at (location).

1410-1500 Handled traffic accident at (location).

i. Report by radio, or best available method, any unusual event of importance and any delay affecting your schedule by more than 30 minutes.

j. Check in with each of the following agencies on the route of your patrol:

(1) Public Safety Officer of the Military Government Detachment.

(2) Military Police stations.

(3) CIC stations.

(4) German Rural Police posts.

(5) German city or town police stations.

k. Record any information of interest to the Zone Constabulary.

l. Obey all traffic signs and regulations.

m. Obey the directions of all military and civilian traffic police.

n. If you arrive at the scene of a serious crime which requires your immediate attention, follow the procedure of par 25. (If the crime is already being handled by the Military Police or German police, and they do not need your help, get the main facts and proceed with your patrol).

o. If experts are needed at the scene of a crime (medical officer, photographer, fingerprint specialist, CID investigators, etc.), radio your headquarters and request that such experts be sent.

p. In any situation not covered by your instructions, radio your headquarters for instructions.

q. Upon completion of your patrol, report to your superior, turn in your patrol log, and make such additional reports as may be required.

17. FOOT PATROLS.

(FM 19-5, Par 24-36; FM 19-10, Par 30-45)

a. Walk along the outside of the walk. This enables you to—

- (1) See farther down the street.
- (2) Be easily seen by your officers and NCOs.
- (3) Be less easily attacked from doorways.

b. Know your area—the roads, the location of the civil police and fire stations, hospitals, doctors, the local Military Government Detachment, the bars, cafes, dance halls, and all places where trouble may start. Know the location of police and fire call boxes.

c. Make the acquaintance of local policemen, postmen, hotel employees, and cab drivers. They are a good source of information.

d. You will normally patrol in pairs. You and your partner must never argue in public over what you will do or how you will handle a case. That would indicate weakness, lack of experience, and indecision.

e. **Approaching an Individual.** If you are about to question a soldier, you must remember that your first words either will antagonize him and make him hard to handle or will make him feel willing to cooperate with you. Your voice should be quietly firm, but friendly. Try not to embarrass him. If possible, stop him where there is no crowd, or ease him away from a crowd.

If you have a partner, only one of you does the questioning. Don't step squarely in front of him, but a little to one side. This does not leave you open to a sudden attack. Your partner should stand by alertly on the other side of the soldier.

18. ARRESTS.

(FM 19-10; FM 19-20, Chapter 9)

a. An arrest is made to detain a man against whom there is a reasonable suspicion of guilt. Only as much force as is necessary to make the arrest will be used. Arrested persons will not be abused or mistreated. Even if you see a man commit an offense, you have no right to punish him.

Punishment is **not** a police function. It is the function of the court and also of a Commanding Officer having disciplinary power. The police function is to prevent crime and disorder, or after it has occurred, to apprehend the violators, gather evidence, and present the facts to the court for decision. If the court finds the man guilty, the court awards the punishment.

b. There is no hard and fast rule about when to make an arrest. It is better not to arrest a soldier if

his offense is trivial and can be corrected on the spot, or if it can properly be handled by making a report. Sometimes you can arrange to have his buddies take care of him. Each case is a matter of your good judgement, but in any case a soldier who shows signs of intoxication must be protected from harm and removed from public view so that he does not bring discredit on the military service.

19. SEARCH OF A PRISONER.

(FM 19-20, Chapter 9)

a. When you place a man under arrest, never give him a chance to take advantage of you, either to attack you or to escape. Tell him: "You are under arrest", and advise him to "come along and take it easy". Give him a "frisk" (search) for weapons by

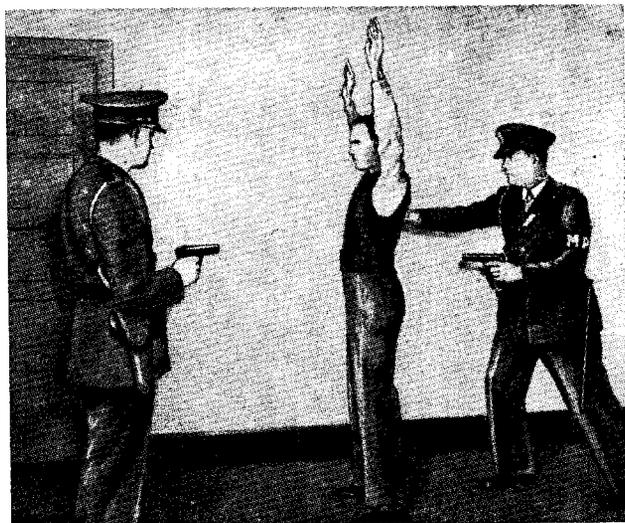


Figure 1. Correct method of a preliminary search of a prisoner.



Figure 2. Normal method of searching a prisoner.

running your hands over his clothing. Don't pat his clothes—feel them, including his body, waist, arms, legs, and pockets. Small pistols and knives are frequently concealed in caps, or suspended by a string around the neck or in sleeves, waist-band, or trouser-legs.

b. Have prisoners walk between or slightly (half pace) in front of you and your partner.

c. The use of handcuffs is a matter of your judgment. Once you have placed a man under arrest, you are responsible that he does not escape. If you are in doubt about your ability to prevent his

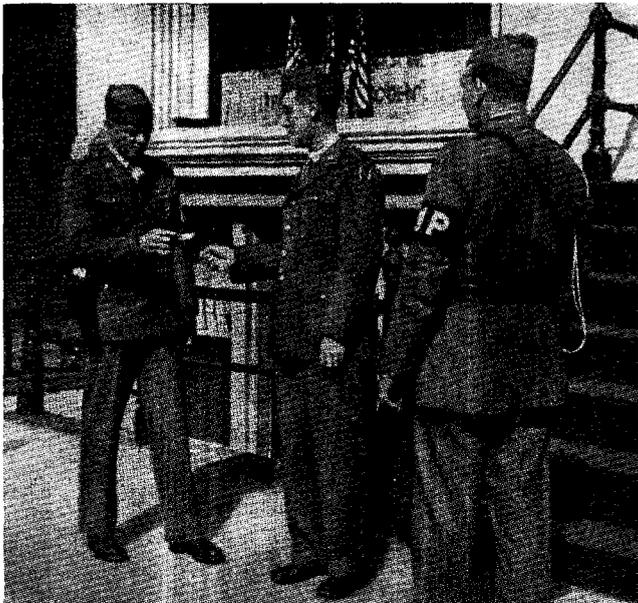


Figure 3. Questioning a soldier on the street.

escape, you are justified in handcuffing him. Even then you must be careful. Handcuffs can be "picked" if not properly applied, and a man handcuffed in front can disable you by raising both hands and striking you with the handcuffs.

d. When two prisoners, handcuffed together, are to be carried in a vehicle, turn the prisoners so that

the one standing on the right, sits in the vehicle on the other's left. This brings the handcuffed right hand of the right prisoner and the left hand of the left prisoner across the front of their two bodies in a position too awkward for them to resist effectively.

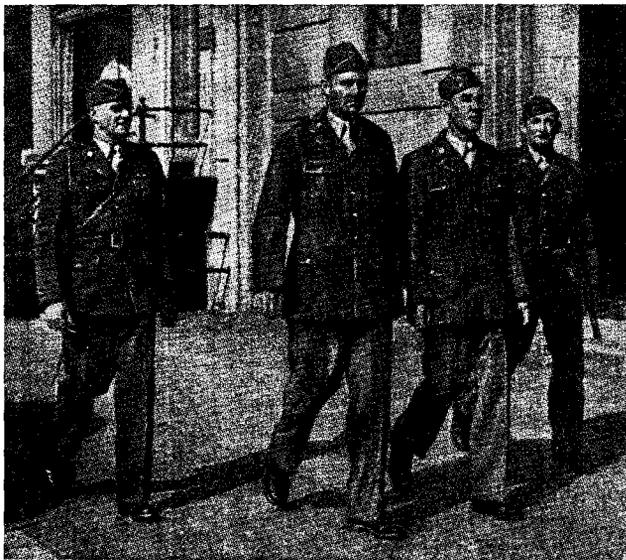


Figure 4. Prisoners are placed between or in front of the military police.

e. Upon arrival at a place of detention, strip and search a prisoner thoroughly, examine every article of clothing in detail for weapons, hack-saw blades, narcotics, and any form of contraband. Examine hair, ears, mouth, armpits, crotch, rectum, toes, and soles of feet. Narcotics and razor blades are sometimes concealed under fake bandages.

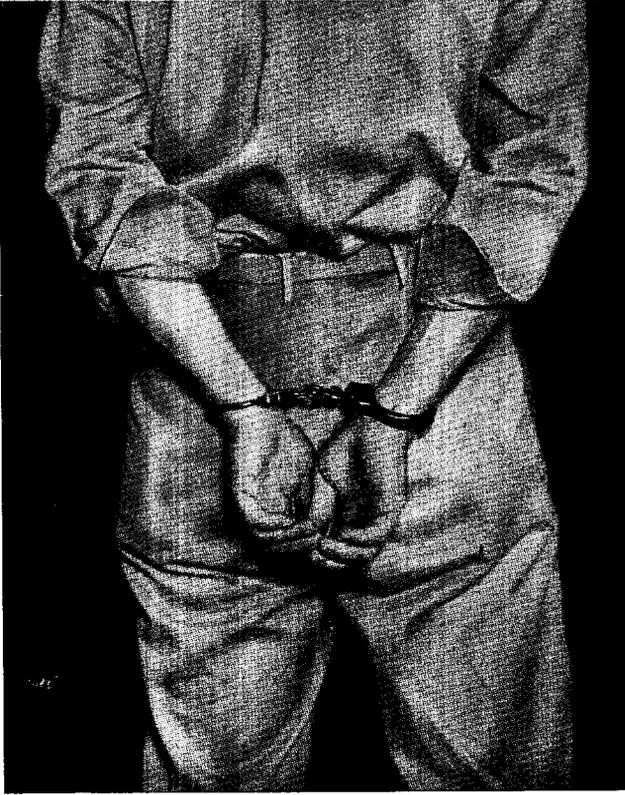


Figure 5. Arms secured behind prisoner's back.

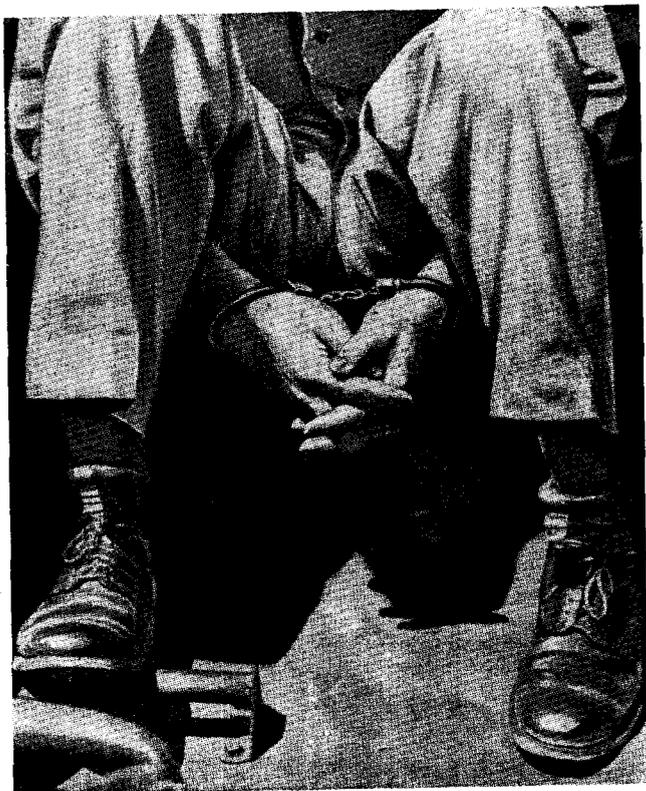


Figure 6. Hands secured under knees of seated prisoner.



Figure 7. Securing 4 prisoners together with 2 pairs of handcuffs.

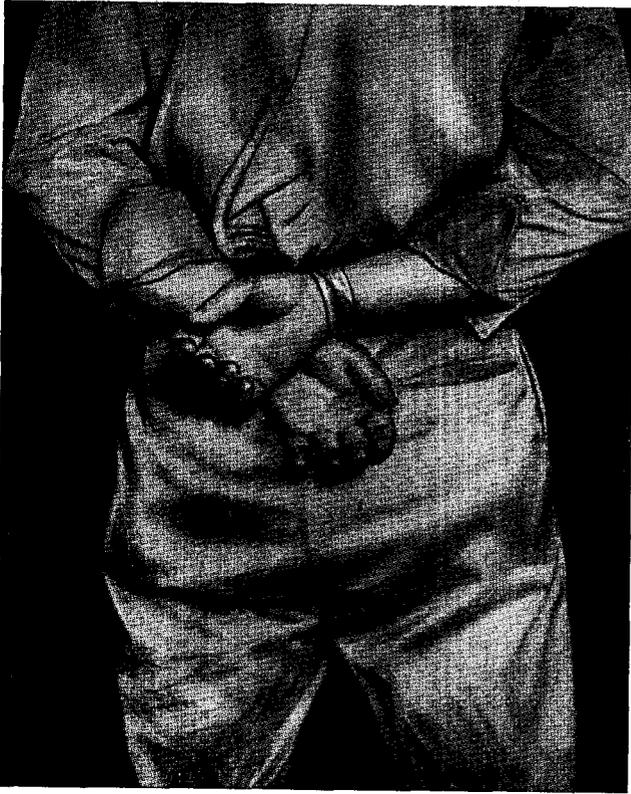


Figure 8. Securing hands with necktie.

20. FIRST AID.

(FM 8-50 and 21-11)

a. **First aid is of first importance.** You are in good health when you enter the Army. Everything from a balanced diet to competent medical care is provided to put you in even better shape. In rigorous training or in combat, however, there may be times when your very life will depend, not upon health, but upon your knowledge of first aid. No other part of your training is more important to you as an individual.

First aid consists of the temporary emergency measures which a soldier can carry out for himself or a companion in a case of sudden illness or accident before the services of a medical officer can be secured. Very often the only first aid necessary is to prevent further injury to the patient by well-meaning meddlers.

b. **First, learn the "don'ts".** People who want to be helpful can harm a person who has been injured if they become excited and start doing things just to be doing something. Before you do anything at all for a patient, recall these "don'ts":

Don't get excited. Your excitement may frighten the patient, and it can easily lead you to do the wrong thing.

Don't move the patient until the extent of the injury is determined. If there are broken bones or internal injuries, dragging the patient around will cause complications.

Don't let the patient move. Keep him warm and lying comfortably, with his head level with his body. He may be suffering from shock, and shock can be fatal.

Don't give liquids to an unconscious patient. Liquids may enter the windpipe and strangle a person who cannot control his own reflexes.

Don't give stimulants until directed to do so. In some cases they may be exactly the wrong thing.

Don't revive an unconscious patient. Trying to bring him back to consciousness may aggravate shock.

Don't wash a wound, as with soap and water. Let the medical officer sterilize the wound when he arrives.

Don't attempt to "explore" a wound or remove blood clots or foreign matter; leave this for the medical officer.

Don't use iodine in or around the eyes or in a body cavity.

Don't do too much. When you have done everything you **know** to be right for the situation, **don't do anything more**. It's not fair to the patient to work off your own excitement by constantly annoying him with helps which may be wrong. If the injury appears to be serious, don't take the patient to a hospital or dispensary, bring medical assistance to the patient.

c. Then do these things. The best things to do for an injured or ill person in most cases are the ones which common sense would direct.

Keep him warm. Cover him well and be sure that he has something under him to prevent chilling by contact with ground. Warmth is most important in preventing shock, even on a warm day. If possible, fill canteens with hot water and place them between his legs and under his armpits; always outside his clothes, to avoid burning him.

Keep him calm. Act normally yourself, keep bystanders from crowding around, and assure the patient that medical aid is coming.

Loosen clothing to make breathing easy.

Stop bleeding by the best means available.

Get a medical officer or an enlisted man of the Medical Corps as quickly as possible.

d. Use the first aid packet. Among the items of your equipment is a first aid packet. Never open the air-tight container until you are going to use the contents; it has been packed under pressure and you will not be able to restore the packet. You will be given detailed instruction in the use of the packet.

e. Read the manuals. You may be able at some time to save your own or another's life because of a knowledge of first aid. Time invested in reading manuals on the subject is well spent.

21. TRAFFIC CONTROL.

(FM 19-5, Chapter 5)

a. The purpose of traffic control is to enable traffic to move safely, and without unnecessary delay, over public highways. "Traffic" includes motor vehicles, animal-drawn vehicles, people on foot—everything which moves along or across a road. To permit a free and safe flow of traffic, it is necessary to direct and control it, especially at road intersections, narrow or obstructed places, and railroad crossings, and at any place where two or more streams of traffic are likely to come together so as to cause accidents or delays. Traffic jams build up quickly and may take hours to untangle. Proper traffic control is aimed at foreseeing and preventing such jams. This is accomplished by troopers on fixed post at critical points, and by troopers on patrol to observe and take immediate action to prevent (if possible) traffic accidents and traffic jams; or, if such have already occurred, to give the necessary assistance so as to reduce the danger and clear the road as quickly as possible.

b. Military Traffic. Military traffic presents special problems which sometimes have to be handled differently from civilian traffic. Military traffic usually is given right-of-way over civilian traffic. In combat, success depends on military traffic being at the right place at the right time. This timing requires the careful coordination and utmost energy of all concerned with traffic control.

c. Often unforeseen events disrupt even the best plans and require changes on the spot. On traffic control you must know the roads and the strength of bridges, so that, in emergency, you can reroute traffic when necessary and authorized.

d. Duties.

Traffic control duties include the following:

- (1) Regulating traffic flow at critical points.
- (2) Enforcing traffic regulations and orders.
- (3) Escorting columns of traffic.
- (4) Patrolling routes.
- (5) Furnishing information.
- (6) Emergency rerouting of traffic.
- (7) Handling traffic accidents.
- (8) Clearing traffic jams.
- (9) Reporting traffic movements.
- (10) Reporting necessary road repairs.
- (11) Recommending improvements in traffic control and roads.

Successful performance of these duties requires knowledge, skill, alertness, and constant attention to duty on your part. Good traffic regulation is not easy, but if you meet these requirements, it can be accomplished. It is a job where good work (or poor work) is obvious at once. It is a job in which there is a lot of satisfaction, because you are giving service to thousands of people.

e. Fixed post duty.

When you are detailed to control traffic at a certain point, your exact position is important. It will depend on the width of the road, the type of road intersection, the nature of the traffic, obstacles to your view, and other local considerations. For example, if you are directing traffic in a square where there is a monument, you will not stand behind the monument, but will stand where you can see, and be seen by, traffic approaching from any direction. Your position should be taken so that —

- (1) You can see all traffic.
- (2) All traffic can see you.
- (3) You will be safe.
- (4) You will not be an obstruction to traffic.
- (5) You can control traffic.
- (6) You are accessible to persons who wish information.

Sometimes you cannot find a spot which meets all these requirements fully, but pick the spot which comes as closely as possible to meeting them. The first three are the most important.

When regulating fast traffic, especially at night, you must not stand directly in the path of approaching traffic, unless you are certain the driver can and will stop safely.

When the road is slippery, give drivers ample warning of your signal to stop or reduce speed; otherwise skidding accidents are almost certain to occur.

f. Manual signals.

You will be taught the standard arm signals and flashlight signals for directing traffic. It is important that you execute these signals correctly, so that all troopers will use the same signals and all drivers will know what is expected of them.

g. Intersection control.

In the case of traffic composed of independent vehicles, your good judgment will determine how long you will let traffic flow in one direction before halting it in order to permit cross traffic to flow. Sometimes you will receive orders to give priority to certain types of traffic. Certain general points regarding military vehicles to bear in mind are:

(1) Traffic moving toward the enemy has the right of way.

(2) When priorities have been assigned, vehicles with the highest priority have the right of way. For example, vehicles with "priority 1" have the right of way over all others. A "priority 2" vehicle has right of way over those with "priority 3" or "priority 4," but should be held up in favor of a "priority 1" vehicle.

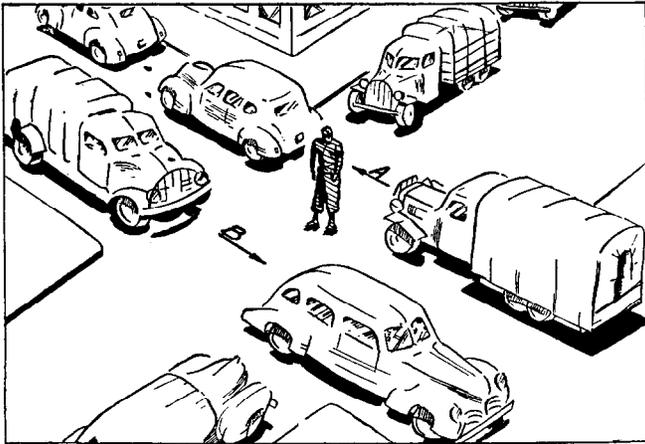


Figure 9. Normal position with streams A and B moving.



Figure 10. Close-up of military policeman in figure 9.

(3) Columns moving on a schedule plan must be given a clear path so that they can adhere to the plan.

(4) Organic tactical units moving in column formation should not be broken up.

In the absence of orders and the above factors, you will use your best judgment. For example, if two columns are approaching your post at the same time on conflicting routes, the short column should be given right-of-way. If the columns are of about equal length, the one composed of the faster vehicles should be given right-of-way over the column of slow vehicles. Usually the vehicle or column which reaches the intersection first will have the right-of-way, unless there are orders or priorities which require otherwise.

At intersections where no policeman or automatic signal directs traffic, custom gives the right-of-way

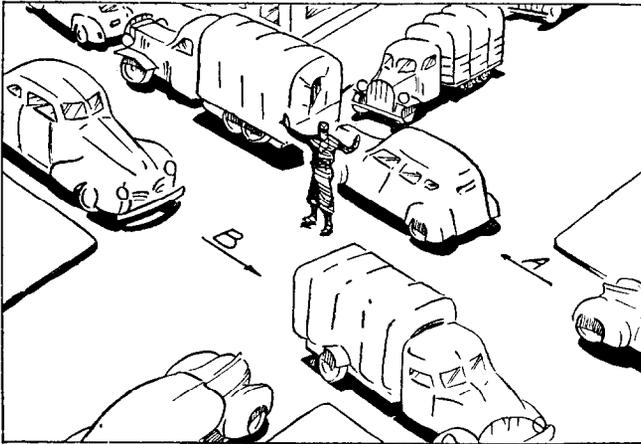


Figure 11. Signaling streams A and B to stop.



Figure 12. Close-up of military policeman in figure 11.

to the vehicle which approaches on the other vehicle's right (provided both vehicles reach the intersection at the same time.) However, the driver of a vehicle turning to the left is responsible that he shall make such turn without endangering traffic approaching from any direction.

h. Narrow defiles.

Traffic approaching a narrow defile, narrow bridge or an obstruction, which permits only one lane of traffic at a time, must be regulated by halting traffic in one direction, while permitting traffic in the opposite direction to pass through the narrow place. The flow of traffic will be reversed at intervals. The length of time that you will permit traffic to flow in one direction will depend on your good judgment, taking into consideration the length of the defile and the type and amount of traffic in each direction.

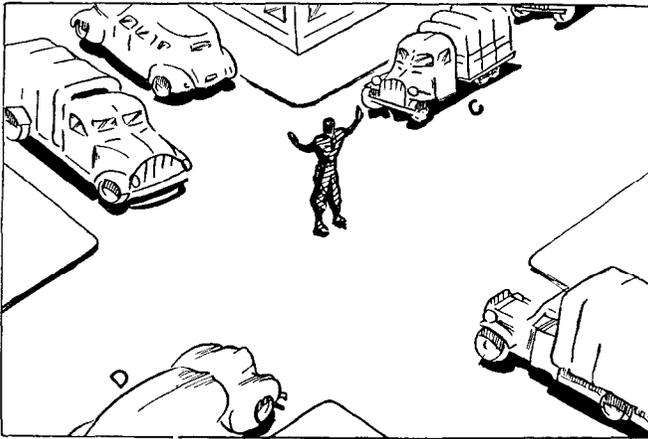


Figure 13. Position preparatory to starting streams C and D.



Figure 14. Close-up of military policeman in figure 13.



Figure 15. Signaling stream C to go



Figure 16. Signaling stream D to go.



Figure 17. Signaling one stream only to stop.



Figure 18. First movement in signaling stream on right to make a left turn.



Figure 19. Completion of left-turn signal.

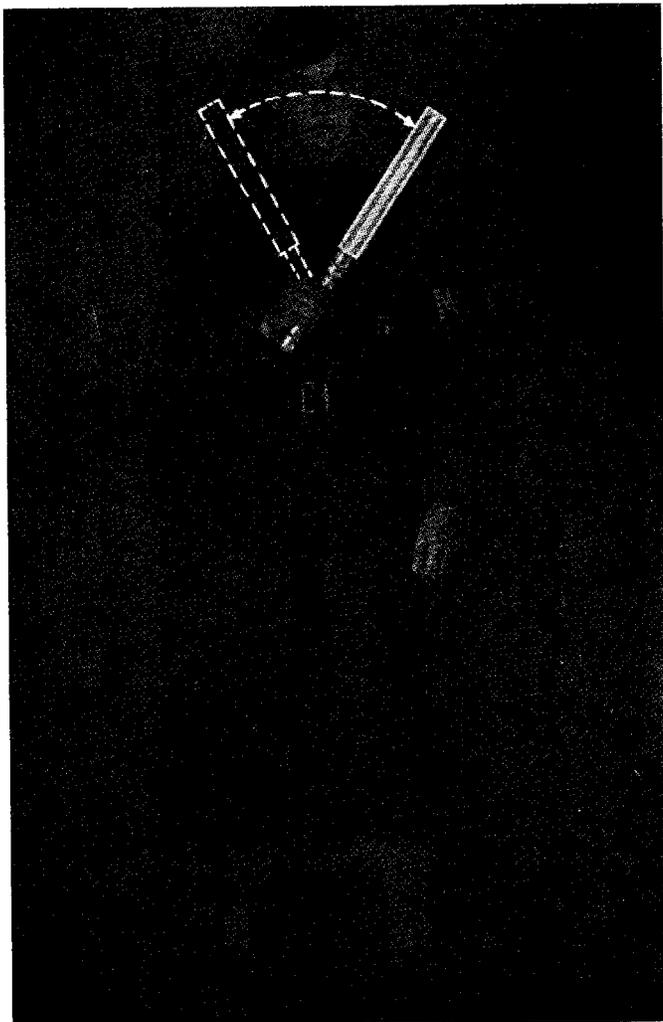


Figure 20. Night "stop" signal.

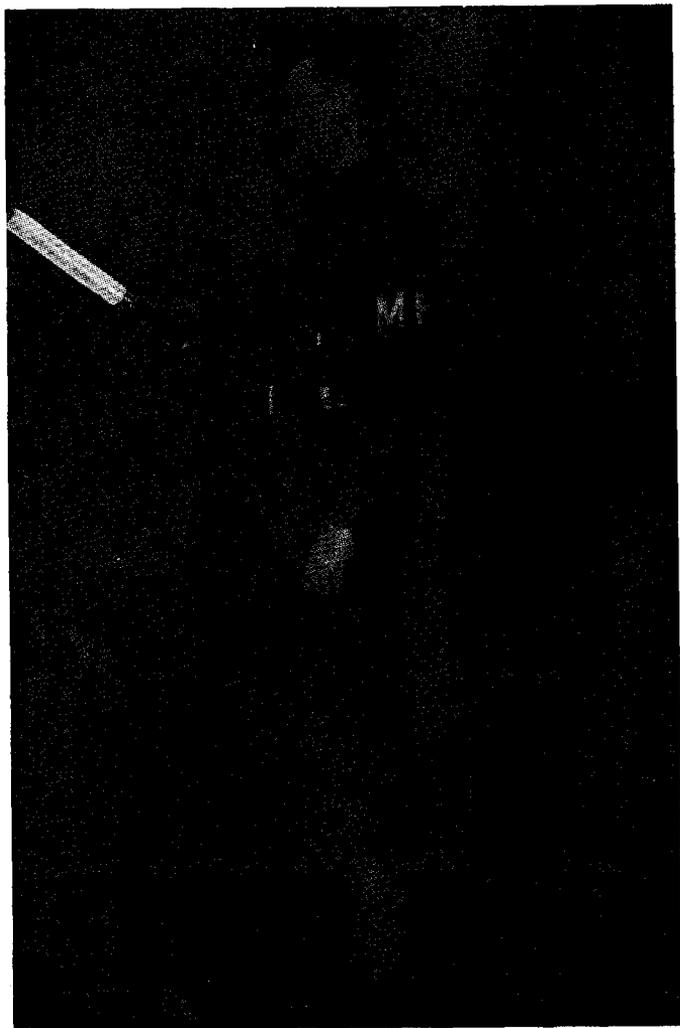


Figure 21. Night "go" signal.

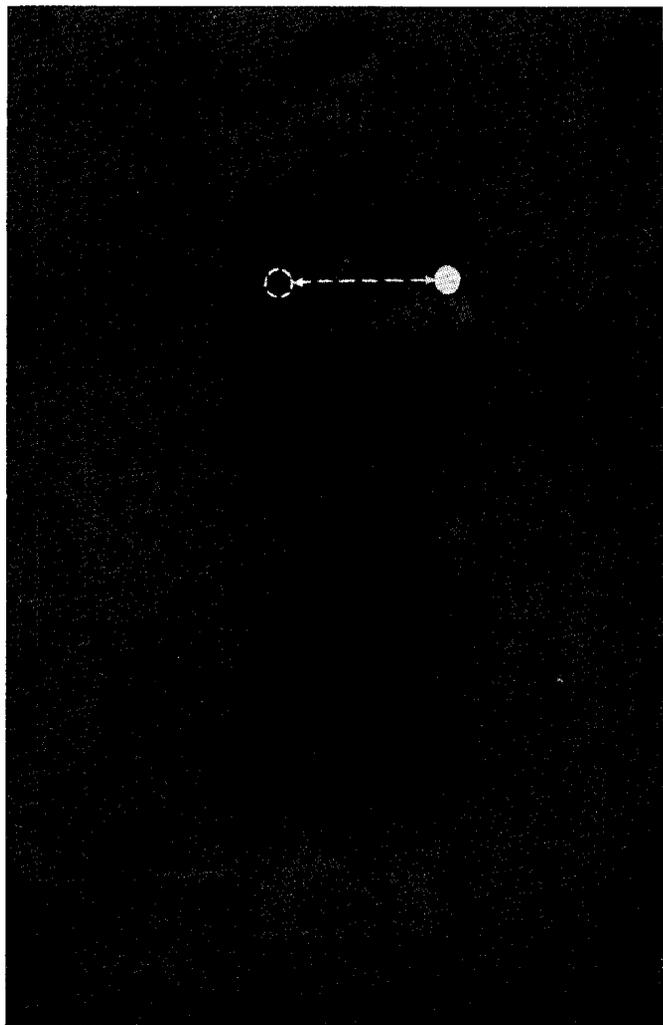


Figure 22. Blackout "stop" signal.

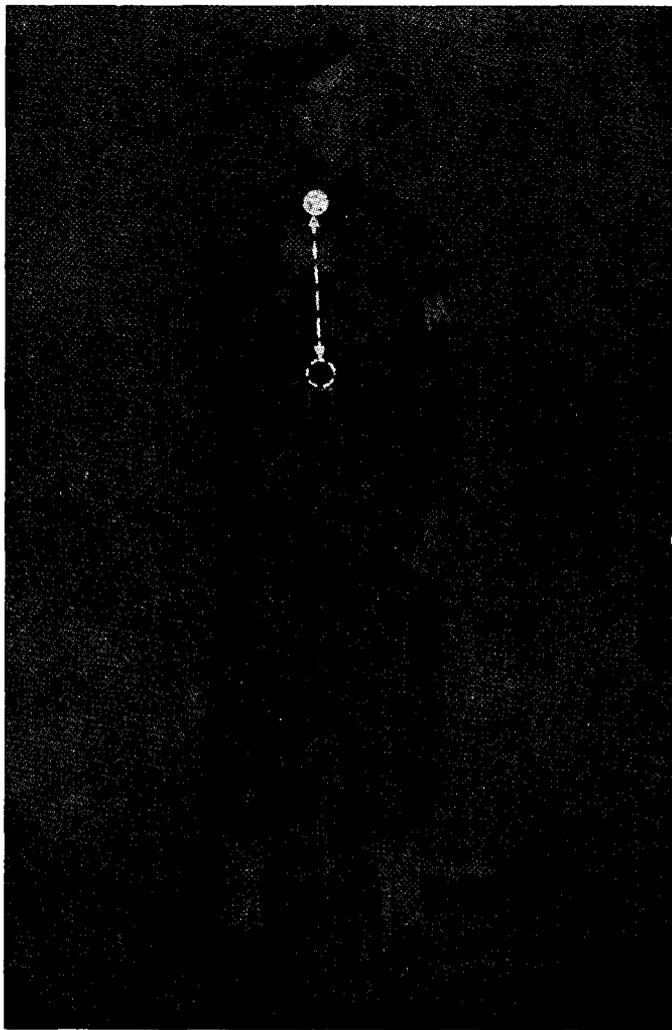
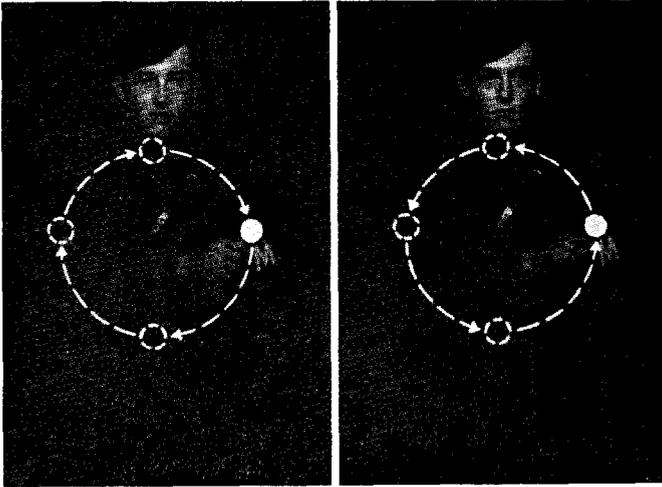


Figure 23. Blackout "go" signal.

i. Patrols.

When you are on a traffic patrol, be alert all the time. Be on the lookout for information relating to enemy activity, crime, traffic and road conditions, which may be of importance to the Zone Constabulary. Patrols have the following specific duties:

- (1) To observe and report needed road repair.
- (2) To observe and report needed new road construction and changes in traffic circulation and control to increase traffic efficiency.
- (3) To note the condition of traffic signs, report the need for replacements and new signs.
- (4) To enforce traffic regulations.
- (5) To provide information and directions to traffic.
- (6) To handle accidents.



(1) *Right turn*

(2) *Left turn*

Figure 24 Blackout "turn" signal.

(7) To assist troopers on fixed posts, when necessary.

(8) To regulate traffic, when necessary, at places where no other control is provided.

(9) To keep traffic control headquarters informed on the progress of movements.

10) To give emergency escort service to columns, when necessary.

Cover the area assigned to you as thoroughly as you can. If you and your buddy find a situation which requires one of you to take a fixed post (for example, a damaged bridge, or blocked road), one of you take the emergency fixed post duty, while the other continues the patrol. Report it by radio, and if in doubt, request instructions.

j. Escorts.

The purpose of a traffic escort is to "smooth the way" for a particular column. However, the fact that a column moves under escort does not necessarily mean it has priority over all other traffic. Movement of the column must be in accordance with traffic orders for that area. If you are escorting a column and come into a section where an area control system is in effect (that is, where the Military Police or troopers are directing traffic) you will conform to their direction.

When escorting a column, you ride out in advance of it so that you can clear obstructing vehicles away, warn approaching traffic and take fixed posts at intersections or narrow places in the road so as to provide right-of-way for your column when it arrives. This procedure requires two or more troopers "leap-frogging" each other in order to provide a clear road for the column, or a detail of troopers dropped off at successive points ahead of the column.

k. Your manner.

Traffic duty, more than any other, puts you in close contact with many people of all walks of life and of all degrees of intelligence. If you direct traffic well, you will command the respect and compliance of everybody with whom you deal. By all means avoid unwarranted actions and remarks which irritate and antagonize people. You must be firm, but not harsh. It is not your job to discipline traffic violators.

Here are some points to guide you:

- (1) Be alert and act alert.
- (2) Be calm and have confidence in yourself.
- (3) Don't show doubt or inability to make up your mind.
- (4) Give your signals exactly the way you were taught.
- (5) Show that you are proud to be doing an important job and are interested in the job.
- (6) Control your temper.
- (7) Give help and information in a willing manner. Know your roads and locality so that you can give information.
- (8) Treat everybody fairly and impartially.
- (9) Be firm, but not harsh or over-bearing.
- (10) Be courteous.

l. Enforcement.

When on traffic duty, enforce the regulations in a common sense manner which will actually improve traffic conditions. Don't be over-strict in small matters. Sometimes when traffic is heavy, it is better to overlook petty violations rather than tie up traffic by stopping the offender. On the other hand, don't be too lenient. Drivers must not get the idea that they can "get away" with flagrant violations.

m. Accidents.

(1) Traffic accidents kill and injure thousands of people each year. Nearly all these accidents are unnecessary and could have been avoided. The deaths, injuries, and property damage caused by accidents amount to a tremendous waste of man-power and money, to say nothing of the sorrow and pain involved. There is no glory, honor or gain in traffic accidents. They are bad—anyway you look at them.

If accidents are to be reduced, it is necessary to learn the causes. To learn the causes, it is necessary to have an investigation and report of every accident. When a study of these reports shows that accidents are occurring repeatedly at a certain place, or for a certain reason, or under certain conditions, then the Zone Constabulary can take definite action to reduce accidents by detailing troopers on traffic duty at such places and times.

(2) Detailed procedure in accident cases.

- (a) Go quickly, but safely, to the scene of the accident.
- (b) Give first aid to any injured persons.
- (c) Take action to prevent other accidents by warning traffic, using persons, lanterns or any means available.
- (d) If it is necessary to remove wreckage in order to get traffic moving, do that next. Otherwise postpone it until measurements (and photographs if required) have been taken.
- (e) Question the drivers (and pedestrians) involved. Question each person separately and alone, so that you get their independent stories.
- (f) Question and record witnesses and their statements.

- (g) Record the physical evidence such as type, condition, and width of road; weather; visibility; course of vehicles before collision; point of impact; skid marks; damage to vehicles and other property; injuries to persons; and vehicular defects that may have caused the accident.
- (i) Take measurements.
- (j) Clear up the scene and restore order.

Don't announce who is at fault. Your opinion belongs on the accident report. You might change your opinion after studying all the evidence. If you announce who is at fault, drivers or witnesses may withhold information or try to argue with you. A sympathetic manner will encourage all persons present to talk freely.

(3) **Hit-and-run-accidents.**

When one vehicle leaves the scene of the accident, the first problem is to identify it. Often it will leave some evidence at the scene from which you can say that it was a car of a certain make, type, and color and that it has a missing hub-cap or a broken headlamp. Broadcast the available information as quickly as possible so that patrols may apprehend the fleeing vehicle before it has been concealed. Carefully gather and preserve all broken glass and parts from the fleeing vehicle. If the car is found, they can be used to clinch the evidence against the accused. Various technical and laboratory aids can be used to identify a hit-and-run vehicle. Pieces of glass or metal left at the scene may be proven to have been broken from that particular vehicle. Where a pedestrian has been struck, hair, cloth fibers, blood, or tiny bits of flesh may be found sticking to the car or to the under parts of the chassis. To find them, you must make a minute and thorough search. The

laboratory may be able to make identification with the victim, especially in the case of cloth fibers. Therefore the victim's clothing and samples of his hair must be taken and preserved before burial.

22. CHECK POINTS AND CORDONS.

a. Definitions.

A check point is a place where military personnel stop all persons and vehicles for identification and/or investigation. A cordon is a series of check points so established around an area that persons and/or vehicles cannot enter or leave the surrounded area without being stopped at one or more check points. For example, a simple cordon consisting of several troopers may be posted around a building to prevent unauthorized entrance or exit. In this case each trooper constitutes a check point. In some cases a large cordon may be placed around a city by posting check points on all highways leading out of the city. Such a cordon would be effective for vehicles, but would not prevent persons on foot from detouring check points by creeping through fields and woods. Such evasion can be minimized by cross-country patrols (especially by using dogs) between check points.

b. Organization of a check point.

(1) Normally the personnel of a check point will consist of two or more men, depending on the purpose, the length of time the post will be maintained, and the opposition or evasion to be expected.

(2) A barrier may be used to insure the stopping of all vehicles. This may be in the form of a bar, which can be raised and lowered, or a series of staggered fixed barriers which require a vehicle to proceed at very low speed in order to pass through. Barriers must be well lighted to prevent accidents.

(3) Often no barrier will be used. A trooper signals approaching vehicles to stop.

(4) Whatever system is used, other troopers are posted to prevent any attempt to escape. A fast vehicle, with its motor warmed up, should be so parked, close by, that it can take up a pursuit in any direction without delay.

(5) Vehicles which attempt to run through a cordon or turn around and escape, will be called upon to halt. If they fail to halt they may be stopped by firing a bullet through motor, radiator, or tires. If, however, troopers are properly posted and alert, the hopelessness of escape will be so apparent that few drivers will make the attempt.

(6) Troopers posted to prevent escape will have their weapons in hand. They will be so posted that their lines of fire will not endanger each other or the trooper who approaches the vehicle to identify its occupants. The proper posting of alert troopers will go a long way to discourage occupants of a vehicle from firing on the trooper who inspects their credentials.

(7) When there is reason to believe that armed criminals are in the vehicle, the trooper stopping it will approach from the right or left rear, where he is in a "blind spot" with respect to the occupants. He will have his weapon ready for instant use. He will call on the occupants to raise their hands. While he covers them with his weapon, he will direct another trooper to turn off the car's ignition switch and take the keys. Then, under cover of the weapons of both troopers, the occupants will be ordered to get out of the car, one by one, with hands raised, and all on the same side of the car. Keeping their hands raised, the occupants will be searched as in a "wall search" (see FM 19-20 par 87), using the car as the wall. They will then be handcuffed. The car

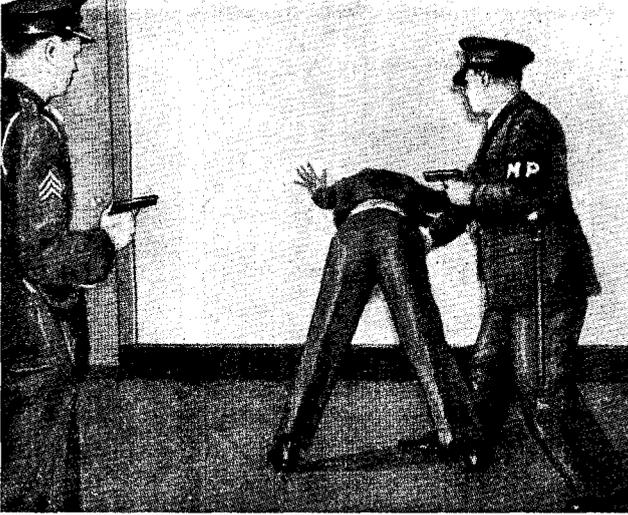


Figure 25. The correct procedure in the "wall search" method of searching a prisoner.

will then be carefully searched and any weapons and contraband removed. At all times the occupants will be so guarded and "covered" that escape or resistance is impossible.

(8) In those cases where you must act alone, you should not attempt more than you are absolutely certain you can accomplish. Arrested persons, likely to be dangerous, can be made to lie on the ground, face down, at full length, with arms extended at full length beyond their heads. You then have them under complete control. You should then hail a passer-by and send for help. The important point is that the arrest of a dangerous man be successfully accomplished, rather than that you attempt too much and run the unnecessary risk of being killed and letting the suspect escape.

(9) The best trooper is the one who successfully accomplishes his mission. No trooper can be criticized for "playing safe" under circumstances that will surely accomplish his mission.

23. PASSES AND PERMITS.

(IDENTIFICATION AND PASS GUIDE, THIRD ARMY, AUGUST 1945)

a. When you stop persons and vehicles to check their identification and passes, you must know what to look for and take time enough to check thoroughly. Identification and pass forms may change from time to time, so you must keep yourself posted on what is valid and what is not. Some persons will try to get by with expired passes, or passes which do not apply to their present journey, or even with forged credentials.

b. Every person who is legally in the U. S. Zone must have proper identification — something to show who he is. If he passes from one Zone of Germany to another, he must conform to existing regulations, that is, have a pass if it is required or, if he is transporting property, have a bill of lading or whatever is required (for example, a pass to travel from the British Zone into the U. S. Zone). If he is travelling across an international border, as, for example, from Austria into Germany or from Germany into Austria, he must have a special pass. The regulations on international travel are strict. Properly identified German civilians may travel about anywhere within the U. S. Zone without a pass, but are, of course, subject to curfew regulations. Also, they cannot enter certain restricted areas without a pass. Certain German civilians such as policemen, doctors, clergymen, and others are exempted from curfew regulations. They should have a curfew pass.

c. Military personnel will normally have orders to authorize their travel. So will Allied civilians.

You should look for the following when checking personal credentials:

- (1) Is this person identified?
- (2) Are his papers signed or stamped by proper authority?
- (3) Are his papers valid at this date, or have they expired?
- (4) Is he on the route indicated by his papers?
- (5) Is he carrying any illegal property?
- (6) Do his papers appear to have been forged, or date, name or signature altered?
- (7) Is he out after curfew without proper authority?
- (8) Is he wanted for, or suspected of, any crime?

When checking a vehicle look for the following?

- (1) Is this vehicle properly registered and identified?
- (2) Is it properly in this man's possession?
- (3) Is it carrying any illegal property?

If you are fully satisfied on all these points, you may permit the person or vehicle to proceed. If not, further investigation is required.

24. RIOT DUTY.

(FM 19-15, Chapters 2, 4, and 5)

a. Definitions.

A crowd is a large number of persons in a close body, but without organization.

A mob is a riotous crowd whose members have lost their sense of reason and respect for law.

Spectators are persons who are present from a sense of curiosity. They frequently are persuaded to become a part of the mob.

b. Control of Crowds.

(1) Crowds are usually not dangerous unless they become panicky. They do present a traffic problem. They can, and should, be handled quietly and without violence. Use good judgment. If you commit an act of unnecessary violence or abuse, you are likely to touch off a spark of resentment which flares into a flame of anger that sweeps the crowd. When a crowd becomes angry and riotous, then you have a mob to deal with. Members of a mob are filled with unreasonable hatred by real or imaginary wrongs, and commit acts, as part of a mob, which they would never ordinarily do alone. Mobs may become very dangerous.

(2) When a crowd has gathered, you must above all things keep your head. If the crowd can be kept good-natured, it can usually be easily handled and dispersed. Don't lose your temper. Don't get excited. Don't let the crowd see that you are at all worried. Take it easy. Try to disperse the crowd gradually and before it turns into a mob. A good-natured grin and a twinkle in your eye will help a lot at this stage of the game.

(3) If agitators and leaders are trying to stir up the crowd, spot them, let them see that they are spotted, and watch for a chance to ease them away. They are usually cowardly individuals, and if they see that they are identified and closely watched, they will often decide to sneak away. Let them go. You can arrest them later. If you rush into a crowd to arrest an agitator, you may provide just the spark which will change the crowd into a mob. That is what you are trying to prevent. There is no hard and fast rule about this. Sometimes your good judgment will tell you that you can arrest the agitator without starting a riot, or that it must be done anyway. But if violence is committed, then arrest

the leaders at once and take them away from the mob. Without leaders, the mob can be more easily handled; sometimes it will then disperse of its own accord.

c. Basic principles of riot control.

(1) Keep calm. Don't lose your temper. Pay no attention to verbal abuse.

(2) Always face the crowd or mob. Never turn your back on them. To do so is to lose control; they will edge forward beyond the line prescribed.

(3) Whenever possible use a barrier, even a rope if necessary, but preferably a cable or barbed wire. It is of great help in controlling a crowd.

(4) Keep a crowd moving. Don't allow them to congregate. This will do more than any one thing to keep a crowd from forming and converting into a mob.

(5) Never give an unreasonable order or one that cannot be carried out. Once an order is given to a crowd or mob, insist on prompt obedience. The contrary will certainly be interpreted by the crowd as evidence of indecision or weakness.

(6) Troopers should always be stationed in pairs, or close enough for mutual support, when holding a mob or crowd on a line or when patrolling.

(7) Close supervision by officers and NCOs is required at all times and places where troopers are on riot duty.

(8) Use of weapons or tear gas should only be at the order of the officer in charge of the riot control detail.

(9) Military principles of squad and platoon units and responsibility will be followed. The Commanding Officer gives missions to his unit commanders. One man cannot supervise a line of troopers facing

a mob. The line will be subdivided into sectors and each assigned to a subordinate unit.

(10) Unit commanders should direct their units from in rear thereof, where they can observe and supervise. The moment they themselves get drawn into a "dog fight", they cannot exercise supervision. With intelligent, well-trained troopers, better leadership can usually be given in this way than by rushing forward and becoming involved in a scrap. (For example, the squad leader is directly in the rear of his squad, and close enough to speak to each man. The platoon leader is in rear of his line of squads, where all his squad leaders can watch for his signals and commands. He goes wherever needed. He always has a runner with him.)

(11) Before deployment for riot duty, the second-, and third-in-command, of each unit will be clearly known to all men, so that there will be no loss of control in the event leaders become casualties.

(12) Always try to place the Zone Constabulary forces so that the mob will be forced to attack them in order to accomplish its destructive purposes. This then gives the Constabulary a clear justification for the use of force. This applies to those situations where it is advisable to avoid the use of force as long as possible. Obviously it does not apply to situations which require the Constabulary to take the initiative.

(13) Through early information and personal reconnaissance, make every effort to place Constabulary at the scene of a possible riot before the crowd gathers, or if it has gathered, before it becomes violent. A sketch of the area made beforehand will aid greatly in planning the operation.

(14) If troops arrive too late to prevent the formation of a crowd, the crowd should be split up and dispersed gradually and as quietly as possible.

The squad in wedge formation can be used to good advantage to split off one section of the crowd at a time.

(15) If violence starts, arrest the leaders of the mob at once. The mob, then being leaderless, can be handled and dispersed more easily.

(16) One or more squads placed to stand in rear of a crowd will exercise restraint on stone-throwing. The crowd is uneasy if troopers are standing in rear of them. This procedure is helpful also in spotting leaders and agitators. Troopers so placed remain watchful, but inactive so long as the mob is

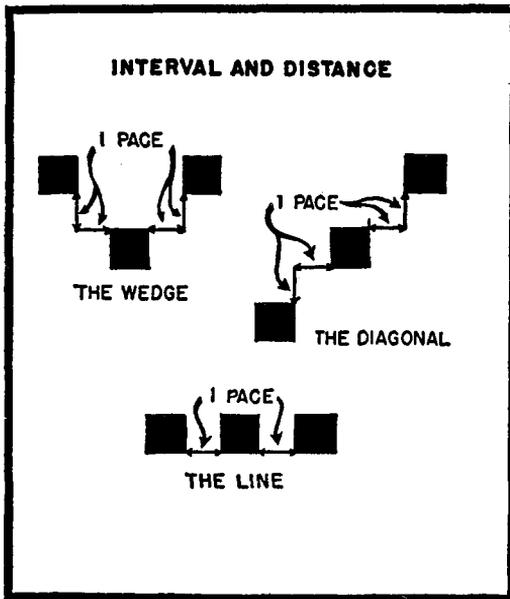


Figure 26. The wedge, diagonal, and the line.

peaceful. They act instantly to disarm any member of the crowd who picks up a stone or displays a weapon.

(17) Never trap a mob. Always leave it at least one avenue by which to disperse. The object is to disperse a mob, not destroy it. If trapped, the mob's resistance will be desperate.

(18) Always have a reserve.

d. Riot formations.

Some simple formations for squads, platoons and troops are useful in handling crowds and mobs. They are: Line, Diagonal, and Wedge. The following figures illustrate their use.

25. SCENE OF A CRIME.

(FM 19—20, Chapters 11, 12)

a. After a crime has been committed it is necessary to apprehend the criminals and to gather the evidence which will establish in court the circumstances of the crime. This calls for careful investigation and thorough searches. For example, in every murder or case of armed assault, the weapon used is highly important evidence and must be found if possible.

b. When you arrive at the scene of a crime, you are faced with two possible situations: either the criminals are still there, or the criminals have fled.

(1) If the criminals are there, you act fast to place them under arrest at once and search them. This saves a lot of time and trouble. You also detain any witnesses. When criminals are arrested at the scene of their crime, they should be questioned and identified immediately. If questioning is delayed, they have time to think up false stories to account

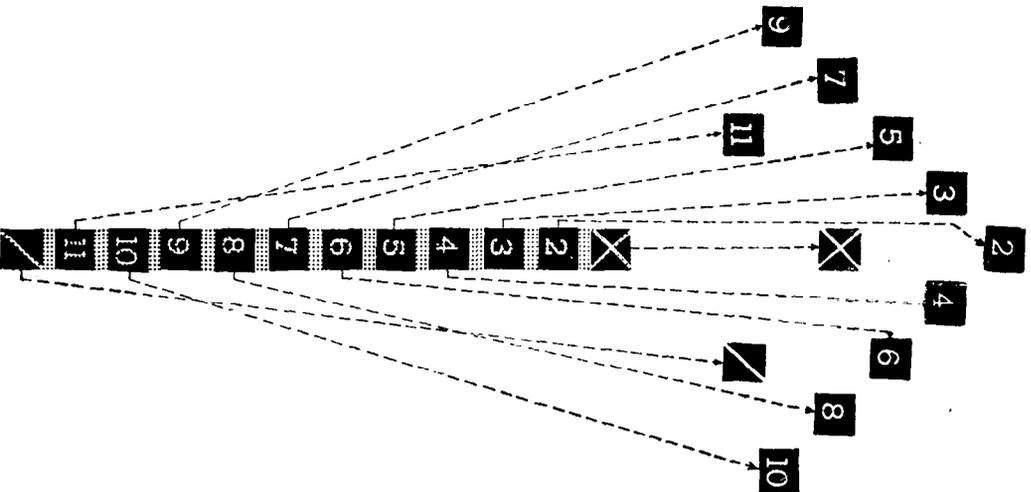


Figure 27. Squad wedge.

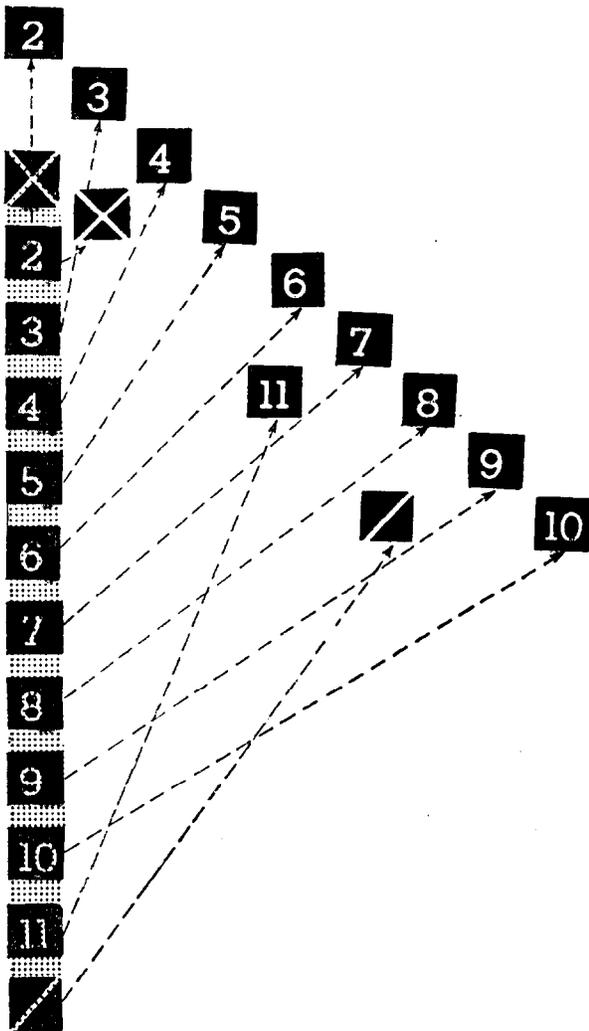


Figure 28. Squad diagonal.

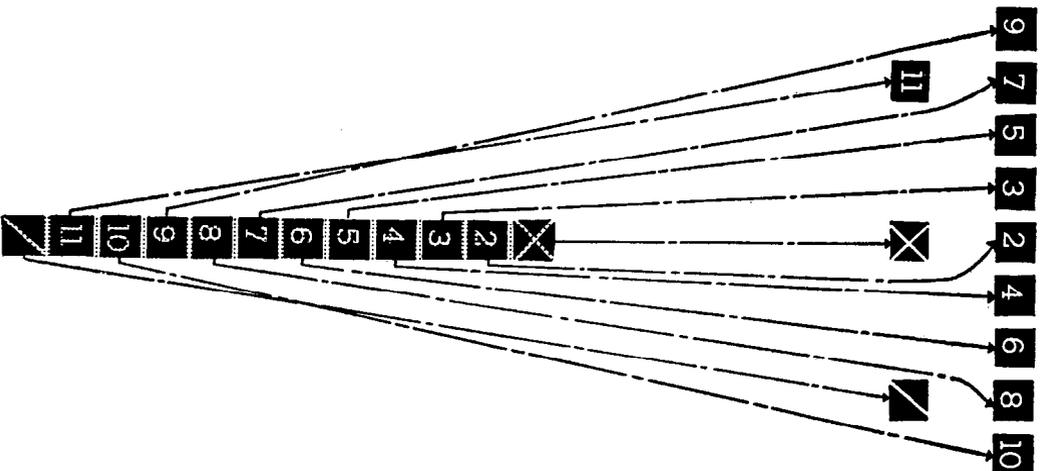


Figure 29. Squad line.

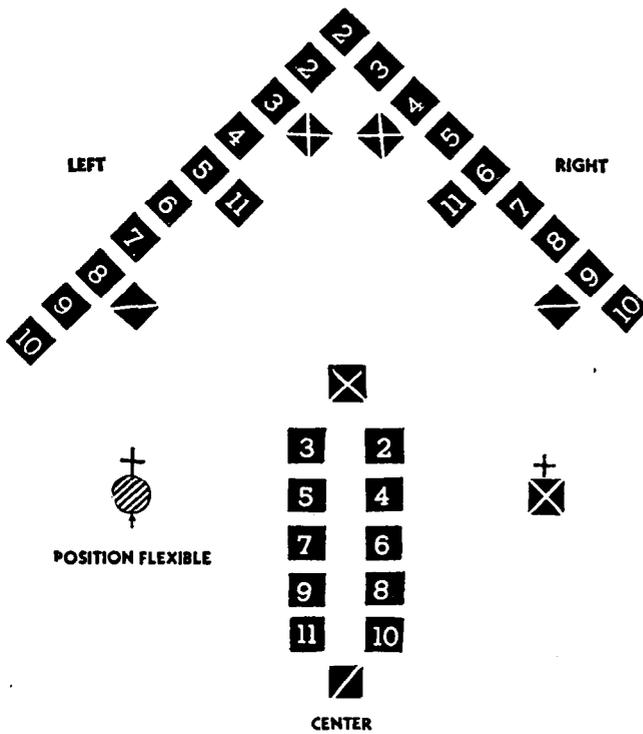


Figure 30. Platoon wedge with support squad in column of twos.

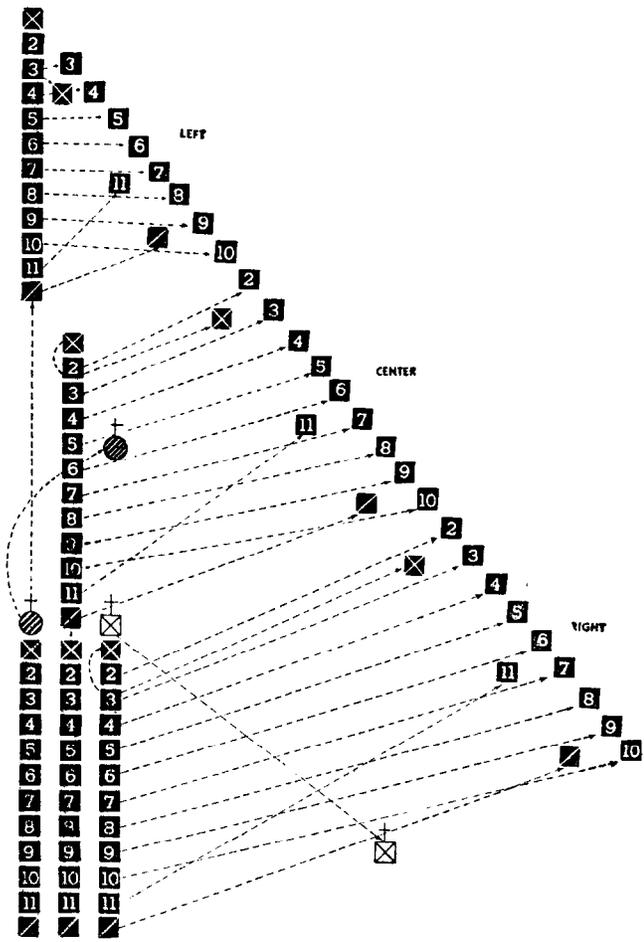


Figure 31. Platoon diagonal (right).

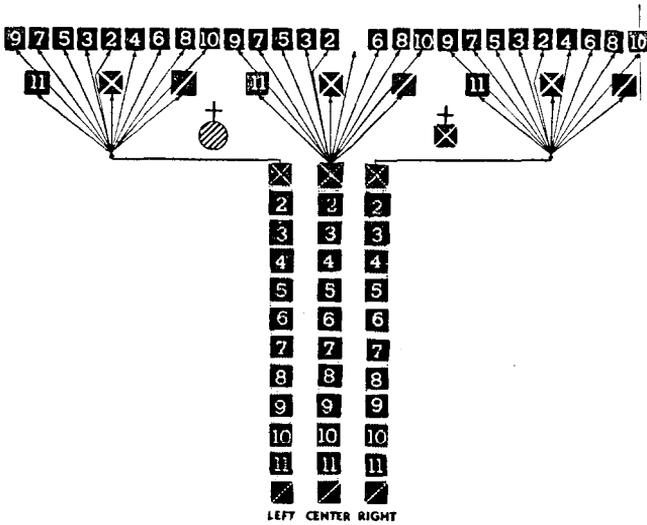
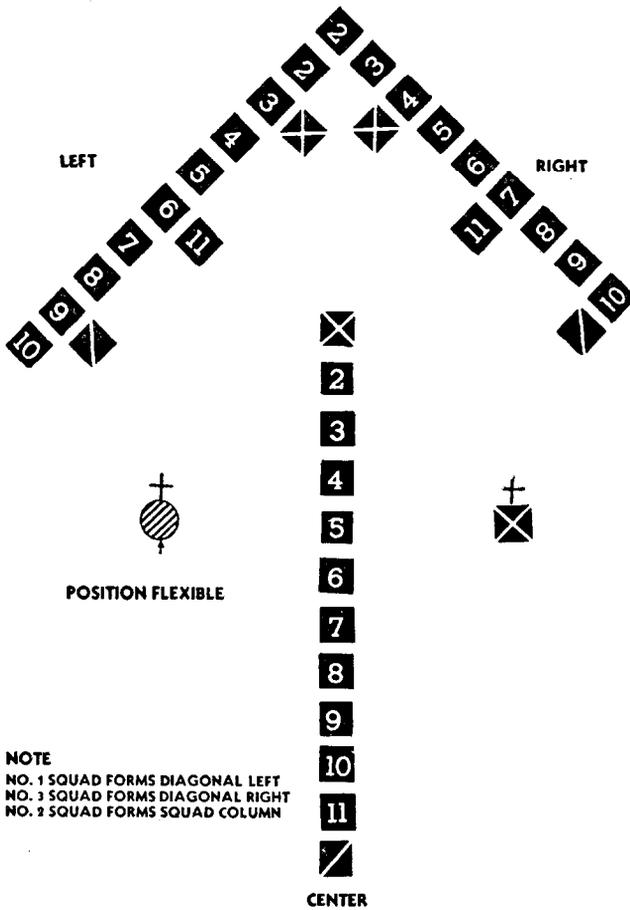


Figure 32. Platoon line.



NOTE
 NO. 1 SQUAD FORMS DIAGONAL LEFT
 NO. 3 SQUAD FORMS DIAGONAL RIGHT
 NO. 2 SQUAD FORMS SQUAD COLUMN

Figure 55. Platoon wedge with one squad in support.

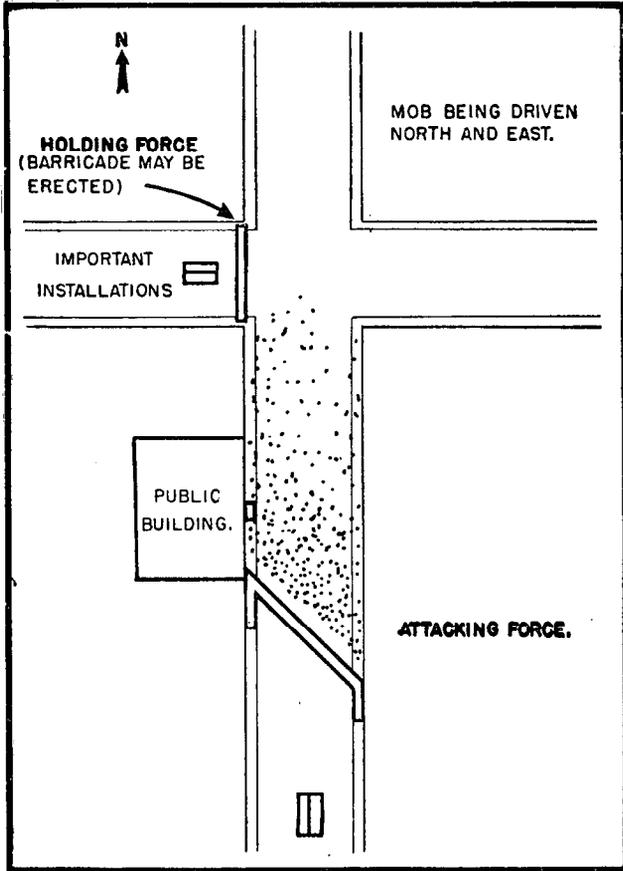


Figure 34. A method of driving mob from in front of a building.

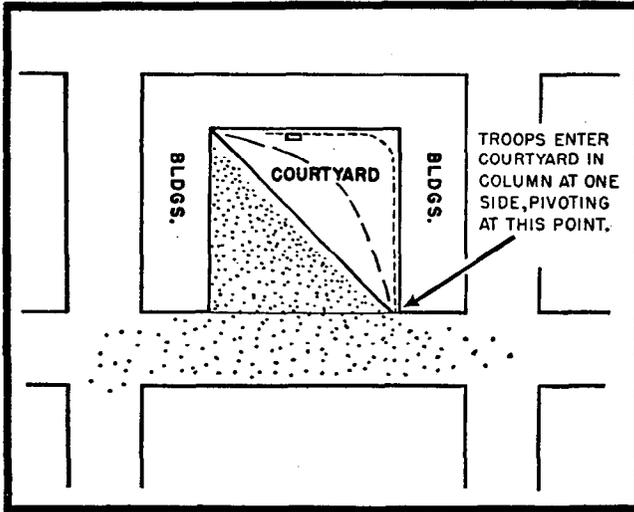


Figure 35. A method of driving mob from a courtyard having solid walls.

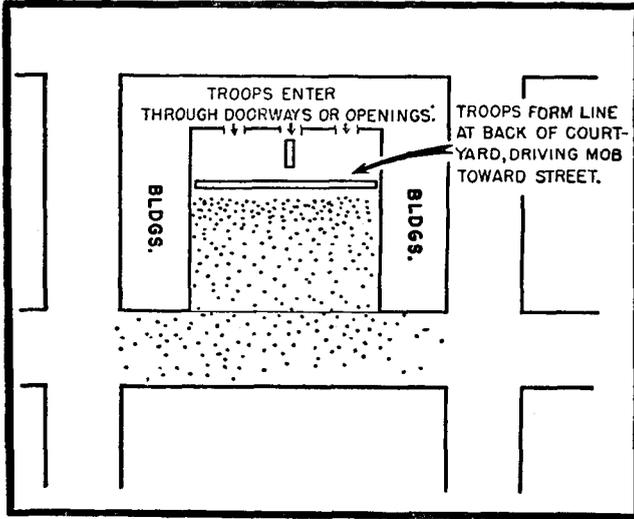


Figure 36. A method of driving mob from a courtyard having doorways and other openings in walls.

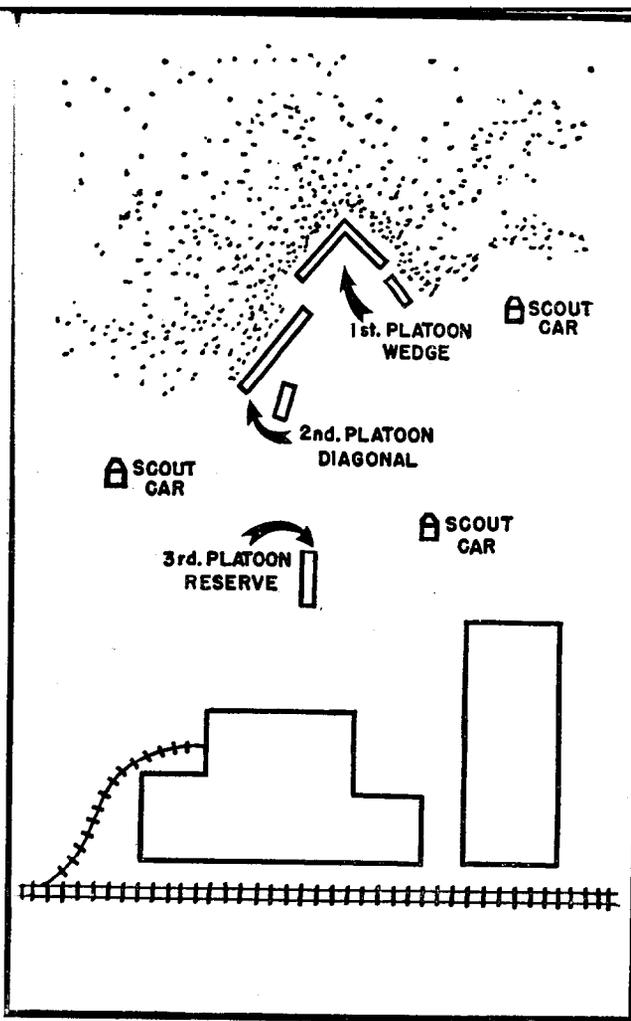


Figure 37. A method by which a company disperses a mob and drives it away from an important installation in open terrain.

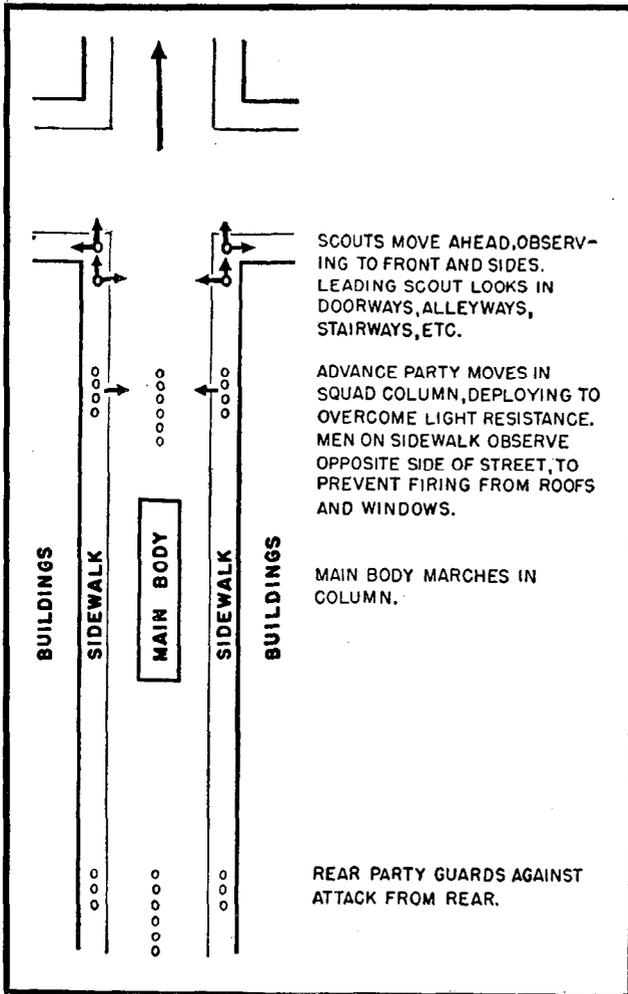


Figure 38. A column marching through city streets protects itself by advance and rear guard.

for their presence; but if questioned at once, they can seldom lie successfully and often will confess on the spot.

- (2) If, as usually happens, the criminals have fled, you take time to act methodically, one step at a time.

c. Don't rush in and touch everything. If you do, you will cover up tracks the criminals have left and will destroy their fingerprints, or leave your own fingerprints, which will confuse the expert investigators who arrive later.

d. Note the exact time you arrived at the scene, the weather, the names of your companions (if any), and the names and addresses of any witnesses or other persons at the scene when you arrived. Bits of paper, shot-gun wads, or cigarette butts are likely to stick to the soles of your shoes, if you don't watch carefully where you step. Valuable evidence is often lost or destroyed by clumsy investigators.

e. So take it easy. Look the scene over and plan what you will do. If the victim is dead, there is no great hurry. If the victim is alive, he must have aid and all necessary attention. (He is your best witness; you don't want him to die.) If he can speak, ask him who did it. Get the best description you can of the criminals, when they departed and in what direction. What kind of a vehicle did they use? Broadcast that information at once, if there is a chance for a quick arrest. At the same time request your headquarters to send a medical officer and the experts (photographer, fingerprint man, etc.) and any additional help needed.

f. Don't disturb anything at the scene of a crime until the photographer, finger-print specialist, and any other experts who may be called have done their work. Photographs must show the scene exactly

as it was when the first trooper arrived; otherwise it will probably not be admitted as evidence at the trial. (The only exception to this rule is when some emergency exists, such as the need to care for an injured person, prevent fire, etc.)

g. After the photographer and fingerprint man have done their work, then you start your careful examination of the premises and search for evidence. (See "Search of Buildings and Grounds", par. 26).

h. Don't roll a dead man over or disarrange his clothes. Don't even touch him. If you do, you are very likely to destroy evidence which a pathologist or medical officer could obtain to determine how long the man has been dead, or whether he was killed at the spot, or the exact manner of his death. All of these things may be important to the investigation.

i. When it is necessary to leave the scene of a crime, consider whether your job there has been finished. If there is any possibility that you or some other investigator must return to complete the work at the scene, be sure to leave a guard there to prevent any unauthorized person from entering and touching anything. (See "Evidence", par. 27.)

26. SEARCHES.

(FM 19—20, Chapter 11)

a. Buildings.

(1) First, guards to prevent unauthorized persons from entering or leaving the premises must be posted. If photographs are to be taken, this should be done before any search is started, in order that they will show the situation exactly as it existed upon the arrival of troopers and before any objects have been disturbed, removed from, or added

to, the scene. Otherwise the photos may not be admitted as evidence in court. Search for fingerprints by a fingerprint specialist should come next, and before a search is made for other evidence.

(2) To be effective, a search for evidence must be systematic and thorough. Aimless and repeated casual searches by several persons often overlook important evidence. In searching a building, each room should be assigned to one man. To search a room, start at one corner and cover every inch of space — walls, ceiling, floor and furnishings, systematically and thoroughly. To search first one part of the room and then the dresser, and then back to another part of the room, then a closet, is likely to result in overlooking some object of importance. After ceiling, walls, and floor have been thoroughly searched, examine each piece of furniture and bric-a-brac thoroughly. Use a flashlight to examine dark corners. Turn furniture upside down and examine lower surfaces. Remove all drawers and search them. Bedding requires special attention. Window sashes, window ledges, blinds, screens and gutters must be examined, also curtains, draperies, pictures, wall lamps and chandeliers. Rugs, table-covers, doillies, desk-pads and all small objects should be lifted and the surfaces underneath examined. The contents of all receptacles, boxes, jars, cans, baggage, shoes and the pockets of all clothing must be searched in detail. Book cases (and every book) must be searched. Letters, documents and money are often concealed in books or behind books. Closets, toilet flush-boxes, toilet traps and wash basin traps must be examined thoroughly. Walls, floor, baggage, desks and tables should be carefully examined for secret compartments. Don't depend on feeling into dark corners — stand on a chair and use a flashlight. (In a famous

murder case the weapon, a hammer, was found in a toilet flush box. A policeman had first felt with his hand and removed two bottles of beer, but failed to find the hammer. Another search the following day, made by an experienced detective, produced the hammer with blood and hair still adhering to it.)

(3) When evidence is discovered, handle it with care so as not to disturb fingerprints. Record each such article in a notebook showing the item and the date, time, exact place, and by whom, it was discovered. If money or jewelry is found, have it counted and recorded in the presence of at least one reliable witness. This precaution is to safeguard the searcher against an accusation of having pocketed part of the valuables. When possible this should be done in the presence of the owner of the premises. When listing jewelry (including jewelry taken from a prisoner) do not list it as, for example, "one gold ring with 3 diamonds". The ring may be brass and the "stones" glass. List it as "one gold-colored ring with 3 transparent stones". In that way the searcher is protected against a false claim for the return of a real gold ring with genuine diamonds. Many a good policeman has been powerless to protect himself against such a false claim.

(4) The one rule for a search is "Be thorough". To be thorough, a search must be systematic. It is a good idea to have a second man make another thorough search of the premises after the first man has completed his search, if this is practicable. It is apparent from the above, that a thorough search of a single room usually requires a long time.

b. Grounds.

To search a piece of ground, as, for example, to find a small weapon, lay out narrow lanes with

white strings. Each lane is not over 3 or 4 feet wide, so that one man on his hands and knees can search his lane thoroughly. A man is assigned to each lane.

To search a well or cistern, get a fire-pump to pump it dry. Another method is to lower a powerful electro-magnet into the well. This, if carefully moved all over the bottom, will pick up any iron or steel object such as a pistol.

27. EVIDENCE.

(MCM, 1928, Chapter XXV; FM 19—20; MGR, Title 5)

There are certain rules which govern the presentation of evidence in Courts Martial. Those rules are intended to assure the accused a fair trial. Here is an example: Pvt. A told you that Pvt. B stole a pig. That may be very useful information, but you cannot testify in a Court Martial, purely on "hearsay" evidence, that B stole the pig. The Court would throw out such testimony as "inadmissible". The attitude of the Court would be that Pvt. A, if he has any real knowledge of the matter, should be produced as a witness and should, under oath, testify as to what he himself knows about the theft of the pig. As a witness you can testify only to what you know to be the fact — what you saw, or did, or said, or heard, or touched, or smelled, or tasted. Now there are two important exceptions to the "Hearsay Rule of Evidence". You can testify to what somebody told you, **provided** the person who told it is himself the accused in this case. For example, if B told you that he himself stole the pig, you may so testify, because the court would assume that B would not falsely confess a crime. Of course, B can testify that he did **not** tell you that he stole the pig. Then it is his word against yours; therefore, you

will always try to have several witnesses to a confession, whether it be a spoken or written confession.

The other important exception to the "Hearsay Rule" is the "Dying Declaration". Suppose that Jones is wounded and dying. Before he dies he says that Smith shot him. He then dies, and, therefore, cannot testify at Smith's trial. You can testify that Jones told you that Smith shot him, and why, but only if you can prove to the Court's satisfaction that Jones really believed he was dying and did actually die. Here the Court accepts your testimony, because it is unlikely that a man who really believes he is dying will falsely accuse an innocent man of causing his death.

There is another important Rule of Evidence:

A husband or wife cannot be required to testify against each other. He or she may so testify if they wish. Therefore, if Mrs. P tells you that Mr. P broke into a warehouse, you must try to get additional evidence against Mr. P in order to convict him. When the case comes to trial, Mrs. P can refuse to testify against her husband and the Court will uphold her.

There are many exceptions and grounds for legal argument, but a simple statement of some of the more common Rules of Evidence includes these:

1. Evidence must be material and relevant to the case.
2. The accused is presumed to be innocent until his guilt is proved beyond a reasonable doubt.
3. Malice is presumed from the use of a deadly weapon.
4. The accused's bad character is not proof of his guilt.
5. A confession must be voluntary.
6. A husband or wife cannot be required to testify against each other

7. A witness cannot be compelled to incriminate himself.

8. Privileged communications cannot be introduced as evidence. These include communications between husband and wife; between an informant and police; between an attorney and his client; and between a doctor and his patient.

9. Drunkenness is no excuse for committing a crime.

10. Ignorance of the law is no excuse for committing a crime.

Note that the above all applies to evidence before a Court Martial. Military Government Courts and German Criminal Courts are not so restricted as to what evidence may be admitted in their courts. Generally speaking, both of these courts are the judges of what evidence they will accept and what they will exclude. They may listen to evidence which would be considered inadmissible in a Court Martial or in a criminal court in the United States, but they will weigh all evidence submitted and will decide how much weight to give to each piece of evidence. Hearsay evidence is admissible in Military Government Courts and in German Criminal Courts, but at best is not very strong evidence.

Military Governments Regulations, Title 5, par. 5-529 states:

“EVIDENCE. (Rule 12). Evidence shall be admitted in accordance with the following rules:

a. A Military Government Court shall in general admit oral, written and physical evidence having a bearing on the issues before it, and may exclude any evidence which in its opinion is of no value as proof. If security is at stake, evidence may be taken in camera, or in exceptional cases where security demands it may be excluded altogether.

b. The court shall in general require the production of the best evidence available.

c. Evidence of bad character of an accused shall be admissible before finding only when the accused person has introduced evidence of his own good character or as to the bad character of any witness for the prosecution."

b. Recognition and preservation of evidence.

(FM 19-20)

If you are a wide-awake and experienced trooper, you will usually be able to recognize what may be of value as evidence in any crime which you are investigating. Often you cannot be certain — most big crimes will give you many false "leads" — so you collect, record and preserve everything which you think **might possibly** contain a clue. Clues have been found in letters; cigarette butts; lip-stick on a glass or cigarette; dirt from a suspect's shoes, trouser-cuffs, finger nails or ears; charred scraps of paper; fragments of bones; fired revolver, rifle or shotgun shells; shotgun wads; fired bullets; checks, account books, documents of all kinds; foot-prints and tire tracks; broken glass; tool marks; rope; wire; blood spots; powder marks; bullet holes; dust from clothing; samples of hand-writing or type-writing — and a thousand other things.

If you think it might contain a clue, collect it, record it, and preserve it.

Evidence, once destroyed, is lost forever, so collect it while it is fresh, and be thorough. If you leave the scene of a crime and go back the next day, somebody else may have been there and picked up or destroyed some item of evidence which you overlooked, or he may leave fingerprints, cigarettes, or some article which has no connection with the crime, but which will mislead and confuse you. You won't

be sure whether or not it has any connection with the crime.

If there will be need to return to the scene of a crime to complete the collection of evidence, a guard should be left there to keep unauthorized persons from entering.

Also, if there is a question of murder, the body of the victim should not be buried until the dead man's fingerprints, a sample of his hair, all his clothes, scrapings of dirt under his finger nails, and wax and dirt from his ears, have been taken. You may need these later. The medical officer who performs the autopsy may also take a sample of the dead man's blood and certain vital organs such as brain and stomach, to determine the presence of alcohol, poison, and what he has recently eaten. The time of death can be determined, within certain limits, by the extent of digestion of food in the dead man's stomach.

c. Recording Evidence.

(1) List it in your notebook. Show date, time, owner (if known), exact place, who found it, in whose possession it was found, and the crime connected with it.

(2) Label the bottle, carton, or envelope which contains the article (or tag it) with the same data. Containers must be strictly clean.

(3) Record the same data in the Investigation Report.

d. Preserving evidence.

Every barracks or station should have an evidence room equipped with lockers. Both room and lockers should be kept locked at all times and be the responsibility of a reliable man. Items of evidence are stored or removed only under his direction. He maintains complete records. When evidence is removed for presentation in court, he so records it.

When evidence is no longer of any use, he records its destruction, return to owner, or other disposition, all of which must be on the order of proper authority.

28. STATEMENTS AND CONFESSIONS.

(FM 19-20)

a. Questioning of suspects and witnesses is an art. Some men become very clever at it. Their manner and methods make people willing to talk. Any man, with practice, can greatly improve himself in the art of questioning people. The age, sex, social condition, intelligence, and character of the person being questioned, and the nature of the crime, all have a bearing on the manner of the questioner. There are a lot of tricks to the trade, but the good interrogator is a man who has a wide knowledge of human character. He knows when to be sympathetic and when to look tough. He gives the impression (without saying so) that he knows a lot more about the crime than he really knows, in order to make the person being questioned feel that it is useless to lie. A good interrogator must have a "poker face" (when he wants to) and an immense amount of patience. His work is a constant matching of wits and practical psychology.

b. The following rules apply in all cases:

(1) Force, physical abuse, torture, or threats are strictly forbidden.

(2) Favors or leniency must not be promised.

(3) A statement or confession obtained by threats or duress ("third degree" methods) or by promises of favors or leniency is worthless in court. It always brings discredit upon the police who use such methods.

(4) Trickery and deception are legitimate methods of obtaining statements or confessions.

(5) Never reveal the names of your informants, except when an informant becomes a witness in court.

c. Usually a sympathetic manner will get better results than a harsh manner ("You catch more flies with sugar than with vinegar.") You want to keep witnesses friendly to you.

d. When a suspect is arrested at the scene of a crime, or fleeing from it, question him at once and before he can think up a good lie. His sense of guilt is strong and he will be excited. That is the time to get him to talk, and he is likely to tell who his accomplices in the crime are.

e. Informants are persons who give the police confidential information. Crooks call them "stools" or "stool pigeons." Usually they cannot be used as witnesses. Often they are underworld characters. The police make use of their information, verifying it by reliable witnesses and other evidence. Never reveal an informant. Even in court you cannot be required to name an informant. Once an informant is named, he is no longer useful to you. He won't trust you, and he will never give you any more information. He will be known to the underworld as a "rat" or "squealer" and may be murdered. Usually an informant will only give information to the one policeman whom he knows well and whom he trusts not to reveal his name even to other policemen.

Some informants are honest and reliable people, who, for business reasons or from fear of revenge, do not wish their names known as police informers. Their identity must remain secret, unless it is agreed that the seriousness of the crime requires that they become witnesses in court.

f. Statements and Confessions.

These may be either verbal or written. In either case, have witnesses and make a record of the state-

Birmingham, Ala.
10 February 1946

I, Private John K. Jones, ASN 2523045,
make the following statement to Major
H. H. Britton whom I know to be a mem-
ber of the Military Police. The 25th Article
of War has been read and explained to me.
I have been told that I do not have to
make a statement and that if I do it
may be used against me.

I am a private in the United States
Army. My organization is Company K of
the 582 Infantry and I am stationed at
Camp Otis, Virginia.

On 7 February 1946 I got a furlough to
come to my home at 4235 1/2th Ave.
North Birmingham, Alabama.

I had been home about 2 hours
I got home February the 8th about 3:00 p.m.
When I decided to go to the home of
Ida Jones at 4525 7th Avenue, N. Birming-
ham. I used to go with Ida Jones and not
about 6 months ago heard her say radio of
come to the door of her house at 4525 7th
Avenue, North Birmingham and I knocked
on the door. This was about 5:00 p.m. Ida
came to the door and spoke to me and asked me

(Signed) Priv. John K. Jones

Figure 39. A confession in accused's handwriting. Note that each page is signed by accused and every correction is initialed by him.

to come in I talked with her about her work for a few minutes, and then I asked her for my radio. She said it was hers and I couldn't have it. I told her it was mine and walked over to the radio and pulled the plug out of the wall. She then hit me with a heavy iron poker which was lying by the stove. She hit me on the shoulder and it hurt a lot. I reached in my pocket, and pulled out my knife, which is a 4 inch, white handled switch blade knife and took a slash at her. I knew I cut her though I didn't think it was deep and I didn't mean to hurt her, but I was trying to get away. I ran out of the door and across the street where I went in the bell park for about an hour when Mr. Moore and another policeman of the Philadelphia Police came and arrested me.

He told me that she was dead. There was no one else in the house when she was killed. I had the argument and fight, but there was a boy I know by the name of Hugh Smith on the sidewalk as I ran out the door. The whole argument didn't last over 10 minutes and happened between 6:00 and 6:30 P.M. on 8 February, 1945.

(Page 2, Part John H. Jones)

Figure 39 continued.

I wasn't mad at Ida till she hit me
and then I didn't mean to hit her, but
I was afraid of her because I knew
she carried a knife sometimes.

This statement which consists of (3)
three pages has been read by me
and I have given it freely and vol-
untarily. No threats or promises of
any kind have been made to get
me to make the statement and
it is the truth. I have signed
each page and initialed all correc-
tions which have been made in
the statement.

John L. Jones
ASN 2558645

Witnesses

J. H. Burton, Major C.M.P. 361934, Provost Marshall
City Hall, Birmingham, Alabama.

L. W. Thomas, Sgt. 301 M.P. Co 36254651
Kg. City Hall, Birmingham, Ala.

A. C. Smith, Chief of Police
City of Birmingham, Ala.
RBam 303, City Hall

Figure 39 concluded.

ment or confession and of the names of witnesses, the date, time and place.

Statements and confessions may be defined (for police purposes) as follows:

Statement — a recital of (supposed) facts.

Confession — a statement in which the accused admits the commission of a crime or offense.

Admission — a statement against the interest of the maker. For example, the accused admits that he hated the dead man, but denies that he killed him. His admission may make him appear probably guilty, but it is not a confession of guilt.

Statements and confessions should, if possible, be written, sworn to before an officer authorized to administer an oath, and signed in the presence of witnesses. The witnesses also sign as witnesses.

If the document requires more than one sheet of paper, the person who makes the statement or confession should sign his name at the bottom or side margin of each sheet, to show that he takes responsibility for the entire document and to avoid a possible future claim that other sheets were inserted in the document. If it is a typewritten document, make several copies.

Written confessions must be prepared so that they can be introduced in court as evidence. The defense will often try to claim that the accused was forced to sign the confession and that the confession is not admissible evidence. To counteract such attempts, the accused may be asked to write the confession in his own words and in his own handwriting. Another method is to use the question and answer form, as follows:

Q. What is your name?

A. John B. White.

Q. Where do you live?

A. At Berger Straße, Number 63, in Munich.

In any case, at the end of the confession, the accused is asked to read it all through. Then he is asked to write: "I have read the above statement. It is all true. I make this statement of my own free will, and without any threats, abuse or promises having been made to me." Then he is asked to swear to it and sign it in the presence of the officer administering the oath, and in the presence of witnesses. A confession made in this manner is very difficult to overthrow in court.

Let the accused tell his story in his own words, and put it down exactly as he tells it. If he uses profanity or vulgar language, put that in exactly as he tells it. That will give the confession an appearance of truth. But if you change his vulgar language into polite phrases, it will be obvious that you put into his story words which he did not use, especially if he is an uneducated man. The Court may then have doubts as to the true and voluntary nature of the confession, and may exclude it as evidence.

g. Don't be satisfied that a confession is all the proof you need to convict the accused. If, through some technicality, the confession is not accepted as evidence in court, and you have depended entirely on the confession, you will lose the case. When taking a confession, ask the accused a lot of questions. Who was he with? Where did he go? Who saw him there? etc. Then go out and carefully check up every statement contained in his confession. You will then have a perfect case, corroborated by a number of witnesses, and may not have to introduce the confession at all.

CHAPTER 3

THE COURTS

29. GENERAL.

Courts Martial, Military Government Courts, and German Criminal Courts will be responsible for determining the guilt and punishment of persons arrested by the Zone Constabulary. Depending on the status of the accused, the circumstances, and the type of crime committed, the prosecution may take place in any one of these courts.

Courts Martial are described in Manual for Courts Martial, U. S. Army.

Military Government Courts are described in MG Ordnance No. 2, a copy of which may be found in Appendix III. (See also Military Government Regulations, Titles 1, 5 and 23.)

30. GERMAN CRIMINAL COURTS.

(See Military Government of Germany, TM for Legal and Prison Officers, 2nd Edition, Section 7, and MGR, Title 5.)

a. General.

German Criminal Courts are on three levels: **Amtsgericht** (City or Town Court), the lowest court; **Landgericht** (State Court), the superior court; and **Oberlandesgericht** (Higher State Court), the supreme court. All derive their authority from the Land (State), for example Bavaria. Generally speaking, all German law is national law and is enforced by the above courts. All Judges are appointed by the Land Minister of Justice with the approval of Military Government.

b. Amtsgericht.

1 Judge
No Jury

Jurisdiction: Minor juvenile cases

Lesser crimes and misdemeanors punishable by not over 5 years in prison. Examples: traffic offenses, black market, curfew violations, minor cases of breaking and entering, petty larceny, assault and battery, pass violations.

Area of Jurisdiction: **Amtsgericht** District, based on population and area. In very minor cases the **Amtsgericht** judge may issue a "criminal order" (**Strafbefehl**) on information furnished by the German police. The order states the offense charged, the witnesses and the penalty. The accused may accept the order and pay the penalty, or, if he chooses, he may within 8 days make a complaint to the judge that he does not wish to accept the penalty imposed. The Judge will then grant him a trial. This procedure saves a great deal of time by making it possible to handle many petty offenses out of regular court. At the same time the accused's rights are protected, since he may have a trial if he wishes.

In any case tried before the **Amtsgericht**, the accused may take an appeal to the **Landgericht** for trial.

c. Landgericht.

5 Judges
No Jury

Jurisdiction: Major juvenile cases.

Major crimes punishable by more than 5 years in prison, (including death penalty). Examples: murder, rape, robbery, assault with a dangerous weapon, grand larceny, and all crimes above **Amtsgericht** jurisdiction. Appeals from **Amts-**

gericht decisions. This court holds sessions at the seat of the **Landgericht**.

Area of Jurisdiction: **Landgericht** District, based on population and area.

The **Landgericht** President supervises the several **Amtsgerichte** in the **Landgericht** District.

d. Oberlandesgericht.

3 Judges

No Jury

Jurisdiction: Determines points of law raised on appeal from **Landgericht** decisions, and in certain criminal cases directly on appeals from **Amtsgerichte**. This court holds sessions at the seat of the **Oberlandesgericht**. There are 3 such seats in

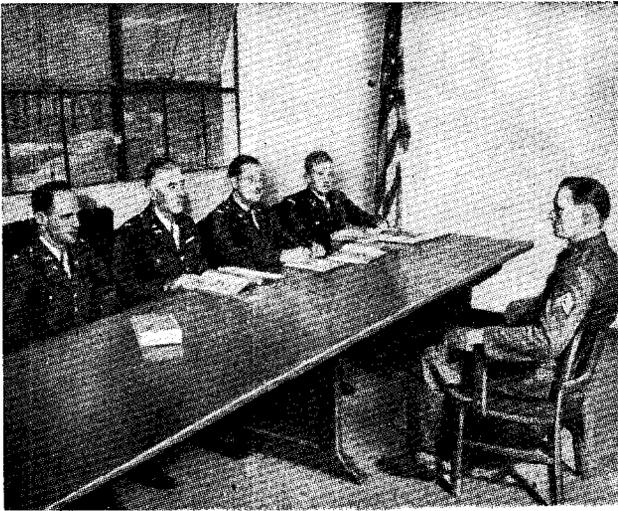


Figure 40. A natural, comfortable position in the witness chair is correct for testifying in court.

Bavaria, 1 in Wurttemberg-Baden, and 1 in Gross Hesse.

Area of Jurisdiction: **Oberlandesgericht** District. The **Oberlandesgericht** President supervises the several **Landgerichte** in his District, and through them, the **Amtsgerichte**.

31. COURTROOM DEMEANOR AND TESTIMONY.

(FM 19-20, Chapter 6)

a. You will obey the rules of decorum in the court. When in the courtroom you will not eat, smoke, chew gum, talk aloud, or laugh. If necessary to speak (except when on the witness stand), you will converse in a whisper. Otherwise conversation is to be avoided. Before entering the courtroom you will

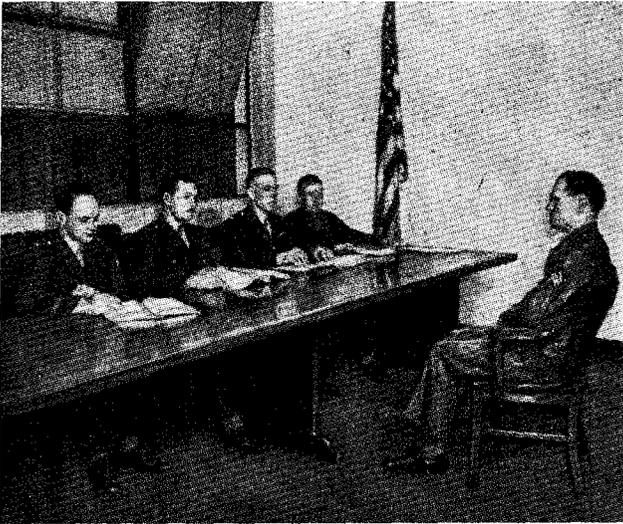


Figure 41. Another correct position.

assure that your uniform is neat and clean and worn in the prescribed manner. Your cap (or helmet) will be removed. You will at all times, when in court, conduct yourself in a dignified manner.

b. If summoned to court as a witness, you will make your presence known to the appropriate court attendant and will wait where directed until called to testify.

c. When called to the witness stand, you will enter, uncovered and unarmed, in a quiet and dignified manner. If it is a Court Martial or a Military Government Court, you will face the President of the Court and salute. (If it is a German court, you will not salute.) You will then face the Trial



Figure 42. An incorrect position. The investigator should never appear too eager.

Judge Advocate or Clerk of the Court, as the case may be, and raise your right hand (with glove removed) to be sworn. The swearing-in ceremony consists of an officer of the court saying, in effect: "You swear that the evidence you shall give in the case now in hearing shall be the truth, the whole truth, and nothing but the truth. So help you God."

You reply: "I do," in a clear voice, and lower your hand. You are now ready to give your testimony. When asked, you will give your name, rank, Army serial number, organization and any other data requested. (In some courts this information may be requested before you are sworn in.)

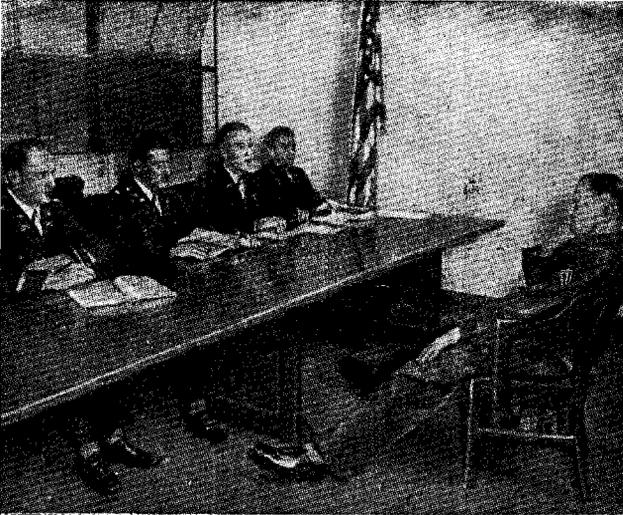


Figure 43. An incorrect position. A careless attitude distracts the attention of the court and weakens the effect of the investigator's testimony. It is difficult to hear the witness if his hand is over his mouth.

d. Normally you speak only in answer to questions, but if it appears that your answers are misunderstood or are being twisted by the questioner to give a false impression, it is proper for you to address the Judge or Military Court and request permission to explain your answer. This you should do as briefly as possible, being careful to stick to the point and not introduce matters which have no bearing on the point in question.

When addressing the Judge or Military Court, use the following term: "If the Court please, may I have permission to explain my answer?"

e. When testifying, you speak in a clear voice, loud enough to be heard by the court and the jury,



Figure 44. An incorrect position. Further, a display of firearms while testifying is particularly objectionable.

but not so loud as to create the impression that you are angry or trying to show off. You will not "wisecrack" or try to be funny. You will not lose your temper. You will not show hatred, dislike or affection for the accused. To do so would give the court the impression that your testimony is affected by your feelings for or against the accused. You will always remember that your duty on the witness stand is to answer all questions truthfully and fairly, regardless of how embarrassing it may be to yourself or to anybody else. In that way you uphold the honor and dignity of the United States and of the Zone Constabulary.

f. When excused from the witness stand, you leave quietly and in a dignified and soldierly manner.

APPENDIX I

PROCLAMATION NO. 1

To the People of Germany:

I, General Dwight D. Eisenhower, Commanding General, United States Armed Forces in Europe, do hereby proclaim as follows:

I

As announced on 5 June 1945, supreme authority with respect to Germany has been assumed by the Governments of the United States, the United Kingdom, the Union of Socialist Soviet Republics, and the Provisional Government of the French Republic.

II

The United States Zone of Occupation is occupied by United States Forces under my command and a Military Government under my authority is established therein. All persons in such Government Zone will obey immediately and without question all of the enactments and orders continued in effect or issued by me or under my authority.

III

All Military Government and other orders (including proclamations, laws, ordinances, notices, regulations and directions) issued by or under the authority of the Supreme Commander, Allied Expeditionary Force, are continued in full force and effect in the United States Zone of Occupation except as specifically revoked or modified by me or under my authority. In applying such orders now outstanding within this Zone, all references to Supreme Commander, to Allied Expeditionary Force, and to Allied Military Authorities shall be construed

as referring from this date forward to the Commanding General, United States Armed Forces in Europe, to the Armed Forces of the United States in Germany, and to the United States Military Authorities in Germany respectively.

IV

All appointments heretofore made and all authorizations heretofore issued by order of Military Government or otherwise under the authority of the Supreme Commander, Allied Expeditionary Force, continue to be in full force and effect according to their terms until revoked or modified by me or under my authority.

Dated: 14 July 1945.

DWIGHT D. EISENHOWER
General of the Army
Commanding General of the United
States Armed Forces in Europe.

PROCLAMATION NO. 2

To the German people in the United States Zone:
I, General Dwight D. Eisenhower, Commanding General, United States Forces, European Theater, do hereby proclaim as follows:—

ARTICLE I

There are hereby constituted within the United States Zone of Occupation the following administrative areas which will henceforth be referred to as states and each of which will have a state government:
GREATER HESSEN —comprising Kurhessen and Nassau (excepting enclaves thereof and the

Kreise Oberwesterwald, Unterwesterwald, Unterlahn and Sankt Goarshausen) and Hessen-Starkenburg, Oberhessen, and the part of Rheinessen east of the Rhine;

WURTTEMBERG-BADEN —comprising the Kreise Aalen, Backnang, Böblingen, Crailsheim, Esslingen, Gmünd, Göppingen, Hall, Heidenheim, Heilbronn, Künzelsau, Leonberg, Ludwigsburg, Mergentheim, Nürtingen north of the Autobahn, Öhringen, Stuttgart, Ulm, Vaihingen, Waiblingen, the Landeskommissarbezirk Mannheim, and the Kreise Bruchsal, Karlsruhe Stadt and Land, and Pforzheim Stadt and Land;

BAVARIA —comprising all of Bavaria as constituted in 1933, less Kreis Lindau.

ARTICLE II

Except as heretofore abrogated, suspended or modified by Military Government or by the Control Council for Germany, the German law in force at the time of the occupation shall be applicable in each area of the United States Zone of occupation, until repealed by, or superseded by a new law enacted by the Control Council for Germany, or by Military Government or the states hereby constituted or by other competent authority.

ARTICLE III

1. Subject to the authority of Military Government, each of the states hereby constituted shall have full legislative, judicial and executive powers except as the exercise thereof would be in conflict with action heretofore or hereafter taken by the Control Council for Germany or by any central German authority established by it.

2. Until such time as it is possible to establish democratic institutions, it will be sufficient for the validity of state legislation that it be approved and promulgated by the Minister President.

ARTICLE IV

The authority is hereby recognized of Regierungspräsidenten, Landräte, mayors and other local officials to enact legislation and exercise other government powers to the same extent to which they had such authority under German law in force at the time of the occupation, as from time to time modified by the Control Council for Germany or by or with the approval of Military Government. They shall have, in addition, all authority necessary or appropriate to carry out the tasks with the performance of which they are charged by Military Government.

DWIGHT D. EISENHOWER
General of the Army, U.S.A.
Commanding General,
United States Forces,
European Theatre.

Dated: September 19, 1945.

APPENDIX II

ORDINANCE NO. 1

Crimes and Offences

In order to provide for the security of the Allied Forces and to establish public order throughout the territory occupied by them it is ordered:

ARTICLE I

CAPITAL OFFENCES

The following offences are punishable by death or such other penalty as a Military Government Court may impose:

1. Espionage;
2. Communication with the enemy forces or, except through authorized channels, with any person in enemy territory not occupied by the Allied Forces;
3. Communication of information which may be dangerous to the security or property of the Allied Forces, or unauthorized possession of such information without promptly reporting it; and unauthorized communication by code or cipher;
4. Armed attack on or armed resistance to the Allied Forces;
5. Acting in defiance or contravention of terms imposed by the Allies upon Germany on its defeat or surrender, or of any orders supplementing such terms;
6. Acts or conduct in support or aid of any nation at war with any of the United Nations, or of the NSDAP or other organization dissolved or de-

clared illegal by the Allied Forces, including publication and circulation of matter printed or written in aid of any thereof or the possession thereof with intent to publish or circulate, and the provocative display of flags, uniform, or insignia of any such organization;

7. Killing or assaulting any member of the Allied Forces;
8. Falsely pretending to be a member of the Allied Forces: unlawfully wearing any uniform of the Allied Forces;
9. Unlawful possession or control of any firearm, ammunition, explosive, or other war material or of apparatus or other means for transmitting messages;
10. Unauthorized use of any firearm or other deadly weapon, ammunition, explosive or similar war material;
11. Furthering the escape of any person detained by Allied authority or assisting or concealing any such person after escape;
12. Assisting any member of the enemy forces to avoid capture;
13. Interference with transportation or communication or the operation of any public service or utility;
14. Sabotage of any war material of the Allied Forces or of any installations or property necessary or useful to military operations or the Military Government;
15. Wilful destruction, removal, interference with, or concealment of, records or archives of any nature, public or private;
16. Plunder, pillage or looting: robbing or abusing the dead or wounded;

17. Wilfully interfering with or misleading any member of or person acting under the authority of the Allied Forces in the performance of his duties;
18. Incitement to or participation in rioting or public disorder;
19. Stealing, or obtaining by fraud, property of the Allied Forces or any member thereof;
20. Any other violation of the laws of war or act in aid of the enemy or endangering the security of the Allied Forces.

ARTICLE II OTHER OFFENCES

The following offences are punishable by such penalty other than death as a Military Government Court may impose:

21. Disobedience of any proclamation, law, ordinance, notice or order of the Military Government or of any representative where a penalty is not expressly imposed or of any German authority issued pursuant to any such order;
22. Circulating without a permit during curfew which, unless otherwise provided by public notice, shall be sunset to sunrise;
25. In the coastal area leaving the shore in any vessel or otherwise except as authorized by Allied authority;
24. Moving any ship or vessel or any aircraft except as authorized by Military Government;
25. Failure, without authority, to have possession of a valid identity card;
26. Making, issuing or knowingly having possession of any false permit, identity card or other document of official concern to the Allied For-

ces; delivery of any such matter, whether false or valid, to any unauthorized person or for an unauthorized purpose;

27. Counterfeiting or altering any Allied Military Marks or any other currency, coin or stamps or having possession of or uttering any thereof, having reason to believe it to be false or altered; or having possession of or disposing of any property for use for any such purpose;
28. Inviting or conducting any member of the Allied Forces into a place designated "Off Limits" or "Out of Bounds," or supplying goods or services to such member in any such place;
29. Bribery, corruption or intimidation of any member of, or person acting under the authority of, the Allied Forces; receiving, or offering to receive, a bribe for non-performance of duty to the Allied Forces;
30. Obstructing or contravening any announced programme or orders of the Military Government with respect to Allied prisoners of war or nationals of the United Nations in Germany, or assaulting, despoiling or without justification confining or otherwise infringing the rights of such prisoners or nationals;
31. Unauthorized possession, control or disposition of property belonging to the Allied Forces or to a member of the Allied Forces;
32. Destruction, concealment, unauthorized possession or disposition of, or interference with, any ship, installation, plant, equipment or other economic asset, or plans or records with respect thereto, required by the Military Government;
33. Knowingly making any false statement, orally or in writing, to any member of, or person acting under the authority of, the Allied Forces

in a matter of official concern; or in any manner defrauding, or refusing to give information required by Military Government;

54. False assumption of authority from the Allied Forces; wrongful possession or control of any part of an Allied uniform whether genuine or false;
55. Defacement or unauthorized removal of written or printed matter posted under authority of Military Government;
56. Wilful destruction, alteration or concealment of any work of art, monument or other cultural property created by another;
57. Promoting, aiding or attending any public gathering for which no permit has been granted, unless held for religious purposes or in the exercise of functions authorized by the Allied Forces;
58. Resisting arrest by a person acting under the authority of the Allied Forces, or escaping from arrest or detention imposed under such authority;
59. Aiding, or failing to report, any person known to be wanted by the Allied Forces;
40. Dissemination of any rumor calculated to alarm or excite the people or to undermine the morale of the Allied Forces;
41. Conduct hostile or disrespectful to the Allied Forces or to any of the United Nations;
42. Initiating or carrying out any criminal prosecution, disciplinary measure or any other form of punishment or victimisation (including boycotting) against any person for co-operating with the Allied Forces or the Military Government;
43. Acts to the prejudice of good order or of the interests of the Allied Forces or any member thereof.

ARTICLE III
ATTEMPTS, CONSPIRACIES

Any one who attempts to commit, or conspires or agrees with another to commit, any offence, or who advises, assists in, or procures the commission of any offences, or who having knowledge of an alleged offence fails to report it or assists an alleged offender to avoid arrest, shall be punishable as a principal.

ARTICLE IV
COLLECTIVE FINES

The Bürgermeister or other principal representative of any community may be charged and tried as representing the residents thereof with any offence for which such residents or a substantial number thereof are alleged to be collectively responsible, and in the event of his being convicted of such offence in his representative capacity, and collective responsibility being established, a collective fine may be imposed upon the community.

ARTICLE V
RESPONSIBILITY FOR CORPORATE ACTS

Every director, official or employee of any incorporated or unincorporated company, society, or association, and every partner or employee of a partnership, who in any such capacity, either alone or jointly with others, causes, directs, urges or votes in favour of an act or omission which constitutes an offence for which the company, society, association or partnership would be triable by a Military Government Court, shall be liable therefor as though such act or omission had been done or made in his individual capacity.

ARTICLE VI
DEFENCES

1. It shall be a good defence to any charge hereunder that the offence charged was an act of legitimate warfare by a person entitled to the status of a combatant.

2. It shall not be a defence to any charge hereunder that the offence charged was committed under orders of any civil or military superior or of any person purporting to act as an official or member of the NSDAP or that the offence was committed under duress.

ARTICLE VII
DEFINITIONS

1. The expression "Allied Forces" as used herein and, in the absence of indication to the contrary, in Proclamations, Laws, Ordinances, Notices or Orders of the Military Government, includes persons subject to military, naval, or air force law or to the jurisdiction of British Naval Courts and who are serving under the command of the Supreme Commander, Allied Expeditionary Force, or of any other Commander of any forces of the United Nations, and any military formation or civilian agency composed in whole or in part of such persons.

2. The expression "enemy forces" includes all persons, whether entitled to belligerent status or not, who are engaged in armed resistance to the Allied Forces.

ARTICLE VIII
EFFECTIVE DATE

This Ordinance shall become effective upon the date of its first promulgation.

BY ORDER OF MILITARY GOVERNMENT.

APPENDIX III

ORDINANCE NO. 2

Military Government Courts

It being necessary to establish Military Courts for the trial of offence against the interests of the Allied Forces, it is ordered:

ARTICLE I

KINDS OF MILITARY COURTS

Military Government Courts in the occupied territory shall be:

- General Military Courts
- Intermediate Military Courts
- Summary Military Courts

ARTICLE II

JURISDICTION

1. Military Government Courts shall have jurisdiction over all persons in the occupied territory except persons other than civilians who are subject to military, naval or air force law and are serving under the command of the Supreme Commander, Allied Expeditionary Force, or any other Commander of any forces of the United Nations.

2. Military Government Courts shall have jurisdiction over:

- (a) All offences against the laws and usages of war.
- (b) All offences under any proclamation, law, ordinance, notice or order issued by or

under the authority of the Military Government or of the Allied Forces.

- (c) All offences under the laws of the occupied territory or of any part thereof.

ARTICLE III

POWERS OF SENTENCE

- 3. (a) A General Military Court may impose any lawful sentence including death.
- (b) An Intermediate Military Court may impose any lawful sentence except death, or imprisonment in excess of ten years, or fine in excess of £2,500—\$10,000.
- (c) A Summary Military Court may impose any lawful sentence except death, or imprisonment in excess of one year, or fine in excess of £250—\$1,000.
- (d) Within the limits of the powers given to the court, both a term of imprisonment and a fine may be imposed for the same offence, and a further term of imprisonment within the powers of the court may be imposed in default of payment of the fine.
- (e) In addition to or in lieu of sentence of fine, imprisonment or death (within its powers), a Military Government Court may make such orders with respect to the person of the accused and the property, premises or business involved in the offence as are appropriate and authorized by the Rules of Military Government Courts; and shall have power to impound money or other objects, to grant bail and accept and forfeit security therefor, to order arrest, to compel the attendance and order the detention of witnesses, to ad-

minister oaths, to punish for contempt, and such other powers as may be necessary and appropriate for the due administration of justice.

- (f) Where an offence is charged under the laws of the occupied territory or any part thereof, the punishment which may be imposed shall not be limited to the punishment provided by such laws.

ARTICLE IV

COMPOSITION OF COURTS

4. All members of the Military Government Courts shall be officers of the Allied Forces.

5. General Military Courts shall consist of not less than three members. Intermediate and Summary Military Courts shall consist of one or more members.

6. Advisors to sit with any court may be appointed either by the court itself or by an authority empowered to appoint such class of court. They shall give the court such advice and assistance as it may require but shall have no vote.

7. Clerks, interpreters, and other persons necessary for the conduct of proceedings may be appointed by the court.

ARTICLE V

RIGHTS OF ACCUSED

8. Every accused before a Military Government Court shall be entitled:

- (a) To have in advance of trial a copy of the charges upon which he is to be tried;
- (b) To be present at his trial, to give evidence and to examine or cross-examine any wit-

- ness; but the court may proceed in the absence of the accused if the accused has applied for and been granted permission to be absent, or if the accused is believed to be a fugitive from justice;
- (c) To consult a lawyer before trial and to conduct his own defence or to be represented at the trial by a lawyer of his own choice, subject to the right of the court to debar any person from appearing before the court;
 - (d) In any case in which a sentence of death may be imposed, to be represented by an officer of the Allied Forces, if he is not otherwise represented;
 - (e) To bring with him to his trial such material witnesses in his defence as he may wish, or to have them summoned by the court at his request, if practicable;
 - (f) To apply to the court for an adjournment where necessary to enable him to prepare his defence;
 - (g) To have the proceedings translated, when he is otherwise unable to understand the language in which they are conducted;
 - (h) In the event of conviction, within a time fixed by the Rules of Military Government Courts to file a petition setting forth grounds why the findings and sentence should be set aside or modified.

ARTICLE VI

REVIEW

9. The record of every case in which a petition for review is filed and of such other cases as shall be determined in accordance with the Rules of Military

Government Courts shall be reviewed by such officer or officers as may be designated for that purpose by or under the authority of the Military Government.

10. The reviewing authority shall have power to set aside any finding of guilty, to suspend, reduce, commute or modify the sentence, to order a new trial, and to make such other orders as may be appropriate, but shall not set aside a finding of not guilty. The reviewing authority may increase the sentence in any case in which a petition of review has been filed which is considered to be frivolous, but shall not otherwise increase any sentence.

ARTICLE VII

CONFIRMATION OF DEATH SENTENCES

11. No sentence of death shall be executed unless and until confirmed in writing by the Supreme Commander, Allied Expeditionary Force, or other head of the Military Government for the time being, or such other officer as he may designate. The confirming authority shall have with respect to such sentence all the powers of a reviewing authority.

ARTICLE VIII

RULES

12. Rules of Military Government Courts not inconsistent with this Ordinance prescribing the procedure of such courts and the mode of exercise of the powers conferred may be made, amended or supplemented by or under the authority of the Supreme Commander, Allied Expeditionary Force, or other head of the Military Government for the time being.

ARTICLE IX
EFFECTIVE DATE

13. This Ordinance shall become effective upon the date of the first promulgation.

BY ORDER OF MILITARY GOVERNMENT.

HEADQUARTERS
UNITED STATES CONSTABULARY
A.P.O. 46 U. S. Army

AUTHORITY OF UNITS
AND INDIVIDUALS

1. Individuals and small patrols commanded by a trooper or a noncommissioned officer will:

- a. Conduct themselves in the manner of normal responsible men.
- b. Accomplish all missions given in the patrol log within the means at their disposal.
- c. Protect their vehicles and persons to the utmost.
- d. Take the action required at the scene of any accident in order to save life and property.
- e. Have the power to stop and demand identification of any person.
- f. Be authorized to take necessary action to prevent any crime or offence against military law, Military Government Law, or German Law within their means.
- g. Make an immediate investigation of any reported serious incidents or crimes of such a nature that time will not permit the delay resulting from receiving instructions from platoon or troop headquarters. In cases where serious incidents or crime are actually found to be in progress, take necessary action within their capabilities.

2. Individuals and small patrols commanded by a trooper or a noncommissioned officer will not:

- a. Allow themselves to be diverted from their missions by trivial complaints and requests.

- b. Arrest persons having immunity from arrests.
- c. Arrest general officers of the Army of the United States or Allied Armies.
- d. Conduct search and seizure operations on premises of any category, except in emergencies which require immediate action to prevent the escape or concealment of accused or suspected persons or the removal or destruction of evidence.

3. Separate Platoon and Troop Command Posts will:

- a. Authorize, where necessary, and make searches of premises to apprehend wanted persons, obtain evidence or contraband property, but will not extend these searches to swoop operations.
- b. Take necessary action within the means of the platoon or troop to execute control or action on any incident within the platoon or troop area of responsibility.
- c. Have the power to determine the disposition of arrestees.
- d. Refer cases involving CIC or CID to squadron headquarters for required action.

4. Squadron headquarters will take necessary action on all operations affecting area security, internal security, travel security, and border security within their areas of responsibility except swoop operations (see Security Memorandum Number 2, Headquarters Third United States Army, dated 7 May 1946).

5. Regimental Headquarters will:

- a. Take necessary action on all operations affecting area security, internal security, and border security within their areas of responsibility except swoop operations (see Security Memorandum Number 2, Headquarters Third United States Army, dated 7 May 1946).
- b. Handle simple delinquencies occurring within Regiment.

6. Brigade Headquarters will:

- a. Take necessary action on all operations affecting area security, internal security, and border security within their areas of responsibility except swoop operations (see Security Memorandum Number 2, Headquarters Third United States Army, dated 7 May 1946).
- b. Handle simple delinquencies occurring within the Brigade.

Reproduced by 3rd Constabulary Regiment

20 June 1946

APPENDIX IV

CONDUCT
OF
POLICE PATROLS

Section I
PURPOSE and SCOPE

1. This appendix provides you with a check list which will assist you to carry out your patrol missions. It contains instructions to follow in situations you may normally expect to encounter.

Section II
ACTION TAKEN BEFORE GOING ON
PATROL

(See also paragraph 16, chapter 2)

2. Before reporting for patrol duty make certain that:

- a. You are wearing the prescribed uniform and that it is clean, neat, and in good repair.
- b. You are shaven and your hair is neatly trimmed.
- c. Your weapons, vehicle, radio, and other equipment are clean and in good repair and working order.
- d. Your vehicle is serviced.
- e. You have in your possession the following:
 - (1) Weapons and ammunition.
 - (2) Watch.
 - (3) Pencils.
 - (4) Trooper's Handbook.
 - (5) Trooper's Notebook. (U. S. Constabulary Form 9)
 - (6) Rations, where necessary.
 - (7) Flashlight.
 - (8) Any special equipment prescribed for your patrol.

f. Carried as vehicular equipment in the glove compartment or other safe place in your vehicle, there is a heavy manilla envelope containing six (6) each of the following U. S. Constabulary forms plus four (4) large and four (4) small envelopes for holding seized evidence:

- (1) Form 4 — Property Label.
- (2) Form 6 — Sworn Statement.
- (3) Form 7 — Affidavit.
- (4) Form MG/PS/G/4 (Military Government Arrest Report).
- (5) Form 10 — Patrol Log.
- (6) Form 12 — Receipt.
- (7) Form 15 — Search Instructions.
- (8) Form 14 — Incident Reports.

While it is not expected that you will normally require these forms while on patrol, occasions may arise when time will be saved by having them in your possession.)

3. Before leaving the CP, make certain that:

- a. Your Patrol Log (U. S. Constabulary Form 10) lists your special orders, route, etc.
- b. You thoroughly understand your mission, route, and all special instructions pertaining to your patrol. (If you do not, ASK QUESTIONS!)
- c. You know the locations of hospitals, police stations, headquarters of other occupation agencies, etc., in your area.
- d. You have a list of known AWOLs, other wanted persons, and missing vehicles.
- e. You have necessary maps.

4. Upon leaving the CP:

- a. Enter "Time Out" and "Speedometer Out" on Patrol Log.
- b. Tune **radio** in on prescribed frequency.

Section III

ACTION WHILE ON PATROL

5. *Driving*

- a. Patrol slowly. You cannot observe properly at rapid speeds.
- b. Do not exceed the maximum prescribed speed except in an emergency.
- c. Obey all traffic signs and regulations and all military and civilian traffic police.

6. *Personal Conduct.* (See also paragraph 15, chapter 2)

- a. Maintain a military bearing.
- b. Do not lounge in the vehicle.
- c. Do not engage in conversation with people you encounter except on matters of official business.
- d. Do not smoke while actually patrolling, or when talking to persons in the line of duty.
- e. Be alert.

7. *Patrol Log.* (See also paragraph 16 h, chapter 2) Enter all observations and incidents of a military or police nature in the Patrol Log.

8. *Trooper's Notebook.* Enter details of special or unusual incidents and observations in your Trooper's Notebook.

9. *Reports.*

- a. Report immediately any unusual or important incident or observation to your CP by the quickest means available.
- b. Make routine, periodical, "check-in" reports as directed by your commanding officer.

- c. If your assigned schedule is to be interrupted for more than 30 minutes, report the cause to your CP by quickest means available.

10. *Liaison With Other Agencies.* Check in to the headquarters of such agencies as CIC, Military Government, Military Police and German Police as your commanding officer directs. Make notes on matters of police or military interest in your Trooper's Notebook. Record the stop in the Patrol Log.

11. *Identification of Arrestees, Suspects, and Witnesses.* (See also paragraph 23, chapter 2.) If you have occasion to make an arrest or question witnesses, get the following identifying information and enter it in your Trooper's Notebook:

- a. Military Personnel. Name, rank, army serial number, and organization. (Check information given against dog tags, drivers permits, officers identification cards and any order individual may have in his possession.)
- b. Civilian Personnel. Name, nationality, residence, occupation, business address, and telephone numbers. (Check information given against civilian identification cards, passes, warrants carried by civilian officials, and police, drivers permits, and vehicle registration certificates.)

12. *Statements of Witnesses, Suspects, and Arrestees.* (See also paragraph 28, chapter 2.)

- a. You are not expected to get formal, signed statements at the scene of the incident; however, verbal statements of witnesses, suspects, and arrestees made at the scene of the incident are of great value. You will record briefly in

your Trooper's Notebook what each witness, suspect, or arrestee has to say relative to the following:

- WHO — was involved?
- WHAT — happened?
- WHEN — did it happen?
- HOW — did it happen?
- WHERE — did it happen?
- WHY — did it happen?

- b. Statements, particularly those of a suspect or arrestee, should be made in the presence of reliable witnesses. Record identification of such witnesses.

13. *Disposition of Arrestees.*

- a. All arrestees and persons detained for questioning by higher authority will be taken to the nearest Constabulary CP, unless you are directed to do otherwise by your commanding officer.
- b. Prisoners will be turned over immediately after arrest, or upon completion of the patrol as directed by your commanding officer.
- c. You must get a receipt (U. S. Constabulary Form 12) for prisoners delivered, except where prisoners are delivered to your own troop CP.

14. *Vehicle Accidents.* (See also paragraph 21m, chapter 2.) Take the following action in the case of a vehicle accident.

- a. Proceed to scene quickly, but safely.
- b. Render first aid, arrange for evacuation of seriously injured, and protect property.
- c. Establish traffic control in vicinity.
- d. Secure accident investigation facts and enter them in your Trooper's Notebook. (If investigation at the scene reveals that a serious injury has occurred, or that the accident is a hit and run case, or involves some other seri-

ous offense, or that communication lines have been damaged, or that assistance will be required to clear up the scene and restore order, report by radio to the CP immediately after the investigation.)

- e. Clear up scene and restore order.
- f. If a Government vehicle is involved, aid the driver in completing Standard Form 26, "Drivers Accident Report".
- g. Enter incident in Patrol Log.

15. *Traffic Jams.* (See also paragraph 21, chapter 2.) If you come upon a traffic jam where no other police are present, take the following action:

- a. Assume charge.
- b. Determine cause of jam and clear it if possible.
- c. If jam is caused by an obstruction, re-route traffic around it until it can be removed.
- d. Remove obstruction. (Radio CP, if obstruction is too large to remove with facilities at your disposal.)
- e. Enter incident in Patrol Log, and details in your Trooper's Notebook.

16. *Check Points and Cordons.* (See also paragraph 22, chapter 2.) When necessary to establish a check point or cordon, take action as follows:

- a. Erect the signs and lights with which you will be provided to indicate that persons approaching the post are subject to challenge.
- b. Take posts in such a manner that the trooper approaching individuals to be checked is covered by other troopers and troopers are not in one another's line of fire.
- c. Have vehicle with engine warmed up parked in such a manner that pursuit in any direction can be given.

- d. Trooper making check should approach vehicle from rear, if vehicle is to be checked. Have all weepers ready for instant use.
- e. If individuals attempt to run the cordon or check point, warn them to stop by calling out "HALT" in a loud clear voice. If they fail to do so, open fire, taking care to avoid injuring innocent bystanders. Attempt to stop escaping vehicles by firing at the tires, engine, or gas tank.
- f. Place persons unable to produce satisfactory identification under arrest and dispose of as described in paragraph 13.
- g. Enter incidents in Patrol Log. Make notes on unusual incidents in your Trooper's Notebook.

17. *Information of Incidents.* (See also paragraph 28c, chapter 2.) From time to time persons will supply you with information relative to an incident or situation which has occurred, or may occur. When such information is received take the following action:

- a. Identify informant by checking all papers and getting complete business and residence addresses, phone numbers, etc.
- b. Get facts as related by informant. Enter them in your Trooper's Notebook. Do not forget to get the answers to Who, What, How, When, Where and Why.
- c. Detain informant if information is of an urgent nature, or if you have reason to believe that he will not be readily available for questioning at some future time.
- d. Go to scene if immediate action is necessary.
- e. If immediate action is not necessary, report facts to CP by radio or upon completion of patrol, depending on the urgency of the situation reported.
- f. Enter incident in Patrol Log.

18. *Scene of a Crime.* (See also paragraphs 25, 26, and 27, chapter 2.) On coming upon the scene of a crime, proceed as follows:

- a. Arrest offender, if he is near by. Get verbal confession at once, if possible. (Normally written confessions will be taken at the CP.)
- b. Give first aid to injured.
- c. Place guard on scene to keep unauthorized people away and to prevent tampering with evidence.
- d. Do not touch or disturb anything until after experts (see subparagraph e. below) have done their work, or a sketch has been made (see subparagraph g. below).
- e. Call CP for assistance, if needed. (Medical officer, photographer, fingerprint specialist, expert investigator, or additional help.)
- f. Interview witnesses and suspects. Identify each and make notes in your Trooper's Notebook.
- g. If no photographer is available, make a sketch of the scene (if it is a serious crime).
- h. Make thorough search of the place for evidence. (If photorapher or fingerprint specialist are coming, delay your search until the experts have finished their work.) Seize and record all evidence found.
- i. Call CP. Give a report on the case. Request further instructions, especially on whether to hold or release witnesses.
- j. Leave a guard on the place until you are sure that no further search there is needed.
- k. Enter all details in your Trooper's Notebook and record the incident in the Patrol Log.

19. *Scene of a Riot or Disorder.* (See also paragraph 24, chapter 2.) On coming upon a riot or disorder, proceed as follows:

Make a quick survey of the situation. If it is apparent that the situation could possibly get out of hand unless you have additional support, IMMEDIATELY CALL CP, GIVE A REPORT, AND REQUEST HELP.

- a. If the situation does not require additional troopers:
 - (1) Break it up. (Keep cool; be firm; don't get excited.)
 - (2) Arrest participants. Get statements.
 - (5) Identify witnesses. Get statements.
 - (4) Determine the facts.
 - (5) Call CP and give a report.
 - (6) Enter details and statements in your Trooper's Notebook.
 - (7) Record incident in the Patrol Log.
- b. Should the situation require additional troopers:
 - (1) Keep situation under observation.
 - (2) Keep spectators away, so as to keep riot from spreading.
 - (5) Spot ringleaders so that you can identify them later.
 - (4) Gather information as to causes, extent, parties involved, incidents, and future probabilities.
 - (5) When reinforcements arrive, report to officer in charge and give him all information you have.
 - (6) Record details in your Trooper's Notebook.
 - (7) Record the incident in your Patrol Log.

Section IV

ACTION UPON RETURNING FROM PATROL

20 Immediately after you have completed your patrol, proceed as follows:

- a. Process prisoners through CP Desk and Record Section.
- b. Make an oral report of the patrol to your commanding officer or his delegated assistant.
- c. Turn in your Patrol Log and clarify any entries which the clerk or desk sergeant may question.
- d. Using the notes in your Trooper's Notebook, assist the clerk in making out any complete, written forms or statements required on incidents encountered during your patrol.
- e. Turn in equipment, ammunition, etc., as directed.
- f. Perform after operations check on your vehicle.