

MARIN COUNTY SHERIFF'S DEPARTMENT
CUSTODY DIVISION POLICY AND PROCEDURE MANUAL

CHAPTER 8 - SECURITY
CUS - 8 - 8
PAGE 1 of 1

DATE
3-26-13

INMATE MOVEMENT

POLICY

Deputies will regulate and supervise inmate movement in order to maintain order, control and safety throughout the Marin County Jail.

PROCEDURE

Staff will escort inmates moving through the facility. Inmates considered low or medium security are moved in a ratio of three (3) inmates to one (1) deputy. Two (2) deputies can move up to eight (8) inmates, while three (3) deputies can move up to 10 inmates at one time. When a Protective Custody (PC) inmate is involved in a movement with any other classification, there will always be a minimum of two (2) deputies assigned to that movement. Inmates housed in Administrative Segregation shall be moved in handcuffs and will be escorted by two (2) deputies. Inmates regarded as potentially violent or high security will be restrained in handcuffs or waist chains prior to movement. Inmates will not be allowed to eat or engage in any loud talking, running or boisterous conduct while in movement. Inmates will not be allowed any personal property except legal papers when being moved to court.

Prior to an inmate being moved from one location to another in the facility, the pod deputy will create an "EVENT" in tab #4 of the Custody Management System (CMS) detailing where the inmate is to be transported. This "EVENT" is to remain open until the inmate is either returned to the pod, or moved to another pod, at which time the "EVENT" will be completed by the pod deputy.

An inmate who is known to be pregnant or in recovery after delivery shall not be restrained by the use of leg irons, waist chains, or handcuffs behind the body. Pregnant inmates who are handcuffed due to security and safety risks, shall have their wrists handcuffed in the front of their bodies when handcuffs are to be applied during transports and movements.

RELATED STANDARDS

None

DATE REVISED

08-03-94

03-26-13

By order of

DOUG ENDY

BUREAU COMMANDER