

Fairfax County Police Department



2024 Vehicle Pursuits Annual Summary



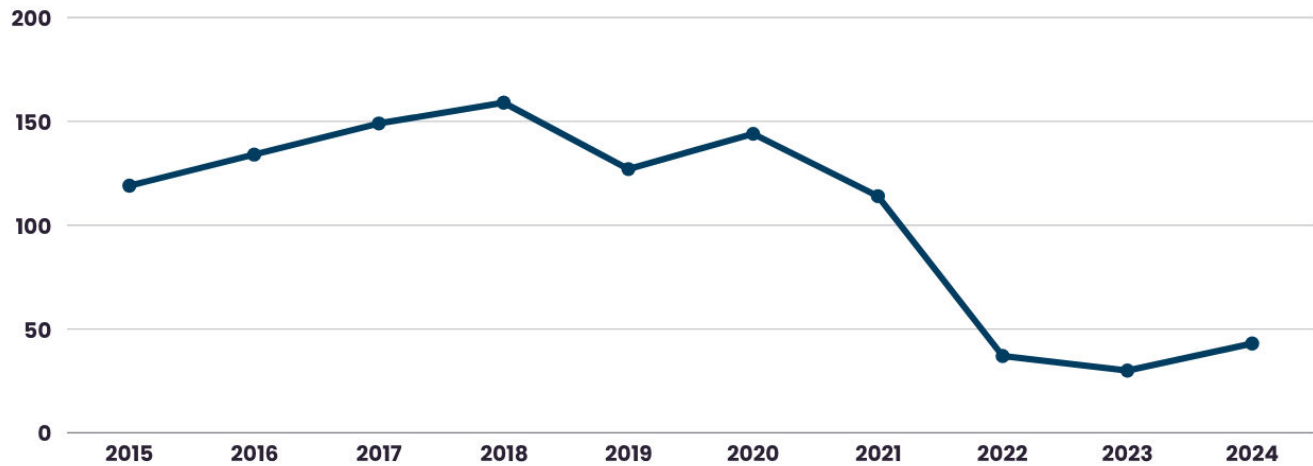
INTRODUCTION

In 2024, the Fairfax County Police Department (FCPD) was involved in 43 pursuits, continuing a notable reduction from the annual average of 105 per year over the past 10 years.

The FCPD pursuit policy establishes clear guidelines for officers regarding the initiation, continuation, participation in, or termination of vehicle pursuits. With a paramount commitment to preserving human life, officers are entrusted with the responsibility of exercising sound judgment before engaging in pursuit. Aligned with the Code of Virginia, which mandates driving with due regard for public safety, officers, controlling supervisors, and commanders are obligated to intervene and evaluate the necessity of pursuing suspects against the potential risks posed to both the public and law enforcement personnel. Consequently, pursuits should be terminated if the threat to public safety or officer well-being outweighs the immediacy of apprehending the offender.

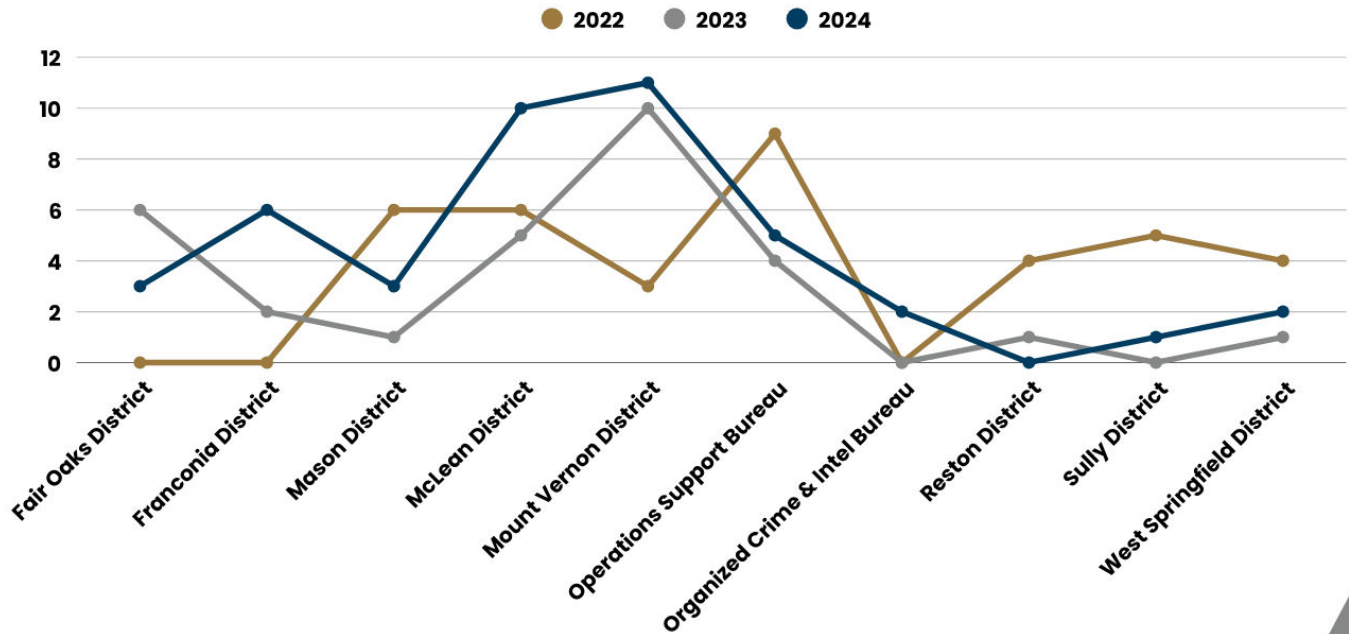
The FCPD reviewed and updated General Order 504 - Vehicle Pursuits on March 16, 2024. All information in the policy is current, including agency reporting procedures.

Vehicle Pursuits By Year, 2015-2024

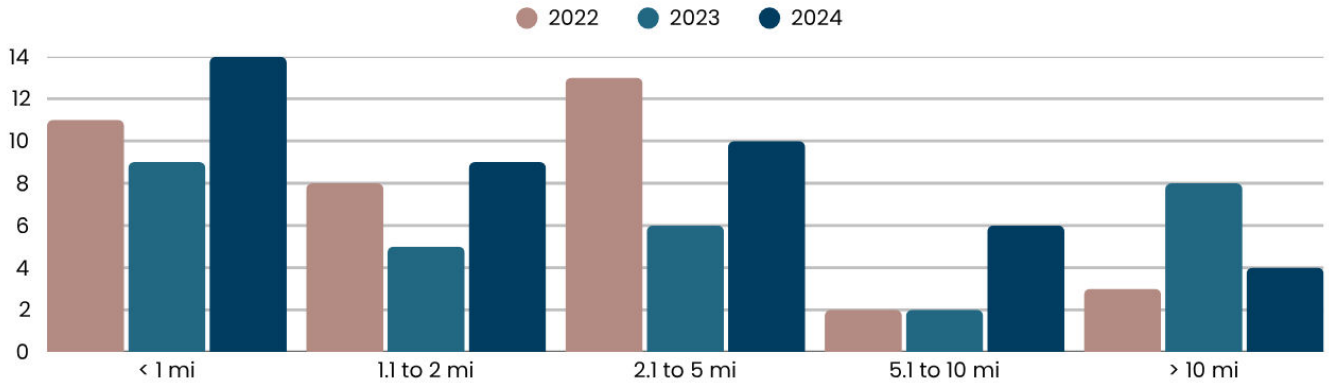


Pursuits By District & Bureau

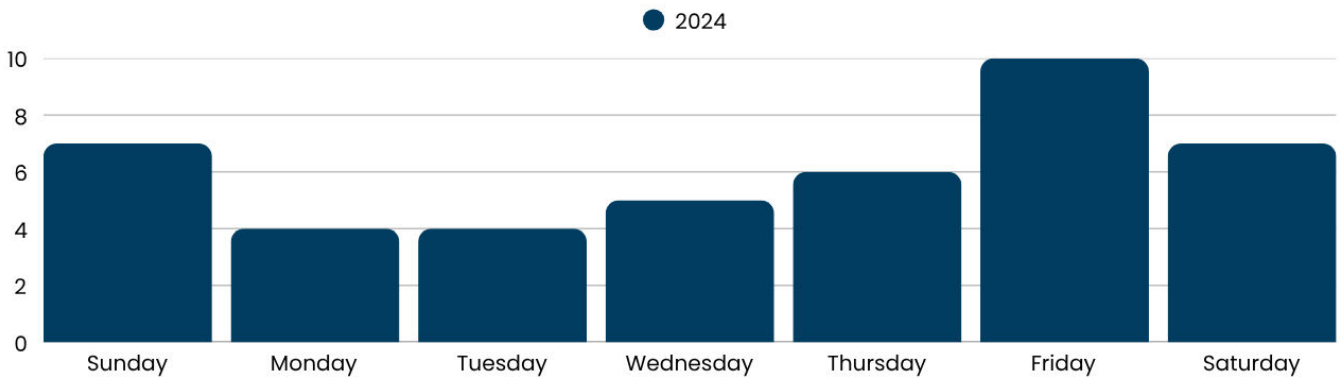
District / Bureau	2022	2023	2024
Fair Oaks District	0	6	3
Franconia District	0	2	6
Mason District	6	1	3
McLean District	6	5	10
Mount Vernon District	3	10	11
Operations Support Bureau	9	4	5
Organized Crime & Intelligence Bureau	0	0	2
Reston District	4	1	0
Sully District	5	0	1
West Springfield District	4	1	2
Total	37	30	43



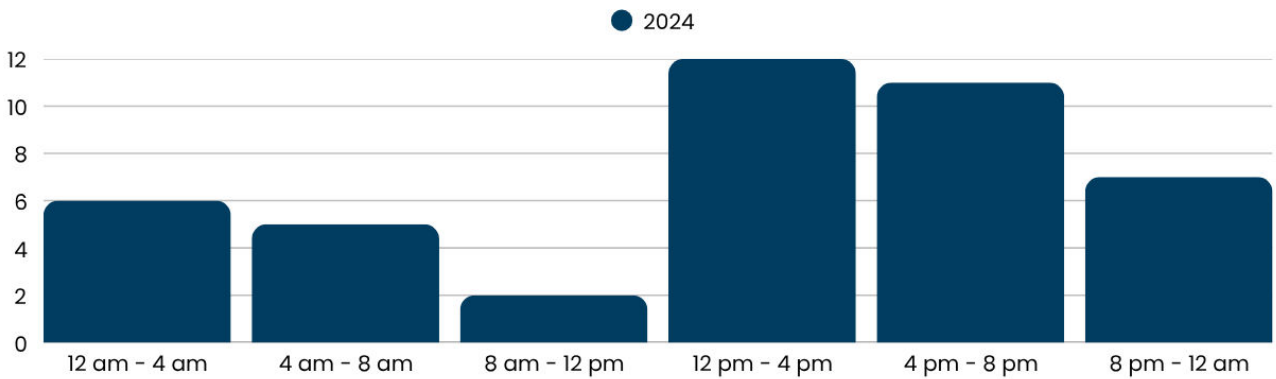
Pursuit Length (Miles)



Pursuits by Day of Week

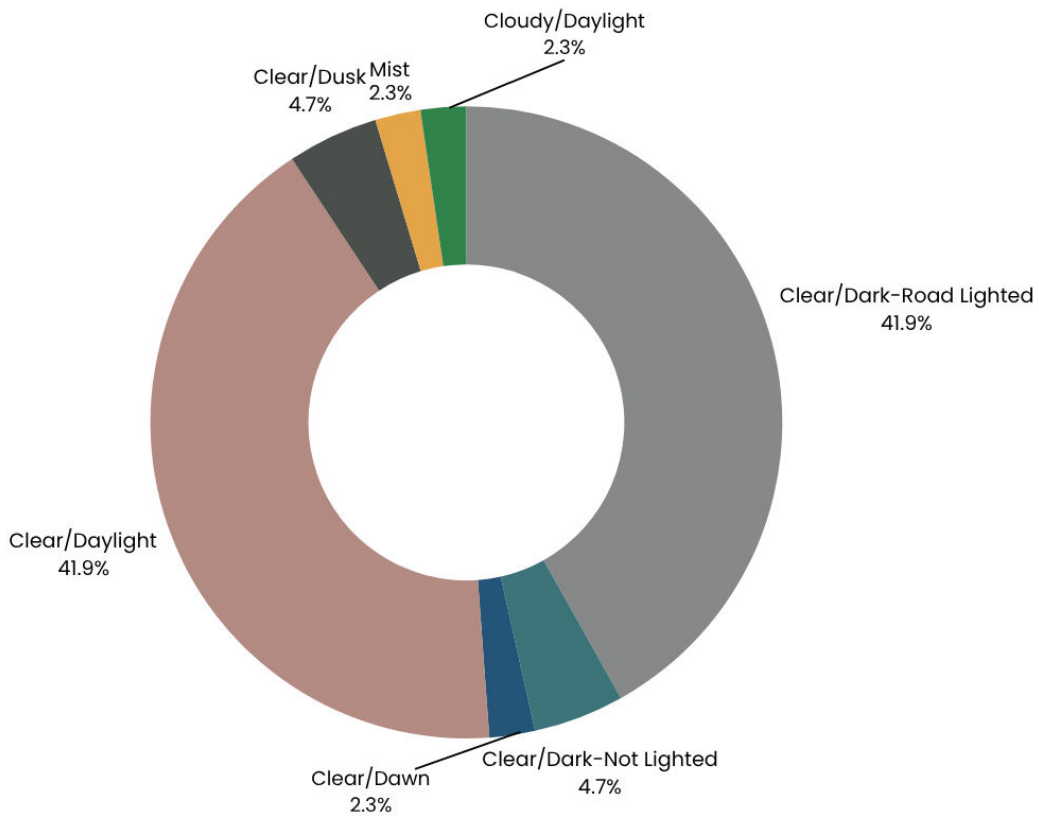


Pursuits by Time of Day



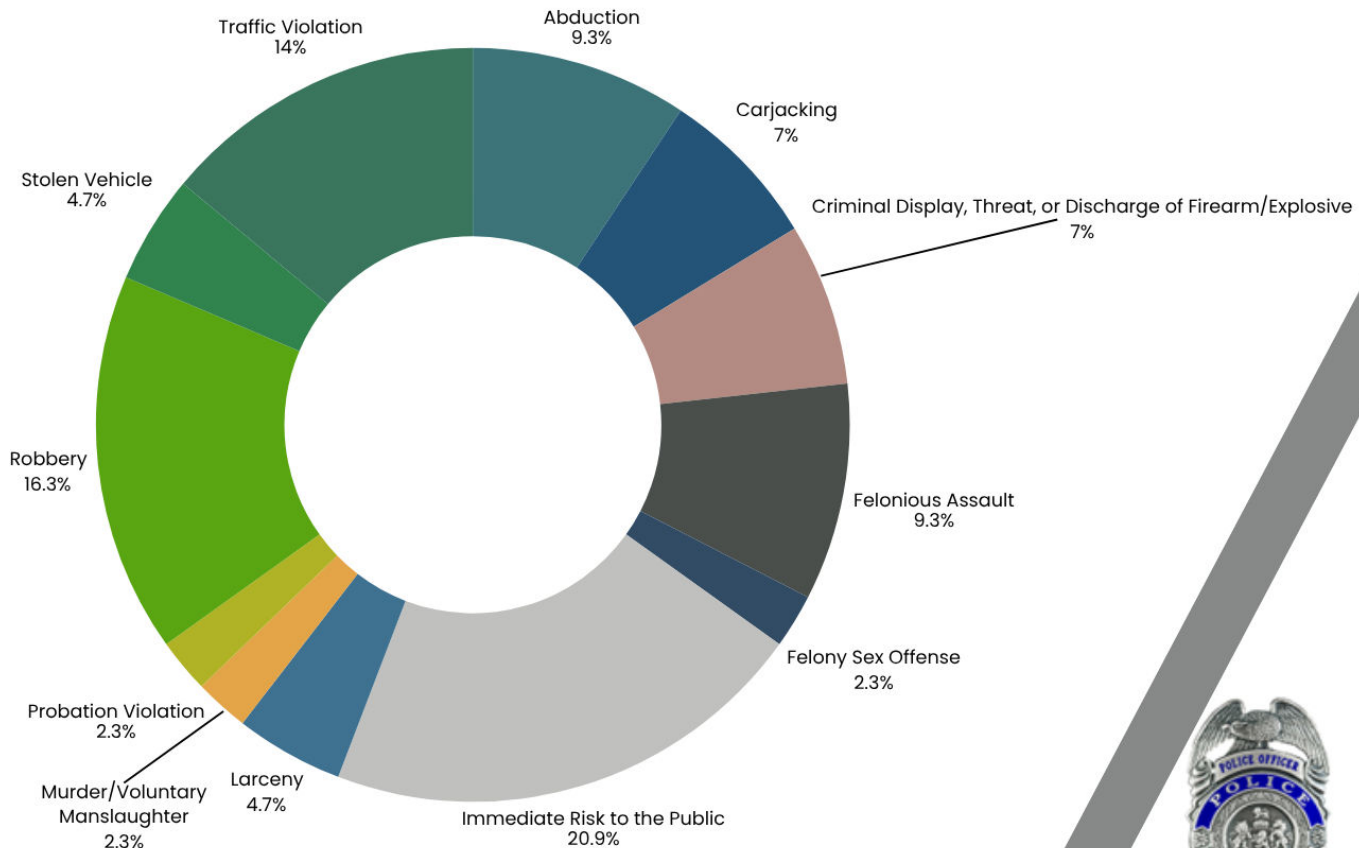
Weather Conditions During Pursuits

Weather Condition	# of Pursuits
Clear/Dark-Road Lighted	18
Clear/Dark-Not Lighted	2
Clear/Dawn	1
Clear/Daylight	18
Clear/Dusk	2
Mist	1
Cloudy/Daylight	1
Total	43



Events Initiating Pursuits

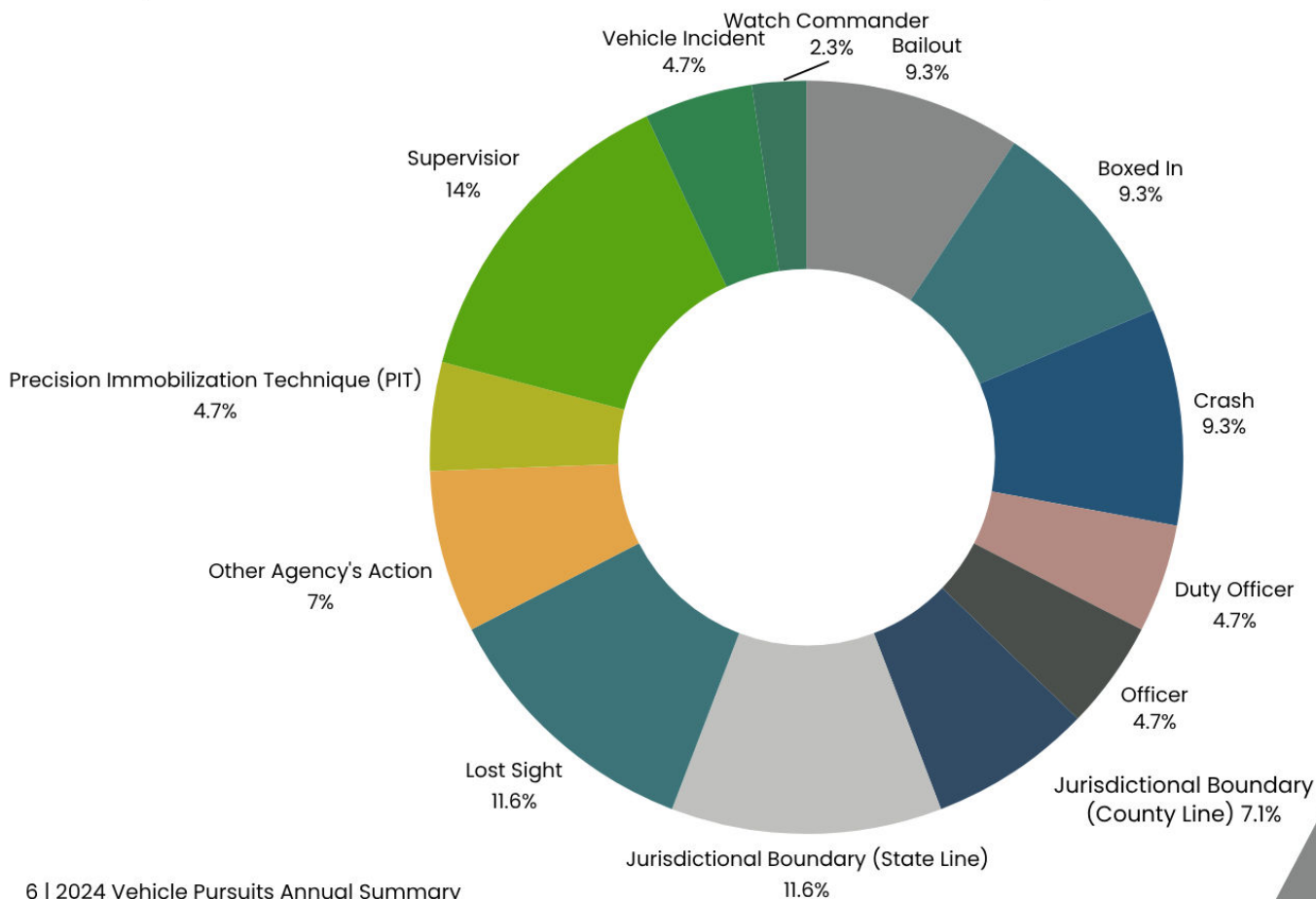
Event That Initiated Pursuit	# of Pursuits
Abduction	4
Carjacking	3
Criminal Display, Threat, or Discharge of Firearm/Explosive	3
Felonious Assault	4
Felony Sex Offense	1
Immediate Risk to the Public	9
Larceny	2
Murder/Voluntary Manslaughter	1
Probation Violation	1
Robbery	7
Stolen Vehicle	2
Traffic Violation	6
Total	43



Pursuit Terminations

Out of the 43 pursuits, 27 (63%) were terminated by supervisors or involved officers due to public safety concerns, crossing jurisdictional boundaries, loss of sight, or failure to meet pursuit policy guidelines.

Event That Terminated Pursuit	# of Pursuits
Bailout	4
Boxed In	4
Crash	4
Duty Officer	2
Jurisdictional Boundary (County Line)	3
Jurisdictional Boundary (State Line)	5
Lost Sight	5
Officer	2
Other Agency's Action	3
Precision Immobilization Technique (PIT)	2
Supervisor	6
Vehicle Incident	2
Watch Commander	1
Total	43



Pursuits Resulting in Injuries

Crashes that occurred during a pursuit may not be equal to the number of crashes that terminated a pursuit. Some crashes involving the offender vehicle might not have brought the offender to a stop at that time. Some crashes may have involved police vehicles only and/or community member vehicles that did not bring the pursuit to a conclusion.

Person Injured	# of People Injured
Offender	4
Officer	2
Passenger in Offender Vehicle	0
Uninvolved Community Member	2
Total Injuries	8

Precision Immobilization Technique (PIT)

Effective PIT maneuvers are those that bring a pursuit to a conclusion, while ineffective PIT maneuvers do not bring a pursuit to a conclusion. There can be more than one ineffective PIT maneuver in a single pursuit. Additional information on FCPD's PIT policy can be found in [General Order 505 - Vehicle Stopping Techniques](#).

Effectiveness	# of PITs
Effective PIT	2
Ineffective PIT	6
Total PIT Attempts	8

Person Injured	# of People Injured
Offender	2
Officer	0
Passenger in Offender Vehicle	0
Uninvolved Community Member	0
Total Injuries *	2

*PIT-related injuries are also counted in the crash injuries table above.

