

## Police Department Report-December 2025

Staffing	
Authorized Staff:	10
Current Staff:	8
Hours Worked For Comp:	0
Comp Hours Spent:	0
Vacation Hours Spent:	0
Sick Hours Spent:	10
Holiday Hours Worked:	312
Holiday Hours Not Worked :	168
Hours Worked For Overtime:	38
Total Hours Worked:	1567.5

Possible Liabilities (PD Employees Only)	
Comp Pool Liability (Dollars):	\$ 15,998
Vacation Pool Liability (Dollars):	\$ 51,475
Total Sick Pool Liability (Dollars):	\$ 48,969
Total Possible Liabilities:	\$ 121,215

Fleet	
Vehicles Authorized:	3
Vehicles Operational:	3
Gasoline Used (gal):	131
Total Miles Driven:	2,417

Police Activity	
Calls for Service	
Calls Dispatched:	44
Self Assigned Calls:	55
Total Calls for Service:	99
Agency Assists:	24
Police Reports:	15
Theft/Burglary Reports:	2
Arrests	
Misdemeanor Arrests:	2
Felony Arrests:	1
Total Arrests:	3
Proactive Citizen Contacts:	11
Vehicle Accidents	
Minor Accidents:	3
Major Accidents:	0
Total Vehicle Accidents:	3

Ordinance Violations	
Construction:	2
Solicitation:	0
Noise:	0
Tree Related:	1
Animal Related:	0
Total Citations Issued	1
Total Warnings Issued	2
All Others:	0
Total Ordinance Violations:	3

Traffic Initiatives	
Location 1: Riley traffic from Zilker Park	
Citations/Warnings issued at this Location:	28
Location 2: Park Zone	
Citations/Warnings issued at this Location:	14
Location 3: Bee Caves	
Citations/Warnings issued at this Location:	65
Total Citations/Warnings issued during traffic initiatives:	107

Traffic Enforcement	
Total Citations issued:	114
Total Warnings issued:	58
Total Citations and Warnings:	172
Location of Traffic Stops	
City Roadways:	59
Bee Caves Road:	65
Total Traffic Stops:	124
Type of Violations	
Moving Violations:	110
Non-Moving Violations:	26
Total Violations:	136
Parking Violations	
Total Citations issued:	48
Total Warnings issued:	8
Total Citations and Warnings:	56

Chief's Blotter	
*City of Austin Trail of Lights, no major traffic issues besides parking citations issued for No Event Parking.	*1st Annual Lighting in the Park.