

Police Department Report-January 2026

Staffing	
Authorized Staff:	10
Current Staff:	8
Hours Worked For Comp:	0
Comp Hours Spent:	0
Vacation Hours Spent:	24
Sick Hours Spent:	0
Holiday Hours Worked:	48
Holiday Hours Not Worked :	64
Hours Worked For Overtime:	48
Total Hours Worked:	1052

Possible Liabilities (PD Employees Only)	
Comp Pool Liability (Dollars):	\$ 15,998
Vacation Pool Liability (Dollars):	\$ 52,999
Total Sick Pool Liability (Dollars):	\$ 52,824
Total Possible Liabilities:	\$ 123,758

Fleet	
Vehicles Authorized:	3
Vehicles Operational:	3
Gasoline Used (gal):	261
Total Miles Driven:	2,458

Police Activity	
Calls for Service	
Calls Dispatched:	52
Self Assigned Calls:	68
Total Calls for Service:	120
Agency Assists:	33
Police Reports:	8
Auto Theft/BOV Reports:	2
Arrests	
Misdemeanor Arrests:	1
Felony Arrests:	0
Total Arrests:	1
Proactive Citizen Contacts:	
Vehicle Accidents	
Minor Accidents:	4
Major Accidents:	4
Total Vehicle Accidents:	8

Ordinance Violations	
Construction:	1
Solicitation:	0
Noise:	3
Tree Related:	0
Animal Related:	0
Total Citations Issued	1
Total Warnings Issued	0
All Others:	0
Total Ordinance Violations:	4

Traffic Initiatives	
Location 1: Riley traffic from Zilker Park	
Citations/Warnings issued at this Location:	0
Location 2: Park Zone	
Citations/Warnings Issued at this Location:	10
Location 3: Bee Caves	
Citations/Warnings Issued at this Location:	88
Total Citations/Warnings issued during traffic initiatives:	98

Traffic Enforcement	
Total Citations issued:	83
Total Warnings issued:	74
Total Citations and Warnings:	157
Location of Traffic Stops	
City Roadways:	75
Bee Caves Road:	88
Total Traffic Stops:	163
Type of Violations	
Moving Violations:	94
Non-Moving Violations:	63
Total Violations:	157
Parking Violations	
Total Citations issued:	5
Total Warnings issued:	0
Total Citations and Warnings:	5

Chief's Blotter
*Saturday January 25th through Monday January 27th-The City of Rollingwood set up the EOC (Emergency Operations Command) center at city hall due to the weather. No major issues.