

# Burglary



# PC 459 - Definition

- Any person who enters a dwelling with the intent to commit theft or any felony
- Dwell = house, room, apartment, shop, warehouse, store, mill, barn, stable, outhouse, other building, tent, vessel, floating home, railroad car, cargo container, trailer, camper, vehicle, aircraft, mine

# Discussion

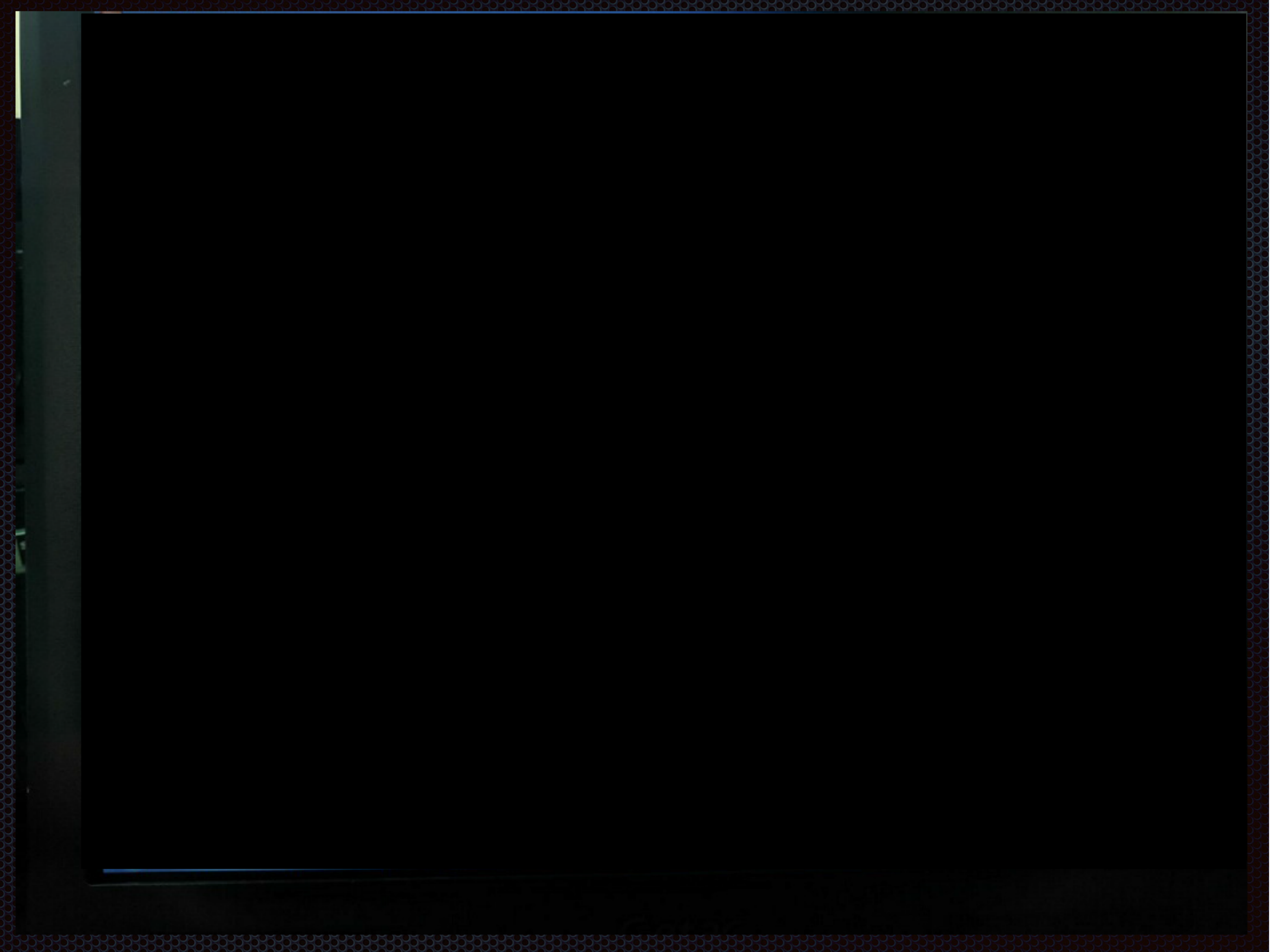
# PC 211 - Robbery

- The taking of personal property in the possession of another, from his / her person or immediate presence, and against his will, accomplished by means of force or fear.

# Discussion

# PC 594 - Vandalism

- Every person who maliciously defaces with graffiti or other inscribed material, damages, or destroys any real or personal property not his or her own.







# Proceed Safely to the Scene



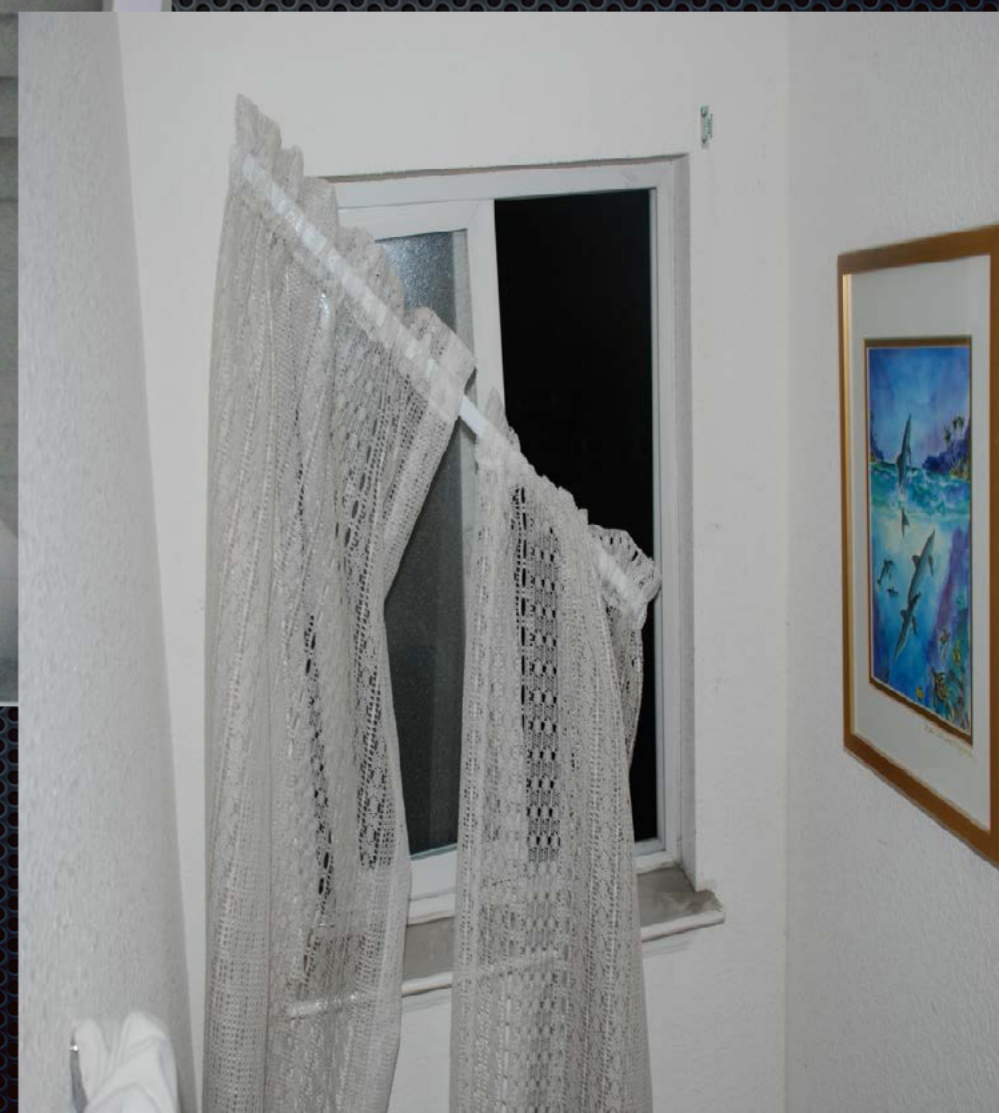
# RP

- Contact RP and any other occupants at home/location.
- Confirm the home has been searched **PRIOR TO ENTERING THE HOME!**
- Attempt to locate / contact additional victims

# RP

- Ask for Identification (CDL/ID Card/Passport)
- Complete a Field Identification card (FI)
- Ask what is missing (Vehicles, Checks, Credit cards, electronics, **weapons, firearms**, jewelry, etc) – have victim estimate the value of items
- Determine a time line

# Point of Entry



# Point of Entry

- Think about evidence
- How did bad guy enter and exit dwelling?
- What did the bad guy touch?
- Can I collect DNA? Fingerprints? both?
- Is there video Surveillance at the location?  
Neighbors?

COMMON SENSE

# Photos

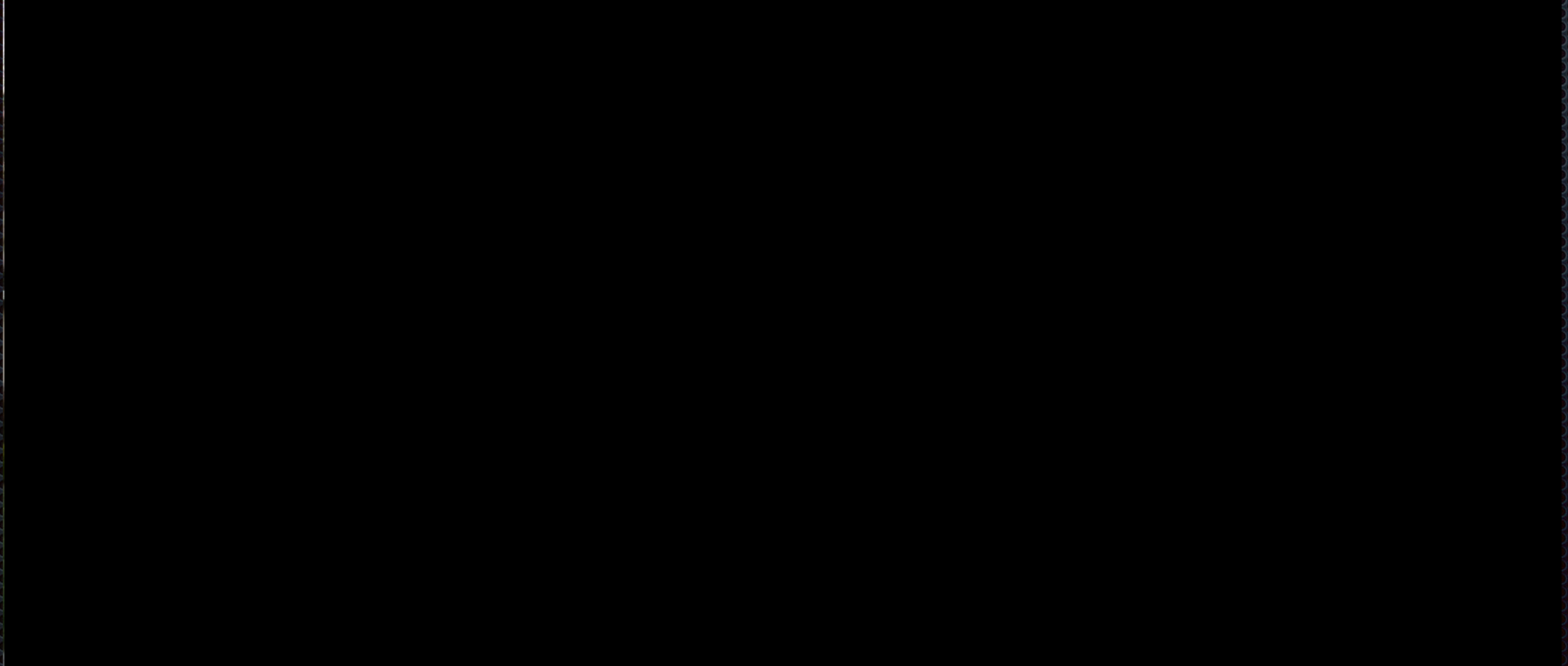
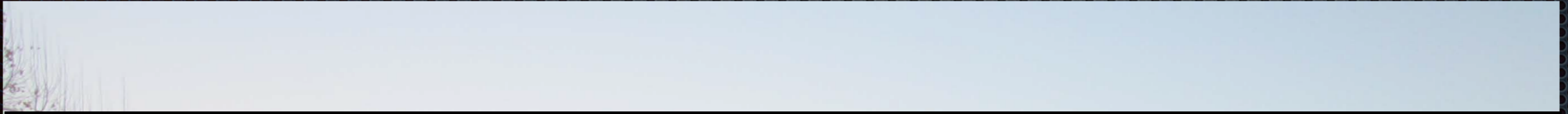
- Types –

- OVERALL

- MEDIUM

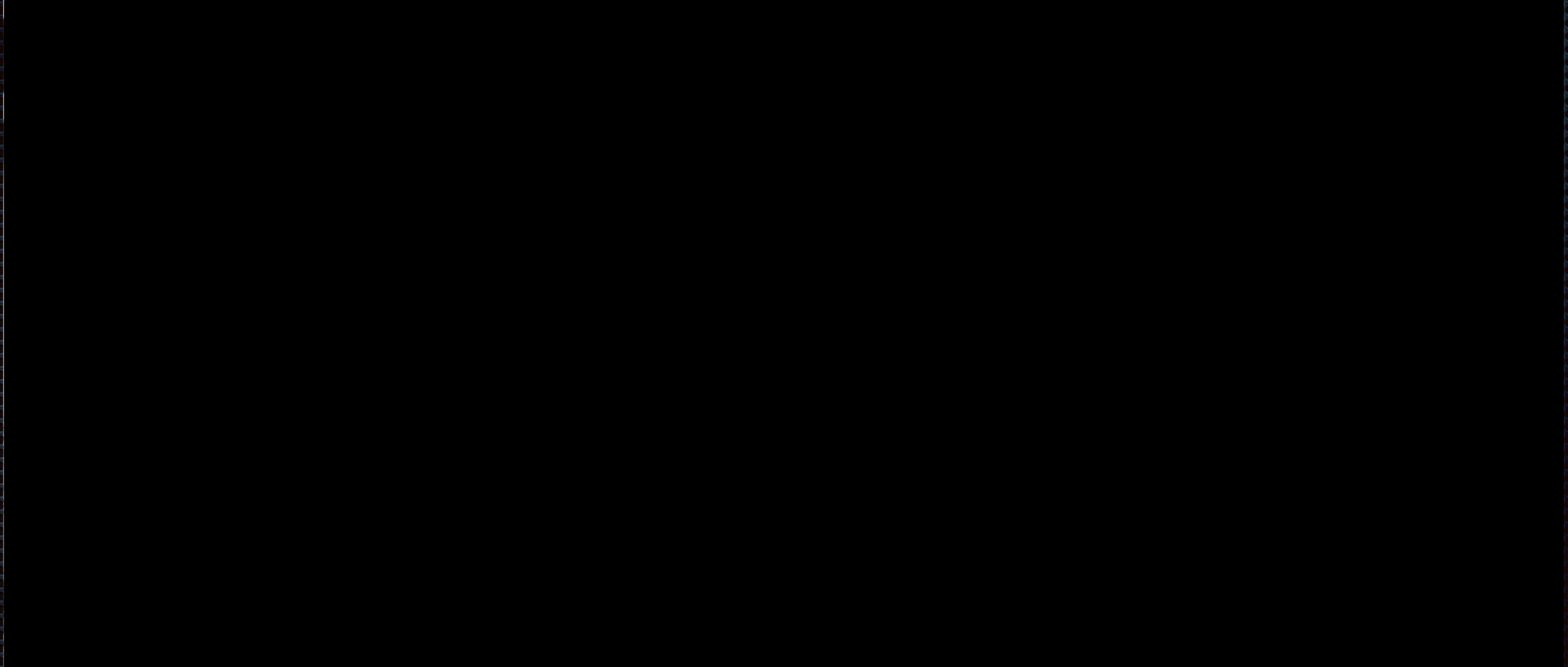
- CLOSE-UP

# Photos



OVERALL

# Photos



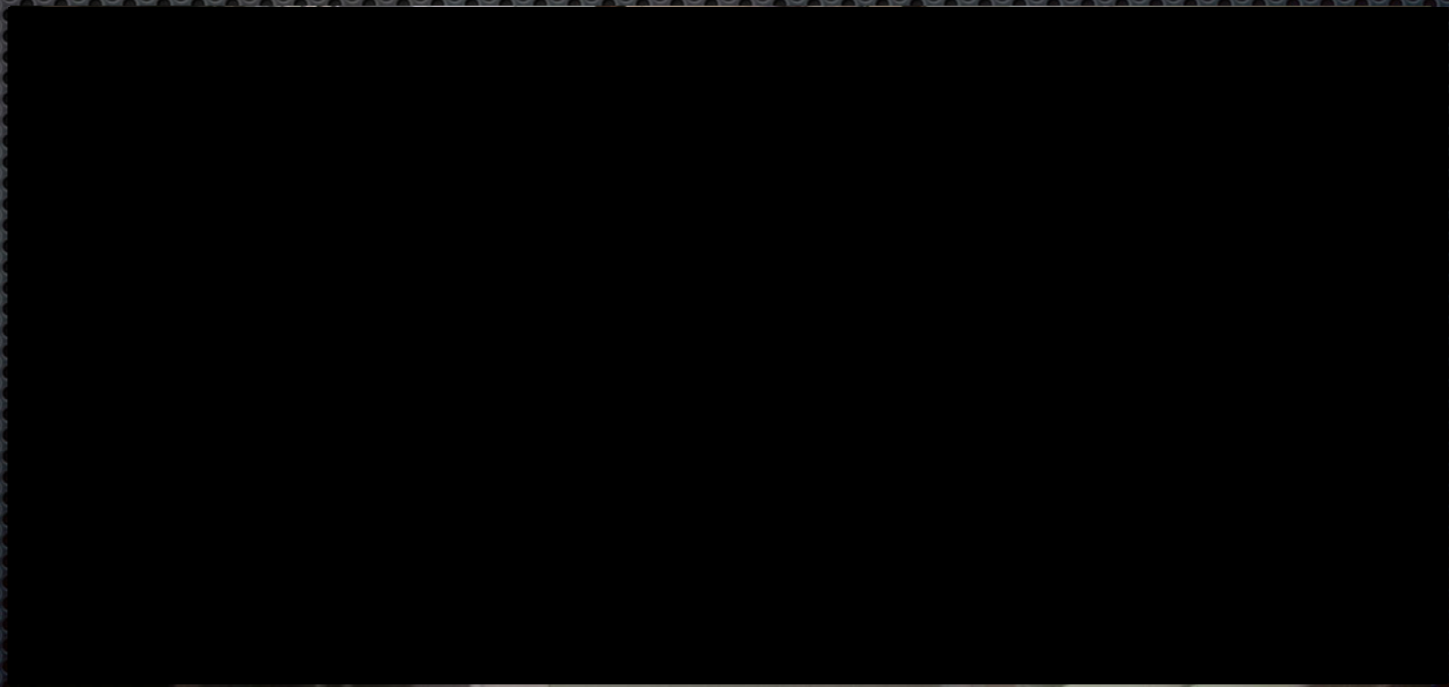
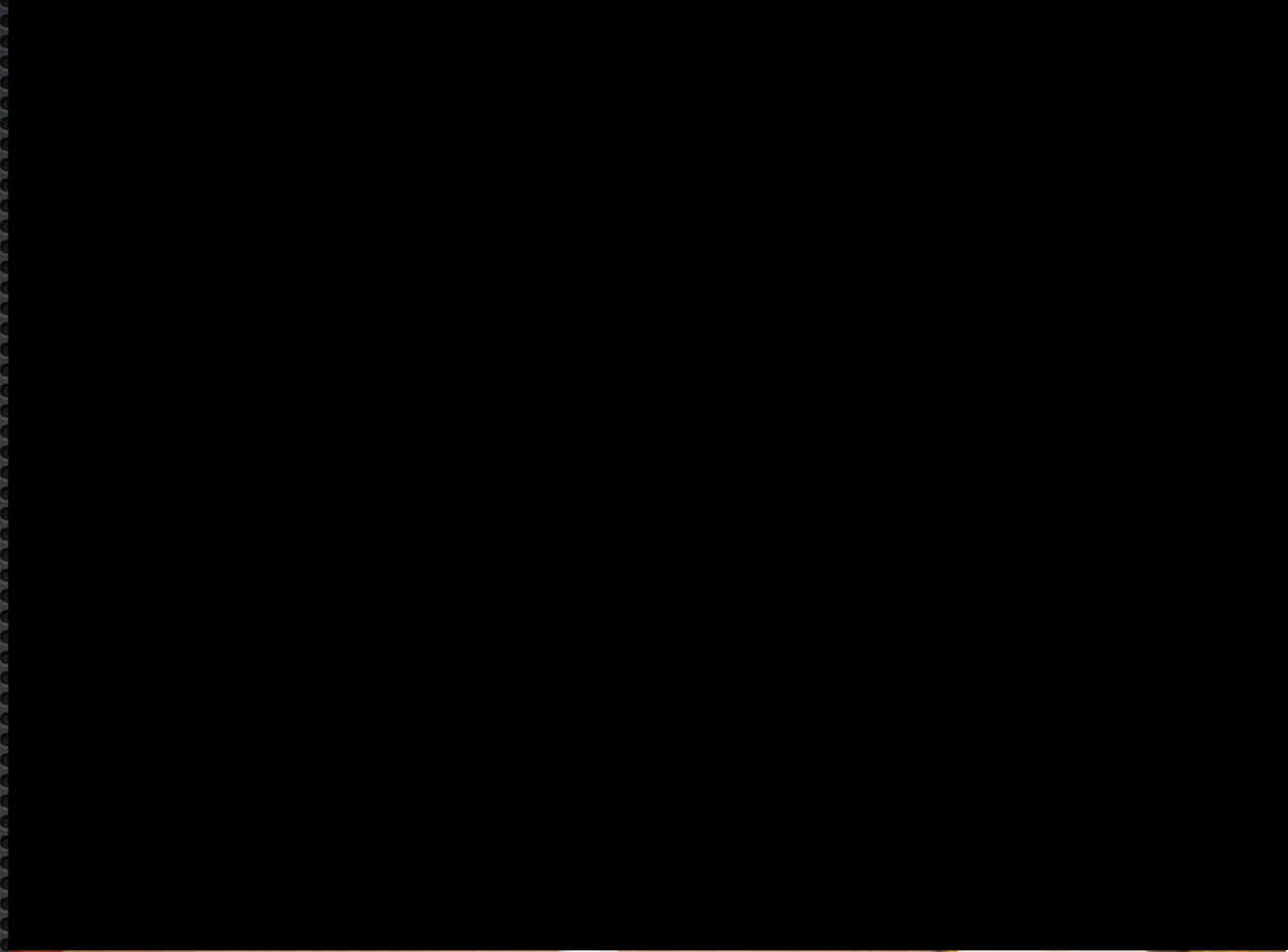
MEDIUM



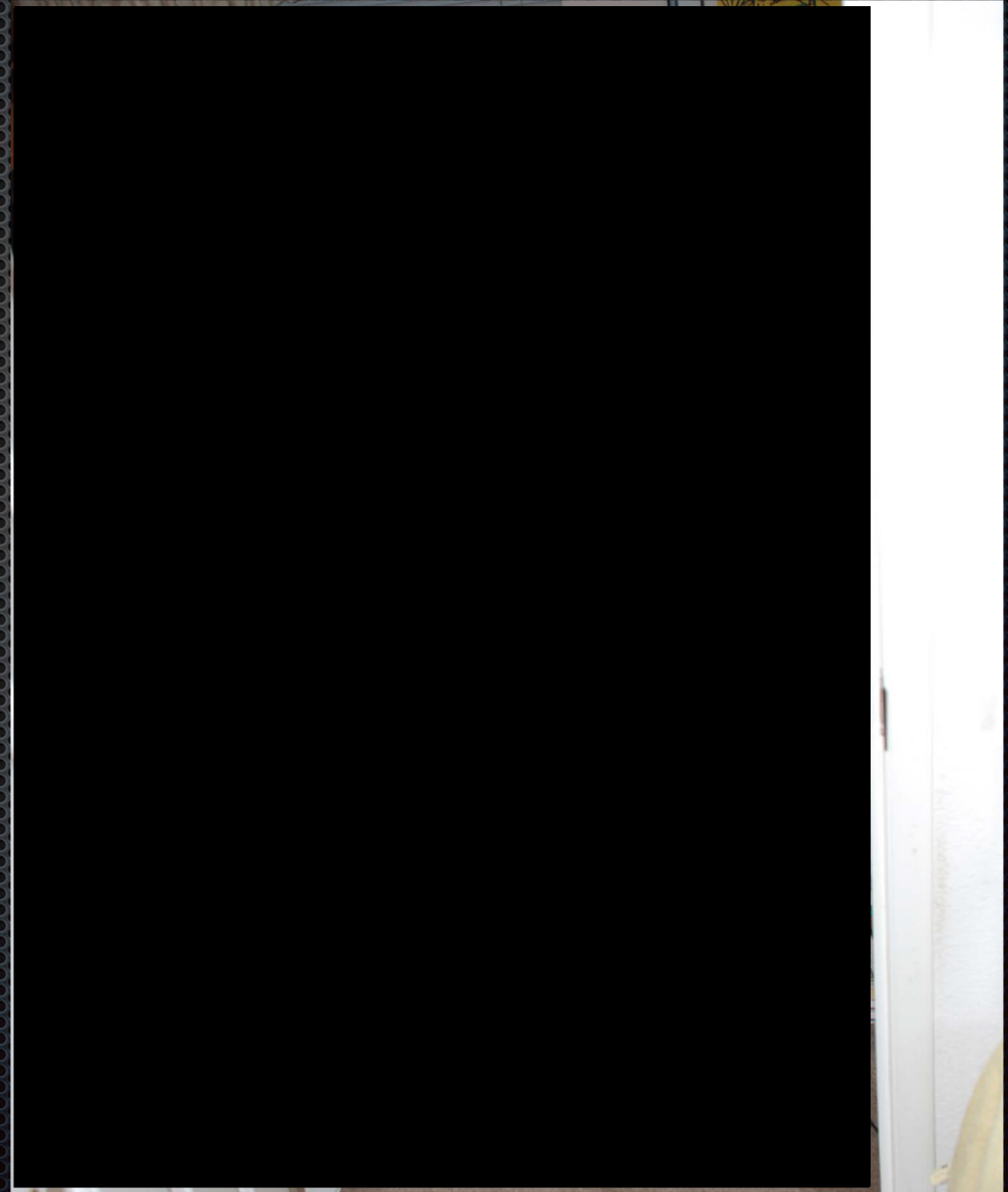
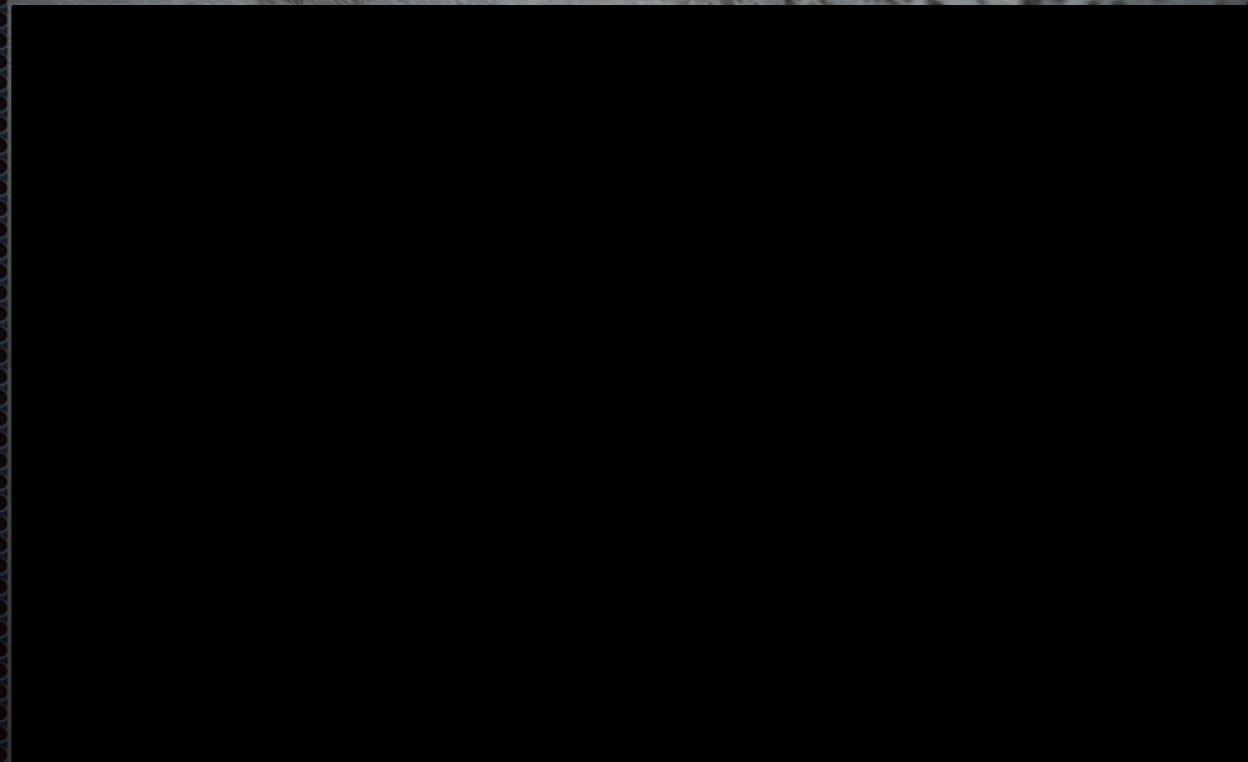
# Photos



# Photos



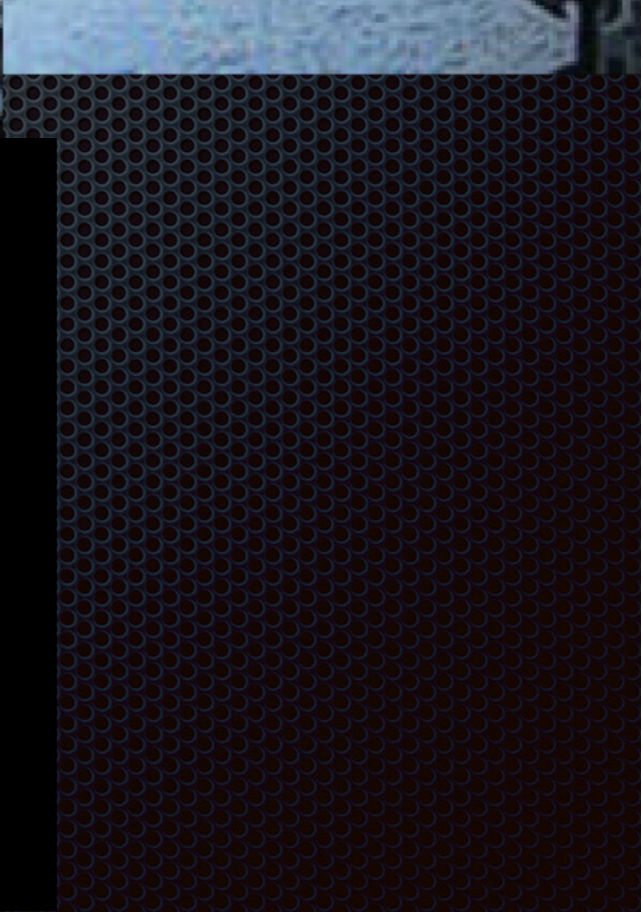
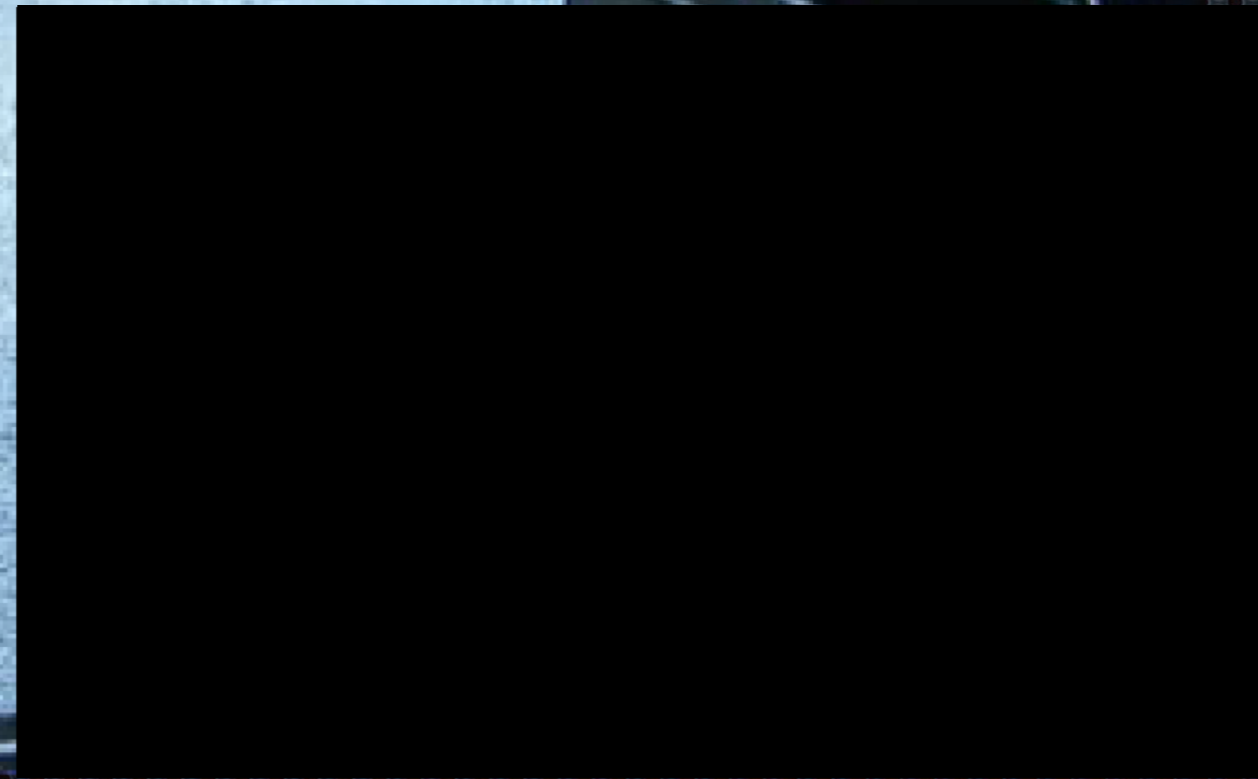
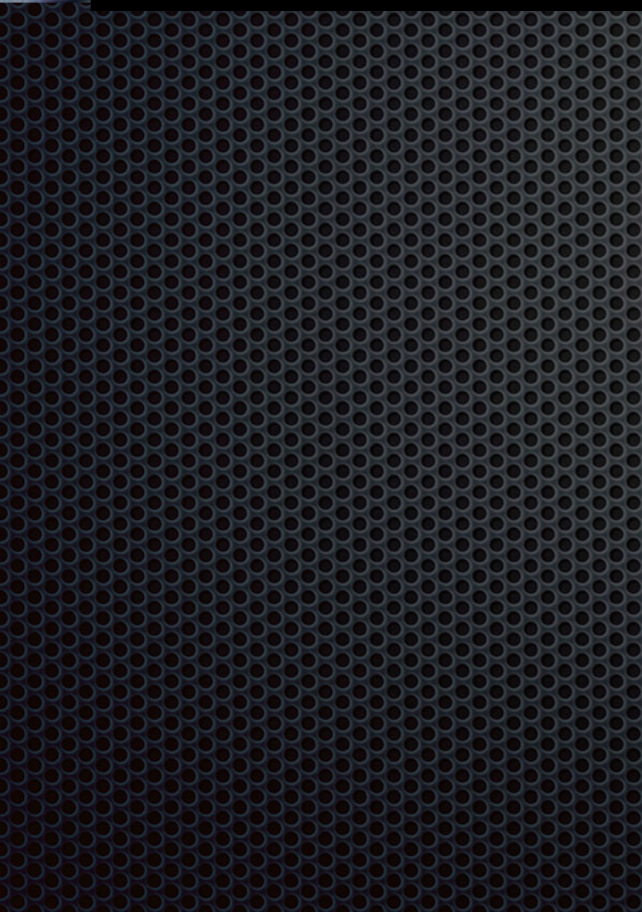
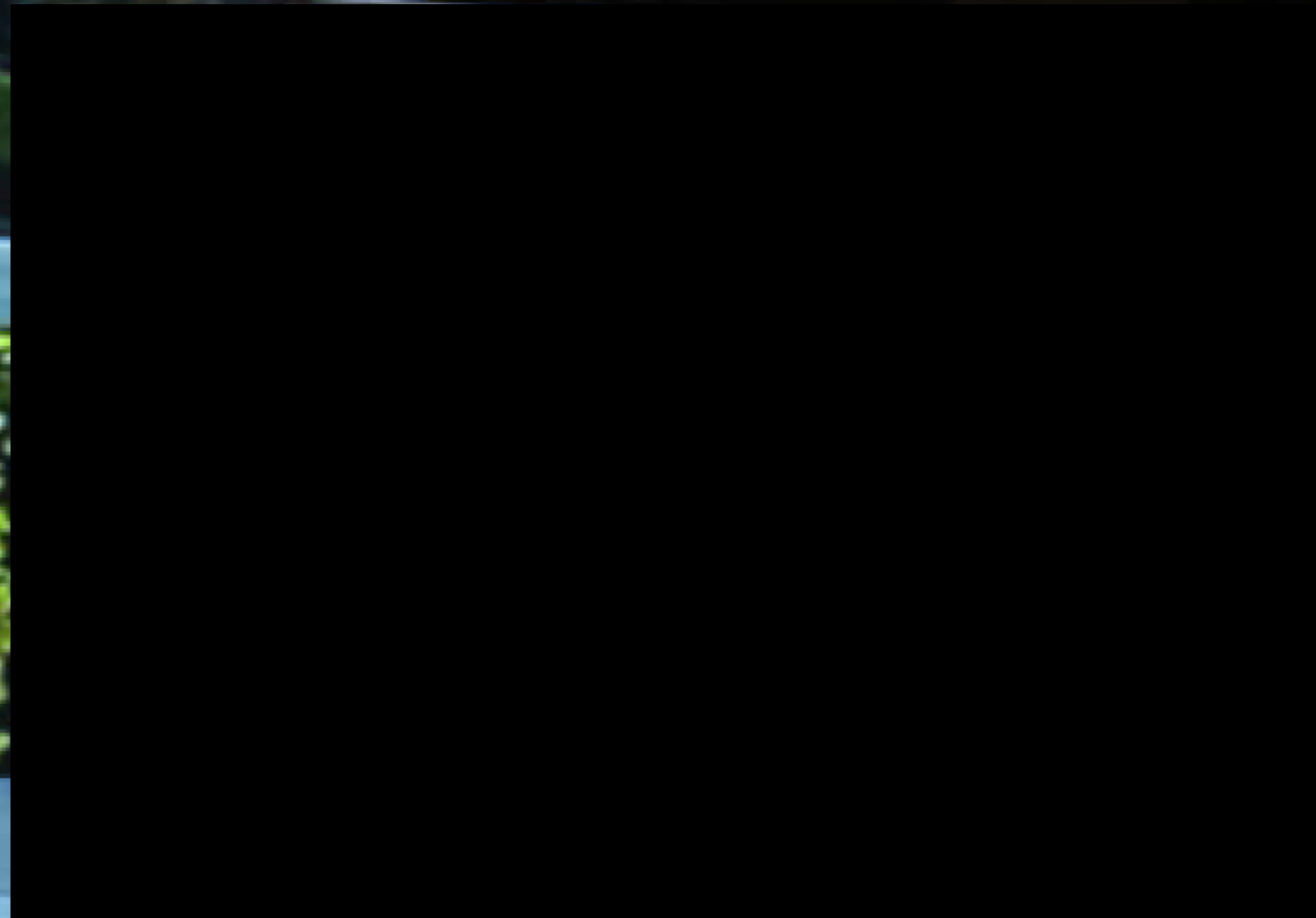
# Photos

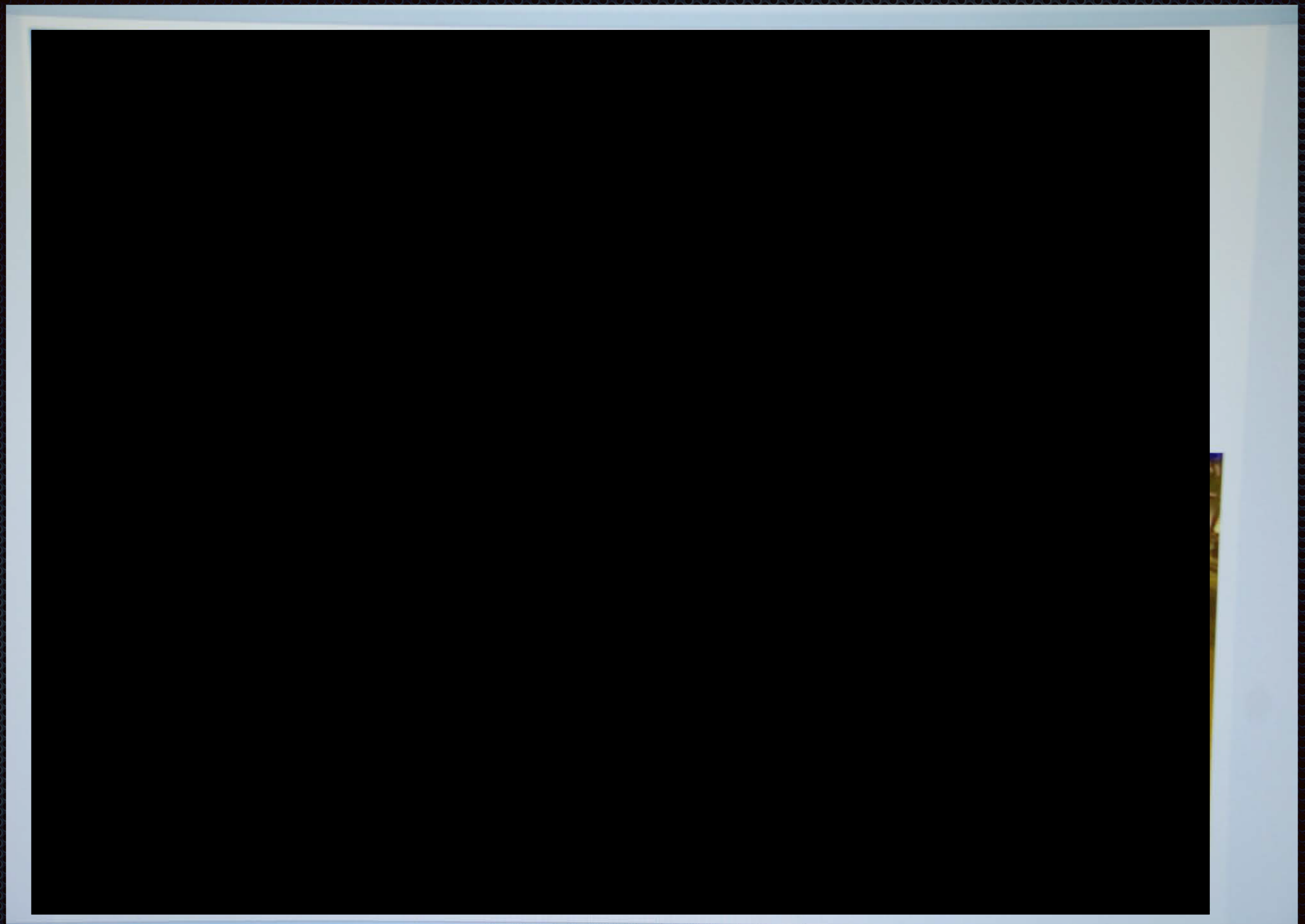


# Video Surveillance

- Canvass – check with neighbors (**DO EVERYTHING YOU CAN TO LOCATE AND COLLECT**)
- Photograph suspect seen on video
- Make a recording of the video if unable to collect
- Zoom or enhance with the video system if possible
- Make sure to summarize what you see in the video in your report!!

ause





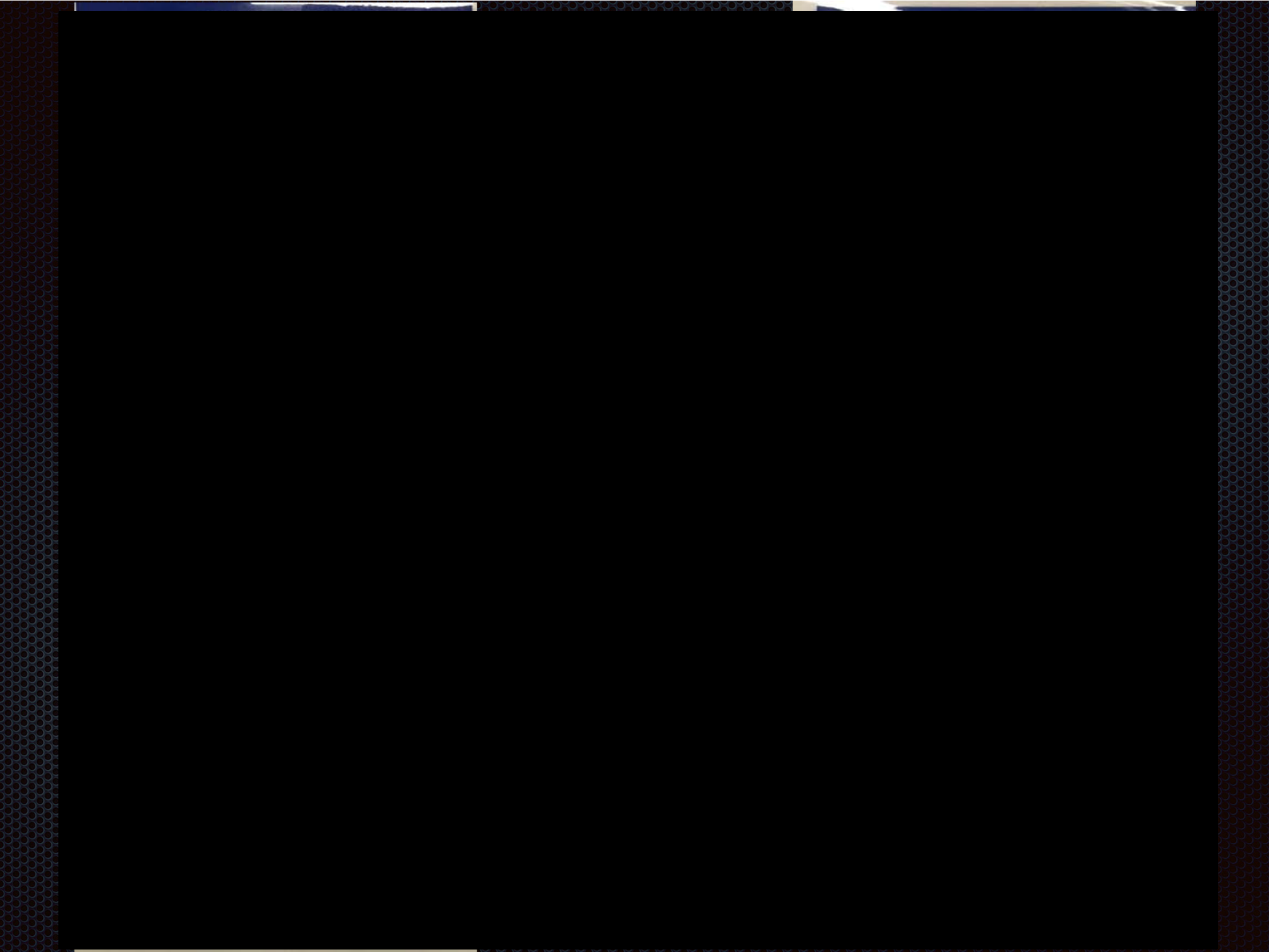
# Video Surveillance

**Sample videos**









# Property Report (200-3B)

## SAN JOSE POLICE DEPARTMENT

### Property Report Instruction Sheet

List and identify all items of property that are missing. This report will be included with the original offense report.

#### PLEASE TYPE OR PRINT LEGIBLY

Describe each article completely. Be sure to note any initials or special marks on common items such as hand tools, toolboxes, sleeping bags, etc. to aid in identification and recovery of your property.

#### ALWAYS INDICATE ANY IDENTIFIABLE OR UNIQUE FEATURES

- ART OBJECTS:** Describe article, material, artist.
- BICYCLES:** Indicate wheel size, boy's or girl's model, speed and license information.
- CAMERAS:** Indicate type of lens, flash attachments, other accessories and if in camera case.
- CLOCKS:** Indicate type: wall, mantle, travel, wind, electric, digital, chimes, or alarm.
- CLOTHING:** Indicate men's, women's, or children, type of material, trim, size, label.
- FIREARMS:** Indicate pistol, rifle or shotgun, barrel length, describe grips/stocks and holster/cases, caliber, make, and model number.
- JEWELRY:** Indicate type of metal, size, type & number of stones; men's, women's or children, jeweler.
- WATCHES:** Indicate men's, women's, children, type of band, movement, other features.
- PAINTINGS:** Describe scene, type of paint, frame, artist name.
- RADIOS:** Indicate brand, AM-FM/CB, size, clock, additional features.
- SILVERWARE:** Indicate manufacturer, design, describe case, type of metal.
- TELEVISIONS:** Indicate color or black/white, screen size, brand, console or portable model.  
List all components, speakers, receivers, amps, headphones. Attach photos or drawings if available. Contact the store where purchased for additional description.
- STEREO EQUIPMENT:** (SERIAL AND MODEL NUMBER, INSCRIPTIONS ARE IMPORTANT.)

The completed Property Report Form can be mailed or returned to:

San Jose Police Department  
Records Unit  
201 W. Mission Street  
San Jose, CA 95110

# Property Report (200-3B)

Case #	<b>SAN JOSE POLICE DEPARTMENT PROPERTY REPORT</b> <i>PLEASE TYPE OR PRINT - Return within 10 days to: SJPD 201 W. Mission St., San Jose, CA 95110</i>	Insurance Co.
Victim Name		Address
Address		Phone
Phone (h) (w)		

**CATEGORY A – FIREARMS – Please list all stolen firearms below**

Item Description	Brand	Model #	Caliber	Color	Serial #	Identifying Marks	Value
							\$
<b>Total Category A</b>							\$

**CATEGORY B – IDENTIFICATION (Badges, Birth Certificates, Passports, Licenses, etc. Do not include credit cards - list credit cards under Category D)**

Item Description	I.D./Serial #	Name/Identifying Marks on ID
<b>Total Category B</b>		

**CATEGORY C- (Food Stamps, WIC vouchers, lottery tickets)**

Item Description	Serial #	Identifying Marks	Value
			\$
<b>Total Category C</b>			\$

**CATEGORY D – MISCELLANEOUS – All other items other than above categories**

Item Description	Brand	Model #	Size	Color	Serial #	Identifying Marks	Value
							\$
<b>Total Category D</b>							\$

# Conclusion

- Ensure you have all items needed to write a **DETAILED** and complete report (entities, complete addresses, phone numbers, email, etc)
- Provide RP a Case Receipt card and Property Report Form 200-3B
- Canvass (only document it if you REAL did it!)

# Additional items to consider

- Ensure the evidence located and/or collected is clearly qualified as evidence in your report.
- Talk to other CSOs and review your own reports to determine if this case shares a MO with other cases.
- Burglary is there to help YOU, not to follow up on a poorly investigated case ...
- Remember, you are the one that will be testifying in court regarding the case – this includes statements, evidence located, etc.
- Be detailed and complete in your report writing. Anything that you miss will not be discovered unless you document it (Victims deserve to have their case investigated to the best of our abilities!!)