Physical Restraints¹

Detention Total ²	
Total	880
With Injury ³ Total	*
Injury A ⁴	0
Injury B ⁵	*
Secure Detention/Specialized Secure Detention Total	
Total	739
With Injury Total	*
Injury A	0
Injury B	*
Crossroads	
Total	406
With Injury Total	*
Injury A	0
Injury B	*
Horizon	
Total	333
with injury	*
injury A	0
injury B	*
Non-Secure Detention	
Total	129
With Injury Total	0
Injury A	0
Injury B	0

^{*}The number of children in cells with one - five youth are not shown to $\ensuremath{\epsilon}$ ¹ Physical restraints refer to physical hold techniques included in the Safe physical safety interventions.

Data source: Incident Database as of 4/30/25

 $^{^2\}text{The}$ detention total may include a small number of incidents that took ρ ³ Injury is defined as any event requiring medical treatment. Injuries range and fractures. It is the sum of Injury A and Injury B.

⁴ 'Injury A' includes injuries requiring clinical treatment beyond what cou products. Categorization is made by medical staff.

⁵ 'Injury B' includes injuries treatable by a layperson with over-the-count Categorization is made by medical staff.

^{*}The number of youth in cells with one - five are not shown to protect anonymity.

Mechanical Restraints⁶

Detention Total	
Total	415
With Injury Total	15
Injury A	0
Injury B	15
Secure Detention/Specialized Secure Detention Total	
Secure Detention/Specialized Secure Detention Total	407
With Injury Total	15
Injury A	0
Injury B	15
Crossroads	
Total	249
With Injury Total	7
Injury A	0
Injury B	7
Horizon	
Total	158
with injury	8
injury A	0
injury B	8
Non-Secure Detention	
Total	0
With Injury Total	0
Injury A	0
Injury B	0

⁶Mechanical restraints refer to restraints involving the use of handcuffs, shackles, and flex-cuffs.

Data source: Incident Database as of 4/30/25

^{*}The number of youth in cells with one - five are not shown to protect anonymity.

Youth on Youth Assaults and Altercations

Detention Total	
Total	843
With Injury Total	209
Injury A	38
Injury B	171
Secure Detention/Specialized Secure Detention Total	
Total	554
With Injury Total	153
Injury A	33
Injury B	120
Crossroads	
Total	303
With Injury Total	65
Injury A	15
Injury B	50
Horizon	
Total	251
with injury	88
injury A	18
injury B	70
Non-Secure Detention	
Total	262
With Injury Total	51
Injury A	*
Injury B	*

Data source: Incident Database as of 4/30/25

^{*}The number of youth in cells with one - five are not shown to protect anonymity.

Physical Injuries or Impairments to Youth Resulting From Any Other Means

Detention total	
Total	318
Injury A	16
Injury B	302
Accident	
Total	140
Injury A	7
Injury B	133
Physical Aggression	
Total	82
Injury A	*
Injury B	*
Self-Injurious Behavior	
Total	37
Injury A	*
Injury B	*
Other ⁷	
Total	59
Injury A	*
Injury B	*
Secure Detention/Specialized Secure Detentio	n Total
Total	291
Injury A	14
Injury B	277
Accident	
Total	137
Injury A	7
Injury B	130
Physical Aggression	
Total	73
Injury A	*
Injury B	*
Self-Injurious Behavior	
Total	32
Injury A	*
Injury B	*
Other	
Total	49
Injury A	*
Injury B	*
Total Injury A	ed AWOCs horse playing damage to

⁶Other Injury inlcudes during restraints, attempted AWOCs, horse playing, damage to property youth on staff physical aggressions, security breaches and self injurious

Physical Injuries or Impairments to Youth Resulting From Any Other Means (2)

Crossroads	
Total	139
Injury A	*
Injury B	*
Accident	
Total	54
Injury A	*
Injury B	*
Physical Aggression	
Total	40
Injury A	*
Injury B	*
Self-Injurious Behavior	
Total	16
Injury A	0
Injury B	16
Other	
Total	29
Injury A	0
Injury B	29
Horizon	
Total	151
Injury A	9
Injury B	142
Accident	
Total	83
Injury A	*
Injury B	*
Physical Aggression	
Total	32
Injury A	*
Injury B	*
Self-Injurious Behavior	
Total	16
Injury A	*
Injury B	*
Other	
Total	20
Injury A	*
Injury B	*

Physical Injuries or Impairments to Youth Resulting From Any Other Means (3)

Non-Secure Detention	
Total	28
Injury A	*
Injury B	*
Accident	
Total	*
Injury A	0
Injury B	*
Physical Aggression	
Total	10
Injury A	*
Injury B	*
Self-Injurious Behavior	
Total	*
Injury A	0
Injury B	*
Other	
Total	10
Injury A	*
Injury B	*

Physical Injuries to Staff	
Detention Total	399
Secure Detention/Specialized Secure Detention	393
Total	378
Crossroads	162
Horizon	216
Non-Secure Detention	6
Room Confinement	
Secure Detention/Specialized Secure Detention Total	
Number	58
Average Time in Room Confinement (hours)	4.1
Reason for Room Confinement	
Imminent Risk of Harm	
Duration of Room Confinement (hours)	
Room Confinement 1	2.0
Room Confinement 2	2.1
Room Confinement 3	2.1
Room Confinement 4	2.1
Room Confinement 5	2.1
Room Confinement 6	2.1
Room Confinement 7	2.1
Room Confinement 8	2.1
Room Confinement 9	2.1
Room Confinement 10	2.1
Room Confinement 11	2.1
Room Confinement 12	2.1
Room Confinement 13	2.1
Room Confinement 14	2.1
Room Confinement 15	2.1
Room Confinement 16	2.4
Room Confinement 17	
Room Confinement 18	2.4
Room Confinement 19	2.4
	2.4
Room Confinement 20	2.4
Room Confinement 21	3.5
Room Confinement 22	4.1
Room Confinement 23	4.1
Room Confinement 24	4.1
Room Confinement 25	4.1
Room Confinement 26	4.1
Room Confinement 27	4.1
Room Confinement 28	4.1
Room Confinement 29	4.1
Room Confinement 30	4.1
Room Confinement 31	4.1
Room Confinement 32	4.1
Room Confinement 33	4.1
Room Confinement 34	4.1
Room Confinement 35	4.1
Room Confinement 36	4.1
Room Confinement 37	4.4
Room Confinement 38	4.4
Data source: Incident Database as of 4/30/25	4.4
*The number of youth in cells with one - five are not	1

The number of youth in cells with one - five are not shown to protect anonymity.

Fiscal	Year 2025
Room Confinement 40	4.4
Room Confinement 41	4.4
Room Confinement 42	4.4
Room Confinement 43	4.4
Room Confinement 44	4.4
Room Confinement 45	4.4
Room Confinement 46	5.5
Room Confinement 47	5.5
Room Confinement 48	5.5
Room Confinement 49	5.5
Room Confinement 50	5.5
Room Confinement 51	5.5
Room Confinement 52	8.6
Room Confinement 53	8.6
Room Confinement 54	8.6
Room Confinement 55	8.6
Room Confinement 56	8.6
Room Confinement 57	8.6
Room Confinement 58	8.6
Crossroads	
Number	*
Average Time in Room Confinement (hours)	2.0
Reason for Room Confinement	
Horizon	
Number	*
Average Time in Room Confinement (hours)	4.1
Reason for Room Confinement	

yyhbhv