

Timeline of Events

9:55 A.M. "Reporting Party #1" calls 911.

9:58 A.M. "Reporting Party #2" calls 911.

10:11 A.M. Officer Diagle and Officer Fleming arrive on scene and make contact with Broadmoor Information and Security to obtain initial information.

10:19 A.M. Officer Diagle makes first contact with "Reporting Party #1."

10:32 A.M. Sergeant Inazu and Officer Fleming make first contact with Chad Burnett at Mr. Burnett's residence. Officer Diagle stands near garage during interaction.

10:39 A.M. Officer Diagle leaves Mr. Burnett's residence and contacts "Reporting Party #1" for a second time to obtain clarifying information.

10:42 A.M. Officer Diagle leaves the residence of "Reporting Party #1" and contacts "Reporting Party #2" for an official statement.

10:44 A.M. Officer Diagle walks back to Mr. Burnett's residence where Sergeant Inazu and Officer Fleming are still speaking with Mr. Burnett through the front door.

10:53 A.M. Sergeant Inazu leaves Mr. Burnett's residence and contacts "Reporting Party #1" to obtain additional information. Sergeant Inazu leaves the residence of "Reporting Party #1" when Officer Fleming airs over the radio that Mr. Brunett is now outside of his residence.

10:56 A.M. Mr. Burnett walks outside of his home with a dowel and uses it to strike a tree. Officer Fleming and Sergeant Inazu step back as Mr. Burnett approaches.

10:57 A.M. Officer Fleming finds and picks up a knife found in the flowerbed of Mr. Brunett's house.

10:58 A.M. Officer Diagle re-contacts "Reporting Party #2" to inquire about pressing charges.

10:58 A.M. Mr. Burnett calls El Paso County Sheriff's Office dispatch.

10:59 A.M. Sergeant Inazu contacts "Reporting Party #1" for additional information.

11:07 A.M. Sergeant Inazu engages in conversation with Mr. Burnett outside.

11:14 A.M. Sergeant Inazu, Officer Diagle, and Officer Fleming re-contact "Reporting Party #1."

11:38 A.M. Sergeant Inazu, Officer Fleming, and Officer Diagle approach Mr. Burnett outside. Sergeant Inazu engages in conversation with Mr. Burnett.

11:38 A.M. Officer Barth approaches Mr. Burnett from opposite side of Sergeant Inazu, Officer Fleming, and Officer Diagle.

11:39 A.M. Officers run towards Mr. Burnett in an attempt to take him into custody. Mr. Burnett runs inside; he is followed by Sergeant Inazu, Officer Fleming, Officer Diagle, and Officer Barth. Officers give Mr. Burnett commands during a physical struggle; however, Mr. Burnett will not comply.

11:39:25 A.M. Officer Barth deploys her taser and Mr. Burnett is brought to the ground; though he is still struggling as officers attempt to place handcuffs on him.

11:40 A.M. Officer Barth calls dispatch and requests medical to respond for taser deployment. Officers manage to place handcuffs on Mr. Burnett.

11:41 A.M. Officers search Mr. Burnett for weapons.

11:41 A.M. Officers attempt to escort Mr. Burnett out of residence; however, Mr. Burnett resists and a struggle ensues. Mr. Burnett, Officer Fleming, and Officer Diagle fall through the front door onto the concrete landing.

11:42 A.M. Officer Barth leaves residence and moves her police cruiser closer to front door to make it easier for officers to escort Mr. Burnett.

11:43 A.M. Officers stand up Mr. Burnett in order to walk him to Officer Barth's vehicle; however, Mr. Burnett again resists and pushes himself, as well as the officers, back inside the house. Numerous verbal commands are given during a physical struggle. Sergeant Inazu puts flex cuffs on Mr. Burnett's to control his kicking.

11:44 A.M. Mr. Burnett calms down and officers inform him they will carry him out once restraints are placed.

11:47 A.M. Officer Diagle asks Mr. Burnett if he is doing alright and checks to verify pulse. Afterwards, a spit sock is placed over Mr. Burnett's head and officers place Velcro restraints on Mr. Burnett.

11:48 A.M. Officer Diagle confirms pulse again.

11:52 A.M. Officers cannot find a pulse. They remove spit sock and start chest compressions. Officers rotate until American Medical Response (AMR) arrives.

11:55 A.M. AMR arrives on scene.