

For Details, Contact:
Watch Commander
La Habra Police Department
Phone (562) 383-4300



La Habra Police Department
150 N. Euclid Street
La Habra, CA 90631
Phone (562) 383-4300

La Habra Police Department Press Release

No Officers Injured in Officer Involved Shooting – Suspect Sustains Gunshot Wound

La Habra, CA - July 4, 2017: At approximately 8:30 a. m. La Habra Police Department received a 911 call from a man who was calling from his motorhome. The caller, who identified himself as Dan Schuneman, became more agitated and his discourse more confused as he spoke to the dispatcher. In an attempt to secure help or medical assistance for him, the communications operator repeatedly requested the man provide her with his location, which he refused and eventually, he hung-up.

The communications operator requested officers' follow-up with a welfare check and they were dispatched to the vicinity of the cell tower from which the 911 call originated. Initially, they were unable to locate the motorhome.

A short time later, however, officers found the vehicle in a parking lot located in the 1200 block of W. Imperial Highway. They requested dispatch contact the man, via phone, and have him exit the vehicle to meet with them. The call went unanswered and went to voicemail. This was attempted several times, without success. At some point during the officers' contact with the subject, he came to the door, armed with a long handled ax. It was shortly thereafter that the shooting occurred. While the specifics of the shooting are still under investigation, it appears officers deployed a Taser and less lethal rounds, in addition to the discharge of a firearm.

For Immediate Press Release
July 4, 2017

..... *more*

The subject was treated on scene and transported to a local hospital for further medical attention. The injury is not considered life threatening.

As is customary with all officer involved shootings, the investigation is being handled by the Orange County District Attorney's Office. No further details are available at this time.

#

more