ALCATRAZ
Rules and Regulations

United States Penitentiary Alcatraz Island
Institutional Prisoner Policies
1956
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INSTITUTION RULES & REGULATIONS  
UNITED STATES PENITENTIARY  
ALCATRAZ, CALIFORNIA  

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REGULATIONS FOR INMATES
U.S.P., ALCATRAZ
REvised 1956

INMATE REG. NUMBER, ____________

This set of Institution Regulations is issued to you as Institutional Equipment. You are required to keep it in your cell at all times.

ALCATRAZ PRISONERS
RULES & REGULATIONS
REGULATIONS FOR INMATES
U.S.P. ALCATRAZ
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This booklet is issued for the information and guidance of inmates of the U.S. Penitentiary, Alcatraz, California. It outlines the Institution’s routines and explains what is expected of you in the matter of conduct and work. You are expected to learn and obey the rules and to perform your assigned work to the best of your ability.

1. **GOOD CONDUCT** means conducting yourself in a quiet and orderly manner and keeping your cell neat, clean and free from contraband. It means obeying the rules of the Institution and displaying a co-operative attitude. It also means obeying orders of Officials, Officers and other employees without delay or argument.

2. **GOOD WORK RECORD** means the reputation you establish as a willing, capable workman, doing your best at whatever work you are told to do.

3. **YOUR GOOD CONDUCT RECORD AND YOUR GOOD WORK RECORD** will be reviewed every time you are considered for work assignments, cell changes, and disciplinary action.

4. **STATUTORY GOOD TIME, DEPRIVATION GOOD TIME AND INDUSTRIAL GOOD TIME** are types of reduction in sentence which can be earned only by inmates who establish and keep a good conduct record and a good work record.

5. **PRIVILEGES.** You are entitled to food, clothing, shelter and medical attention. Anything else that you get is a privilege. You earn your privileges by conducting yourself properly. ‘Good Standing’ is a term applied to inmates who have a good conduct record and a good work record and who are not undergoing disciplinary restrictions.

6. **DISCIPLINARY ACTION** may result in loss of some or all of your privileges and/or confinement in the Treatment Unit.

7. **TREATMENT UNIT** is the segregation section of the Institution where privileges may be restricted to a minimum.

8. **PROSECUTION IN THE U.S. DISTRICT COURT** in addition to Institutional disciplinary action may result if you commit any serious offense such as assault, escape, attempt to escape, rioting, destruction of government property, etc.

9. **FORFEITURE OR WITHHOLDING OF EARNED GOOD TIME, STATUTORY OR INDUSTRIAL, in addition to disciplinary action and/or prosecution in the District Court, may result if you become involved in any serious misconduct.

10. **RESTORATION OF FORFEITURE OR WITHHELD GOOD TIME** will not be recommended unless you can show at least one year of better than average good conduct and good work when you are called for your annual Classification Hearing.
11. **Transfer to Other Federal Institutions** will not be recommended unless you can show a better than average good conduct record for several years at this Institution.

12. **Recommendation for Early Release** for inmate prisoners will not be made unless they can show better than average good conduct and good work records for several years at this Institution.

13. Your **Committee Name and Register Number** are used as a means of identification. You will be addressed by your surname (last name) only. Your register number is also used as the laundry mark on your Institutional clothing.

14. **Commemorative Reports** may be submitted by Officers who observe your behavior and find it better than average. Such reports are filed and help you to establish a good record.

15. **Disciplinary Reports** may be submitted by Officers who observe your behavior and detect violations of the institutional regulations. If you are interested in keeping a good record, you should conduct yourself according to the rules.

16. **Contraband.** Anything found on your person, or in your cell, or at your work place, which was not officially issued to you, or officially approved and purchased by you, and officially listed on your property card, will be classed as contraband. Possession of contraband of any sort is a serious offense and will result in disciplinary action. If you steal anything from other inmates or from employees, or from the Institution, you will be punished.

17. **Attempting to Bribe Employees** by giving, or promising to give them anything, is a serious offense. You must not give or sell or receive or buy anything except through the Official channels.

18. **Threatening, Insulting, or Attempting to Intimidate or Assault Officers, Officials, Employees, or Visitors** is a very serious offense.

19. **Trading, Gambling, Selling, Giving, or Lending** your personal property or your government issue items or services, or contraband of any kind is a serious offense. You are expected to keep the things that are legitimately in your possession. If they are found in another inmate's possession, disciplinary action will result for both parties. If anything is stolen from you, report the loss to the Officials as soon as possible.

20. **Recreation.** As a general rule, you will work eight hours a day, five days a week, with Saturdays, Sundays and Holidays devoted to recreation. Movies are shown twice each month. Exercise Yard activities include baseball, handball and various table games. Newly arrived inmates are kept in Quarantine Status for 30 days and are not allowed recreation during that period.
21. **Work.** You are required to work at whatever you are told to do. Usually your first assignment will be to temporary maintenance jobs around the cellhouse. Other maintenance jobs include the Culinary Unit, the Clothing and Bath Room, the Library, and the Yard Detail. By doing good work on your maintenance assignment you earn Statutory Good Time. You may also qualify for additional Meritorious Good Time and/or pay, if your work and behavior are outstandingly good and are of outstanding value to the Institution. If you make a better than average work and conduct record while on your maintenance job, you may be considered for an assignment to a Federal Prison Industry Shop where you may earn Industrial Good Time and pay in addition to your Statutory Good Time.

22. **Loafing, Loitering, Visiting, or Unauthorized Absence from Work** will result in disciplinary action, and may result in loss of your job, and withholding of, or forfeiture of, good time.

23. **Your Constructive Suggestions or Legitimate Complaints** if made by you to the proper Officials will receive careful consideration. However, if you make groundless complaints for the purpose of creating dissatisfaction and/or stirring up trouble; or if you 'agitare' or 'rib' yourself or others into trouble, you will be subject to disciplinary action.

24. **Interview Request Slips** may be obtained from the Cellhouse Officer. When you wish to ask an Official for information, for an interview to request some service or when you want to make a constructive suggestion or a legitimate complaint — use an interview slip. Instructions are printed on the slips.

25. **Money.** You are not allowed to have money of any kind in your possession while in this institution. Use of cigarettes or other items as 'jail money' is forbidden. Your earnings and whatever funds you brought with you, or which may be sent to you by approved correspondents, will be kept on deposit for you in the Prisoner's Trust Fund.

26. **Prisoner's Trust Fund** is operated like a savings account in a bank, except that it does not draw interest. With the approval of the Associate Warden, you may authorize the withdrawal of funds from your account for legitimate purposes such as the payment of attorney's fees and/or purchase of textbooks and educational materials. You are required to save a part of what you earn, and any contribute part of your earnings to dependents.

27. **The Prisoner's Mail Box:** in each Institution is designed to provide any inmate an opportunity to write directly, without inspection by institutional authorities, to the Director of the Bureau of Prisons, the Attorney General, the parole Board, the Surgeon General, Federal Judges, Department of Justice Officials, and in the case of military prisoners to the Secretary of War or Navy, or the Judge Advocate General, or the Adjutant General, regarding any matter of importance to the individual, to the inmate group as a whole, or any matter of importance affecting the institution and its personnel or Officials. The Prisoner's Mail Box is open to all inmates regardless of their status. See Section #11.
28. **DAILY ROUTINE:**

7:00 A.M. Weekdays . . . 7:15 A.M. Saturdays, Sundays & Holidays:
Morning wake-up bell. See Section 30 for instructions in making bed, polishing cell, etc.

7:20 A.M. Weekdays . . . 7:50 A.M. Saturdays, Sundays & Holidays:
Count Bell. Stand up by your cell door, facing out, remain there until the bell signal sounds again, indicating the count is correct. Absolute silence must prevail during all counts.

7:30 A.M. Weekdays . . . 7:50 A.M. Saturdays, Sundays & Holidays:
Breakfast. When your door opens come out promptly and proceed in single file to the Dining Room in a quiet orderly manner. Do not change places in line by moving forward or backward. You may carry books and magazines to the library exchange table but do not carry books or anything else to exchange with other inmates nor put anything in other inmates' cells.

The Officer at the tray-dispenser cart will direct you to file past the steam table to the right or left, as he sees fit, to balance the lines. You must follow his instructions without question. See Section #33 for other Dining Room rules.

Upon returning to your cell after breakfast, tidy up your cell, placing all trash in your wastebasket. Place this basket outside the cell door at the first opportunity, so that orderlies may empty it. If you leave the building for work or recreational activity, put on appropriate clothing. Caps are not worn inside the cellhouse at any time.

8:00 A.M. Weekdays: Outside Work Call. Industries and other outside details will proceed in single file through the rear cellhouse door to the yard.

In rainy weather, all outside workers are called out by details. Remain in your cell until your detail is called, then proceed promptly to the West End of the cellhouse. Your detail officer will escort you as quickly as possible to your place of work.

In fair weather, or when it is not raining too hard, details will remain on the Yard until the Lieutenant gives the signal to line up. You will have a few minutes to smoke and converse. When the line-up bell rings, move promptly to your proper place in your detail and face the South wall. Smoking is not permitted between the Yard and your place of work. Your detail officer will give the signal to proceed through the rear gate to the Work area. Move in single file.

Laundry workers will turn right at the ramp and enter the Laundry. Gardeners and incinerator operator will wait at the Garden Area Gate. If you work in a "lower-level" shop or "outside," proceed to the lower level and stop at the designated lines. Form a column of Twos and await the signal from your detail Officer to proceed.

When you reach your place of work, change in to your work clothes and go about your work as directed by your detail Officer or Foreman.

Smoking is permitted in the shops except where there is some hazardous condition. Smoking is a privilege. Be very careful about putting matches and butts in the butt cans.

8:25 A.M. Count Bell on Saturdays, Sundays & Holidays.
8:30 A.M. Saturdays -- Main Line Bath (See Section #29)
9:25 A.M. Saturdays -- Count Bell.
REGULATIONS FOR INMATES

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9:30 A.M. Saturdays — Yard (See Sections #37 & #42)
8:30 A.M. Sundays — Religious Services. (See Sections #40 & #48)
8:30 A.M. Sundays — Yard
8:30 A.M. Holidays — Yard
8:40 A.M. Weekdays: Inside details will proceed directly and quietly to their places of work. They will confine their activities strictly to their assigned duties and upon satisfactory completion of these duties will return directly and quietly to their cells.

Culinary Detail inmates have a special schedule of work and recreation hours.

11:35 A.M. Weekdays: Outside details will stop work, check in tools, wash, change clothing and prepare for return to the cellhouse.

11:45 A.M. Weekdays: Outside details leave shops on signal and proceed in column of twos to the cellhouse. Do not carry on loud and boisterous conversations. Do not jest or indulge in horseplay with others. YOU MAY BE STOPPED AND SEARCHED AT ANY TIME. DO NOT ATTEMPT TO CARRY CONVABAND.

11:50 A.M. Weekdays: COUNT BELL
12:00 Noon: Saturdays, Sundays & Holidays — Return to cellhouse from recreation yard. Line up in yard according to cell block and gallery area and proceed to the cellhouse on signal.

12:00 Noon: Weekdays: Dinner.
12:15 P.M. Saturdays, Sundays & Holidays: COUNT BELL.
12:15 P.M. Saturdays, Sundays & Holidays: Dinner.
12:30 P.M. COUNT BELL.
12:35 P.M. DICK CALL. See Section #36.

INTERVIEW: You will be notified if you are scheduled for an interview with any Official. See Section #21.

1:00 P.M. Weekdays: Outside Work Call. Same as A.M. Routine.
1:00 P.M. Saturdays, Sundays & Holidays. COUNT BELL.
3:10 P.M. (TUESDAY ONLY). Return to cellhouse for Tuesday bathline.
3:25 P.M. COUNT BELL. (Tuesday Only).
3:30 P.M. Bath lines — Tuesday Only.
3:30 P.M. Weekdays. (Other than Tuesday) Yard recreation period ends.

Return from recreation area.

4:10 P.M. Stop work on outside details.
4:20 P.M. Outside details leave shops to cellhouse.
4:35 P.M. COUNT BELL.
4:40 P.M. Supper.
5:30 P.M. COUNT BELL. Final Lock-up Count.

SATURDAYS, SUNDAYS & HOLIDAYS:
3:45 P.M. Return from yard.
3:55 P.M. COUNT BELL.
4:00 P.M. Supper.
4:40 P.M. COUNT BELL. Final Lock-up Count.

RECREATION PERIODS:

Saturdays: 9:30 A.M. to 12:00 Noon: 1:15 P.M. to 3:40 P.M.
Sundays: 9:40 A.M. to 12:00 Noon: 1:15 P.M. to 3:40 P.M.
Holidays: 9:40 A.M. to 12:00 Noon: 1:15 P.M. to 3:40 P.M.

Movies are shown twice monthly on Sundays and Holidays in the afternoon.
29. **BATH ROOM RULES**: Bathing and laundry exchange are scheduled for mainline bath inmates every Tuesday afternoon and Saturday morning. Items of clothing will be exchanged as follows:

**TUESDAY**:
- 1 Handkerchief
- 3 pairs of socks
- 1 Face towel
- 1 Sheet
- 1 pillowcase
- 1 lt. undershirt
- 1 shorts or drawers

**SATURDAY**:  
- 1 Handkerchief
- 3 pairs of socks
- 1 Face towel
- 1 D & W pants
- 1 blue shirt
- 1 lt. undershirt
- 1 shorts or drawers

When you go to the bathroom you will display all items of soiled clothing before the inspection officer. You will then deposit this clothing in the proper hamper and take your bath. You are expected to bathe in a reasonable length of time. Go to the issue window and draw your clean clothing. Check each item. Minor repairs and replacements will be made immediately, if possible. If this cannot be done, the Clothing Room Officer will take your name and number and place you "on call" Special issues of clothing and equipment will not be handled during bath time. Give your name and number to the Clothing Room Officer and he will place you "on call" for these special items.

Do not carry blankets, coats, shoes or other articles to the bathroom. Special arrangements are made for collection and laundering of woolen articles and for the repair of shoes.

**CULINARY DETAIL BATH LINES**: The culinary details will be on Mondays, Wednesdays & Fridays, in two groups as designated by the Steward. Each group will go to and from the bathroom in a body. When the first group has finished bathing and returned to the Culinary department or to their cells, the second group will proceed to the bathroom. Exchange items and days will be as follows:

**MONDAYS**:
- 1 Face towel
- 1 lt. undershirt
- 1 handkerchief
- 1 pr shorts
- 1 white pants
- 1 white shirt
- 2 pairs of socks

**WEDNESDAYS**:
- 1 Face towel
- 1 lt. undershirt
- 1 handkerchief
- 1 pr shorts
- 1 white pants
- 1 white shirt
- 2 pairs of socks
- 1 white pant
- 1 sheet
- 1 pillowcase

**FRIDAYS**:
- 1 Face towel
- 1 D & W pants
- 1 lt. undershirt
- 1 handkerchief
- 1 pr shorts
- 1 blue shirt
- 1 heavy undershirt
- 1 white pant
- 1 white shirt
- 2 pairs of socks

On Wednesdays and Fridays, Culinary inmates will draw these other supplies which are issued to the mainline on Tuesdays & Saturdays.
30. **CELLHOUSE RULES.** Caps are never worn in the cellhouse. You may smoke in your cell, in the Library or in A-Block, but not elsewhere in the cellhouse. DO NOT SMKE OR CARRY LIGHTED CIGARETTES OR PIPE ON THE GALLERIES OR PLATS IN THE CELLHOUSE AT ANY TIME. WALK — DO NOT RUN when moving from one place to another.

Upon entering the cellhouse, remove your cap and walk directly and quietly to your cell. Loud talking, loitering or visiting on the galleries, stairs or aisles is not permitted. Don’t enter any other inmate’s cell at any time.

When you talk in the cellhouse, talk quietly. Don’t create a disturbance. Keep your cell neat and clean and free from trash and contraband.

Keep your property neatly arranged on your shelves, as shown in the cell diagram on Page #9. Don’t leave things stacked on the bars or on your folding table and seat. Don’t paste or tack anything on the walls or shelves in your cell. Keep the floor and the bars of the cell front free from dust and dirt. The only articles permitted on the cell floor are shoes, slippers, trash baskets, drawing boards and musical instruments.

Your cell is subject to search at any time. Contraband items found in your cell will be confiscated and a disciplinary report will be placed against you for possession of same.

Any dangerous articles such as money, narcotics, intoxicants, weapons, or tools, found in your cell on your person, that could be used to inflict injury, destroy property, or aid in escape attempts will result in disciplinary action and possibly U.S. District Court action. The presence of articles of this nature on your person or in your cell will be considered evidence of intent to use them for unlawful purposes. "Extra" razor blades are classed as dangerous weapons.

At the wake-up ball in the morning you must get out of bed and put on your clothes. Make up your bed properly (as shown in the diagram on Page #9) with your pillow at the end near the bars, blankets tucked neatly under the mattress, and extra blankets folded neatly at the foot of the bed. Sweep your cell and place the trash in the trash basket. Don’t attempt to flush trash down the toilet. Don’t sweep trash or dirt out onto the gallery or off the gallery.

At 9:30 P.M. lights out, retire promptly. All conversations and other noises must cease immediately.

Keep your person, clothing, bedding, cell equipment, toilet articles, personal property, library books, etc., clean and in good order at all times. You must not mark or deface your cell, library books, furniture, equipment or fittings of the institution. Do not throw anything from your cell at any time.

Advise the cellhouse Officer when you need hot water and a mop to clean your cell. You will be required to remain in your cell and clean it whenever it is reported for being dirty.

Loud talking, shouting, whistling, singing or other unnecessary noises are not permitted. You are permitted to hold quiet conversations and to play games quietly with your adjoining neighbors only.

Do not tamper with the electric outlets or radio fixtures in your cell. If they do not operate properly, notify the Cellhouse Officer.

Your cell light must be turned out when you leave your cell except when you go to meals. LEAVE YOUR CELL LIGHT BURNING WHEN YOU GO TO MEALS.
30. **CELLHOUSE RULES.** Caps are never worn in the cellhouse. You may smoke in your cell, in the Library or in a Block, but not elsewhere in the cellhouse. DO NOT SMOKE OR CARRY LIGHTED CIGARETTES OR ROLLS ON THE GALLERIES OR FLATS IN THE CELLHOUSE AT ANY TIME. WALK — DO NOT RUN when moving from one place to another.

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When you talk in the cellhouse, talk quietly. Don’t create a disturbance. Keep your cell neat and clean and free from trash and contraband. Keep your property neatly arranged on your shelves, as shown in the cell diagram on Page #8. Don’t leave things stacked on the bars or on your folding table and seat. Don’t paste or tack anything on the walls or shelves in your cell. Keep the floor and the bars of the cell-front free from dust and dirt. The only articles permitted on the cell floor are shoes, slippers, trashbaskets, drawing boards and musical instruments.

Your cell is subject to search at any time. Contraband items found in your cell will be confiscated and a disciplinary report will be placed against you for possession of same.

Any dangerous articles such as money, narcotics, intoxicants, weapons, or tools, found in your cell or on your person, that could be used to inflict injury, destroy property, or aid aid in escape attempts will result in disciplinary action and possibly U.S. District Court action. The presence of articles of this nature on your person or in your cell will be considered evidence of intent to use them for unlawful purposes. "Extra" razor blades are classed as dangerous weapons.

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Your cell light must be turned out when you leave your cell except when you go to meals. LEAVE YOUR CELL LIGHT BURNING WHEN YOU GO TO MEALS.
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ALCATRAZ
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ALCATRAZ PRISONERS
RULES & REGULATIONS

A - 12 Books(Maximum)  J - Shaving Brush  S - Sink Stopper
B - Personal Papers  K - Shaving Mug  T - Cleaning Powder
C - Paint Box etc.  L - Drinking Cup  U - Toilet Tissue
D - Radio Headphones  M - Face Towell  V - Extra Shoes & Slippers
E - Ash Tray & Tobacco  N - Bathrobe  W - Musical Instrument/Case
F - Extra Soap  O - Reincott  X - Brown
G - Mirror  P - Calendar  Y - Trash Basket
H - Toothpowder  Q - Coat & Cap  Z - Extra Blankets
I - Razor & Blades  R - Soap

N.B. Extra Blanket is to be folded neatly at foot of bed. Pillow at the head of
the bed toward the bars. Blankets are to be tucked in under the mattress.
Shoes, slippers and musical instruments & cases are to be under the bed with the
shoes or slippers under the leading edge of the bed.
No fires are permitted in the cell for any purpose whatsoever. Do not attempt to heat water in your cell. Cell changes are made only on the approval of the Associate Warden. Submit a written request to the Cellhouse Officer who will forward it to the Associate Warden for consideration.

Each inmate is given a property card on which the cellhouse Officer has listed all his personal property. UNLISTED articles which are found in your cell will be confiscated and considered as contraband. At no time will you change or alter your property card. The cellhouse Officer will list any authorized additions to your card. In addition to the personal property listed on your property card, you are allowed the following articles in your cell:

**CELL ISSUE EQUIPMENT**

- 2 shelves
- 2 sheets stationary
- 2 envelopes
- 1 can cleanser
- 3 pencils
- 1 Radio Headset

- 1 sink stopper
- 1 75-watt light bulb
- 4 wall pegs
- 1 whisk broom
- 1 lamp shade
- 1 set INSTITUTION REGULATIONS

NO SPECIAL SHELVES, BOXES, DESKS OR PICTURE FRAMES WILL BE ALLOWED.

**BEDDING**

- 2 Mattresses (Maximum)
- 1 to 4 blankets
- 2 sheets
- 2 pillow cases (if 2 pillows)

**TOILET ARTICLES**

- 1 shaving cup
- 2 razor blades
- 1 safety razor
- 1 cake soap

- 1 comb
- 1 pair nailclippers
- 1 can toothpowder
- 1 toothbrush

- 1 shaving brush
- 1 mirror
- 1 face towel
- 1 cake shaving soap

You will keep your property card listing your personal property, above your cell door behind the locking mechanism.

### Classification, Parole, Education and Social Matters:

At this institution, these functions center in the Parole Office and your are free to request an interview with the Parole Officer when problems arise concerning these matters.

**Classification:** You will be reclassified each year shortly before or during the month of your parole eligibility date (except military prisoners who are reclassified just prior to their military annual review dates) and you will be given an opportunity to appear at the Classification Committee meeting to present any problems you may wish to discuss with the Committee.
PAROLE: A few months before your Parole Eligibility Date, you may file an application for a parole hearing. If you do not choose to file at that time, you may sign a waiver. This waiver will not interfere with your right to file for a hearing at a later date.

EDUCATION: Although there are no school classes at this institution, limited facilities are provided for cell study of books available from the library or from correspondence schools. Library rules are listed in Section #45.

SOCIAL MATTERS: If you have social problems outside the institution, such as correspondence problems, you are free to request an interview with the Parole Officer. The Parole Officer will also help you with the development of your release plans.

32. CLOTHING: The standard inmate uniform for all normal activities inside the cellhouse consists of: blue chambray shirt, Blue & White (B&W) trousers, wet waist belt and issue shoes. This uniform is worn at visits, interviews, meals, movies, etc. Your shirt will be buttoned except for the top collar button. The sleeves will be rolled down and buttoned. Your belt will be worn with your register number in plain view, at the center of your back.

You are required to wear this standard uniform to and from outside work or the Recreation Yard, but you may add to it your cap, jacket, coat or raincoat. You may wear tennis shoes to the Recreation Yard only.

You will wear your robe and slippers or shoes when going to and from bath.

You are not allowed to change or alter any of your issue clothing.

Keep your clothing neat, clean and in good repair at all times.

Special work clothing is issued for work details. This special clothing will be kept at the place of work and will not be brought to the Yard or cellhouse.

Culinary inmates wear a special work uniform consisting of white cap, white shirt and white pants. This uniform is issued for work only and is worn between the cell and Culinary Unit. Culinary workers are cautioned to be wearing their complete uniform with all buttons except the top collar button fastened before leaving their cells to go to work.

INMATES WILL BE ISSUED ON ARRIVAL:

1 B & W Pants    1 Cap    1 wool coat
1 Blue shirt     1 belt   1 pr shorts
1 bathrobe      3 pairs socks
1 Rain coat     2 pairs shoes
1 pair slippers 1 tt undershirt

AUTHORIZED EXTRA CLOTHING ISSUE:

Culinary workers: 1 white shirt; 1 white cap; 1 white pants.
Barbers: 1 white shirt.
Office Orderlies: 1 white shirt.
Passmen: 1 white shirt; 1 white pants.
Hosp. Orderlies: 1 white shirt; 1 white pants.
When they are available, heavy undershirts may be issued upon request to the Clothing Room Officer. They are issued on the call-out list after the Saturday bath. Heavy undershirts are worn for a full week and are not exchanged on Tuesday bathline.

Clothing issue, replacement and repair are scheduled during Saturday bathline. Inspect your issue clothing when you receive it. Make certain that you have your own clothing and that all of it is in the lot. Report immediately any discrepancies to the Clothing Room Officer and tell him of your needs for replacement or repairs. If the service cannot be provided immediately, you will be recalled after the bathline for attention.

If you damage your clothing accidentally during the week, notify the Cellhouse Officer and you may be permitted to go to the Clothing Room for repairs or an emergency issue.

33. DINING ROOM RULES: Meals are served three times a day in the dining room. Do not exceed the ration. Do not waste food. Do not carry food from the dining room.

Wear standard uniform. (See Section #32).

Conduct yourself in a quiet, orderly manner. You may converse in normal tones with persons near you. Excessive conduct will not be tolerated in the dining room.

Observe the ration posted on the menu board and take all that you wish to eat within the allotted amounts, but you must eat all that you take. You may go to the coffee urn on your side of the dining room only when no other inmate is there. Do not go to the urn for the purpose of visiting with others.

Do not pass or exchange food, cigarettes, notes or any other items anywhere in the dining room.

You will be given ample time to eat but no loitering will be permitted. Shortages of silverware at the table must be reported to the Officer immediately before beginning to eat.

If you have finished eating, place your silverware in the right hand compartment of your tray. Empty bread, cake or pie trays and pitchers will be passed to the end of the table toward the center of the Dining Room. Inmates seated at that end of the table will arrange them for inspection by the officer assigned to the table.

When all inmates on a table have finished eating, the inspecting Officer will give the signal to rise and leave the dining room. Proceed in single file directly to your cell. Enter your cell without delay. Do not loiter or visit in the galleries. Do not enter another inmate's cell at any time. Cell door will be locked as soon as you enter your cell.

34. HAIRCUTS AND SHAVES: Haircuts will be of regulation type. You are not permitted to wear your hair in an unusual manner or have any special haircut except as authorized by the Associatearden.

You will be placed on call for a haircut approximately every three weeks. You will be told when you are scheduled for it.

You may be allowed to go to the Recreation Yard after your haircut if you are in good standing.

You will shave in your cell. Razor blades are exchanged each Saturday by the Evening Watch Officer. Two new blades are issued in exchange for
your two old blades. Failure to account for both of your blades at any
time will result in a disciplinary report. Loss of a razor blade must be
reported to the Cellhouse Officer immediately. Do not wait until issue
night to report the loss.

You must be clean shaven at all times. No special beards, mustaches
or goatees are allowed.

35. INTERVIEWS: If you wish an interview with the Warden, Associate Warden,
Captain, or other Official, submit a written request slip stating briefly
what you wish to discuss and give the request slip to the Cellhouse Officer.
You will be notified when to remain in your cell for the interview.

36. MEDICAL ATTENTION: Medical attention is available to all inmates. A
member of the Hospital Staff conducts a daily Sick-Call line in the Cell-
house, at about 12:30 P.M.

To attend sick-call, proceed directly to the West End of the Cell-
house and stand quietly in line until called. After consultation, return
directly to your cell. Do not loiter or visit on the gallery.

If you become ill at any time, notify an Officer and you will receive
medical attention. Do not make unnecessary disturbances.

When you receive a medical lay-in, you will remain in your cell except
for religious services, meals and movies.

If you are notified by the Medical Officer at sick-call to remain in
your cell for Hospital call-out, you must do so.

You are allowed to keep in your cell only those medications issued
to you by the Hospital Staff. Empty and unused bottles are to be returned
to the West End desk. No medications will be kept in your cell longer
than 30 days.

37. MOVEMENT OF INMATES: All inmate movements will be by block and galleries,
to yard, work, meals, sick-line, band room and bathline. Movements will
be from cells to West End of the Cellhouse and then to destination.

Movements to picture shows and Religious Services will be from cells
to East End of cellhouse and then to auditorium.

All movements from yard will be by galleries. Inmates will line up
by cellblocks and galleries in the designated areas on the yard and pro-
cede to the cellhouse as called by the Yard Officer. While awaiting the
signal for your gallery to come in, do not wander around in other gallery
lines, or indulge in scuffling or jesting with others. Industries and
other "outside" details will return to the cellhouse without lining-up
in the yard.

38. SUPPLIES: Toilet tissue, matches, soap, cleanser, etc., will be issued
on Tuesdays and Saturdays during bathlines. Writing paper and envelopes
are issued only on Tuesdays. Toothpowder will be issued on either of the
bathdays in exchange for your empty container.

Toothbrushes, combs and fingernail clippers will be issued by the
Clothing Room Officer, after a proper request slip has been submitted.
Your old item must be exchanged for the new item.
39. **WORK REGULATIONS:** If you are assigned to an Industries shop, go to your place of work as stated in Section #28. Do not leave your assigned station in the shop without permission from your Foreman or Officer.

Work assignments are made by the Associate Warden. If you wish a work assignment or re-assignment, send a request slip to the Associate Warden and state your experience in the type of work you are requesting. Send a separate slip with this information for each job application.

Work changes will not be made for trivial reasons. Your request will be considered only on the basis of merit, and then only when a vacancy exists.

When in need of advice regarding your work or work assignment, consult the Associate Warden by interview slip.

The regular work-reports submitted by your superiors, supervisors, foremen, shop Officer or other Official are taken into consideration at all hearings for other matters. Special attention is paid to work reports at your hearings before Board meetings for consideration of restoration of forfeited good-time, transfer, parole reports, clemency and/or work changes.

Do not take issue with an Officer, foreman, supervisor or civilian employee on account of any order he may issue to you. If it should seem to you that such person is exceeding his authority or abusing his office, do not argue. Follow his instructions and report the matter to the Associate Warden after the duty is performed.

Smoking is permitted in designated areas. If in doubt, ask your foreman or Officer.

Do not carry any unauthorized articles to or from your place of work.

Do not carry work clothing from the work area to the cellhouse.

Removing tools or other articles from your work area is forbidden. Do not loan any tools or other work material to any inmate without the express approval of your superiors.

Immediately report any injury received while at work. If you become ill, report to your foreman.

Do not manufacture any unauthorized or contraband article, nor perform any unauthorized service for yourself or for any other inmate. Do not assist or interfere with another inmate's work except as directed by an Officer or foreman.

40. **AUDITORIUM RULES:** When preparing to attend religious services or movies, in the Auditorium, you must remove everything from your pockets except your handkerchief and eyeglasses and eye-glass case. All other items will be classed as contraband. There is no smoking permitted in the Auditorium and you are not allowed to wear or carry, caps, coats, jackets, cushions, blankets or pillows.

Use the East-End cellhouse stairs when going to and from the Auditorium. Walk quietly and be co-operative if and when you are searched for contraband. Upon arrival at the Auditorium, take the seat assigned. If you have poor vision, and wish to sit in the front seats tell the Officer who is directing the seating.

After being seated, remain in your seat until the Officer directs you to leave. Loud talking, pushing or boisterous conduct is forbidden.
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In general, you are expected to conduct yourself in an orderly manner, with proper consideration for the rights of others.

Leaving the Auditorium before the end of the program is permitted only in emergencies. Quietly notify the Officer in charge and he will permit you to leave. You will not be able to return to the Auditorium.

The privilege of attending Religious Services and movies is important to you. This privilege may be withdrawn for violation of the rules.

41. CORRESPONDENCE: Upon entrance to the institution, each inmate will be given a form to fill out, listing the persons with whom he wishes permission to correspond. After approval of the list, inmates may correspond only with the approved correspondents. You will refrain from discussing other inmates or institutional affairs. Violent or abusive letters will not be mailed. Correspondence is limited to two (2) outgoing and seven (7) incoming letters a week. All regular inmate mail will be collected by the evening watch Officer in the cellhouse. Writing materials are issued during the Tuesday P.M. bathline, at the supply table in the clothing room.

SEALED CORRESPONDENCE: As stated in Section 27, sealed correspondence may be addressed to certain Officials. Such letters may be sealed and placed in the special mail box which is located at the West End of the Cellhouse. You are not required to place any identifying information on the envelope and it will be forwarded to the Bureau without inspection.

SPECIAL HOLIDAY MAIL: In addition to your regular mail privileges you will be allowed to send your Mother an extra letter on Mother's Day. At Christmas time you will be allowed to mail (4) Christmas Cards. You may receive greeting cards only on the following occasions: Christmas, Easter, Father's Day and your birthday.

Inmates will not ask Officers, Officials or civilians to write or post letters for them or receive mail through Officers, Civilians or Officials except when acting in their Official capacity.

42. YARD PRIVILEGES: Exercise yard rules:

All inmates in good standing are allowed the yard privilege on Saturdays, Sundays, and Holidays, if the weather permits. In addition, inmates who have completed their assigned tasks, or who have been "laid in" by detail foremen, or who have been "held in" for haircut, medical attention, interview or other Official business, may be allowed the yard privilege on weekday afternoons if they are otherwise eligible.

Inmates who are "restricted" or who are in "idle" status because they have quit a job, or refused a job, or were removed from a job for disciplinary reasons, are not eligible for weekday afternoon yard.

Inmates held in for dental or hospital call may have yard after their appointments, subject to the Doctor's approval.

Inmates using cushions, tables or other institutional athletic equipment must return the same to the metal detector when recreation period is over.
No gambling is allowed. You may play chess, checkers or backgammon. Authorized card games are Hearts, Cribbage, and dominoes. No card game will be allowed if it is a "draw" type of game or does not use the full deck on the deal.

All card tables will be set up behind the screens at the west end of the yard.

All games will cease immediately when the bell rings for the termination of the yard period. No loitering will be permitted to finish uncompleted hands or games.

43. LEGAL WORK: USE OF TYPEWRITERS: You are permitted to work on your own case or to hire a lawyer to represent you. A typewriter is available if you are able to type. Apply to the Associate Warden for permission. You are not permitted to work on another inmate's case or to give another inmate legal advice or instructions.

After you obtain permission to use the typewriter, you will be notified when a machine is available. You will bring all materials to "A" Block where they will be inspected. All typing material, books, papers, etc., will remain in "A" Block until the typing has been completed. All papers will be signed and labeled. One copy of all papers typed shall be made for the Institution records. After the papers have been inspected by the Associate Warden, your copy will be returned to you.

44. LIBRARY RULES: Each cell contains a catalog which lists all of the books contained in the library. If you do not have a library catalog or library card, address a request to the Librarian to obtain one. Fill out this card with your name, register number and cell location.

(1) To request delivery of library books to your cell, refer to the catalog for the "call" or identification number of the book you want and place that number on your library card. Place the card on the table at the entrance to the dining room on your way to breakfast. Return books in the same manner.

(2) The library books you request are checked out to you and must be returned within the time limit shown on the DUE-DATE slip inside the book cover of the book. Failure to return the book to the library prior to or on the date due, may result in forfeiture of library privileges.

(3) You are permitted to have not more than three CIRCULATING library books in your cell at one time. Keep your books and magazines neatly arranged on the shelf in the cell when they are not being read.

(4) In addition to the circulating books, you are permitted to have a Bible, Dictionary and study books up to a maximum of twelve (12) in your cell at one time. This includes all books, personal, library and study course books. Books beyond the maximum of 12 will be confiscated.

A maximum of 24 pamphlets may be kept in your cell at one time. Pamphlets beyond this maximum will be confiscated.

(5) Handle library books carefully. Many of the worn out books, especially fiction books, can not be replaced since they are out of print. You are cautioned not to loan or exchange books with other inmates or to toss books to other tiers or the flag. Defacement, mutilation or destruction of books will be cause for disciplinary action even to the extent of forfeiture of good time.
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MAGAZINES: The library subscribes to a few magazines such as the National Geographic and these magazines can be obtained from the library, not by using the library card, but by submitting a request form. Library magazines must be handled with care and promptly returned to the library for redistribution. Do not remove articles or pictures.

You are permitted to purchase (by subscription) not more than eight (8) magazines from the approved list. Requests for the purchase of magazines are submitted to the Mail Censor using the regular request slip. When magazines arrive at the institution, the Mail Censor marks your number on them and forwards them to the library for distribution. Magazines are withdrawn from circulation 30 days after delivery.

45. MOVIES: Movies are shown twice monthly for inmates in good standing. See the AUDITORIUM RULES in Section #40.

46. MUSIC RULES: Musical instruments may be purchased if approved by the Associate Warden.

Guitars and other stringed instruments may be played in the cellhouse in a QLSK manner only between the hours of 5:30 P.M. and 7:00 P.M. No singing or whistling accompaniments will be tolerated. Any instrument which is played in an unauthorized place, manner, or time will be confiscated and the inmate placed on a disciplinary report.

Wind instruments, drums and pianos will be played in the band or Orchestra Rooms on Saturdays, Sundays and Holidays. At no time will you play any wind instrument in the cellhouse.

Permission to play instruments in the Band, Orchestra or bathrooms may be granted by the Associate Warden to inmates in good standing. The Band room is a privilege and permission to play there must be requested from the Associate Warden.

A limited number of inmates may be allowed to take musical instruments to and from the recreation yard. Permission must first be obtained from the Associate Warden.

No inmate on "idle" status or on "report" or restricted will be allowed to use the Band Room, Orchestra Room or to take instruments to the yard.

An inmate whose musical privileges have been restricted or revoked shall be removed from all musical lists, and his instrument stored in "A" Block until otherwise authorized by the Associate Warden.

No inmate is allowed to give, sell, trade, exchange, gamble, loan or otherwise dispose of his personal or institutional instrument or to receive such from another inmate.

Institutional instruments may be loaned to inmates in good standing upon the approval of the Associate Warden.

All instruments will be listed on personal property cards. Institutional instruments shall be listed as "On Loan" from the institution, together with the date of the loan and the identification number of the instrument. Surplus parts for musical instruments together with and including extra sets of guitar strings shall be kept in "A" Block. Guitar strings shall be purchased in the regular manner and stored in "A" Block until needed. An old set of strings must be turned in to the cellhouse officer to draw a new set.
47. **Radio**: Radio programs are carefully selected for the enjoyment of all concerned. Protect your radio privilege by conducting yourself properly with consideration for the rights of other inmates during broadcasts.

You are issued a radio headset on the signing of a receipt for the same. Do not tamper with your radio outlets, phones, or other equipment. If they do not work properly, notify the cellhouse Officer quietly. Your headsets are of a "tamper-proof" type. Evidence of tampering with any part of your radio equipment will result in a disciplinary report.

The operator of the radio is not in the cellhouse. Do not shout any instructions, advice or abuse.

Programs are scheduled for the following hours:

- **Weekdays**: 6:00 PM to 9:30 PM
- **Saturdays, Sundays & Holidays**: 1:00 PM to 9:30 PM

Loud laughter, yelling, cheering or clapping will not be tolerated. Your headset must be kept at the rear of the cell when you are out. Do not leave your headset plugged-in when you leave the cell. Headsets found plugged-in or hanging on the outlet box will be picked up.

48. **Religious Services**: Catholic and Protestant Services are held regularly on Sundays in the Chapel. Jewish Services are held on appropriate occasions. Religious advice and counsel are available by sending a request slip to the Chaplain. The menu board in the dining room will indicate the schedule of the Religious Services.

Regular Auditorium Rules will be observed during all Services. See Section #40 for Auditorium Rules.

49. **Special Purchases**: There is no commissary at Alcatraz. The institution supplies all your needs. You are not allowed to have anything sent to you from home, friends or relatives. You may be allowed to purchase certain items such as text books, correspondence courses, musical instruments, or magazine subscriptions. All such purchases must be listed on your property card by the cellhouse Officer.

After your purchase request is approved, you must sign a withdrawal slip and return it to the cellhouse Officer. If you receive only a part of what was signed for on this withdrawal slip, the balance of the money will be returned to your account. Only those items actually received are charged to you.

All purchases will be entered on your property card. No bartering, trading or giving as a gift of any purchase is allowed. You are not permitted to loan any items to any other inmate nor to borrow from another inmate.

50. **Tobacco and Smoking Regulations**: Pipe and cigarette tobacco is available from the dispensers at the West-End of the cellhouse. Take what you need for immediate use, not to exceed six packs altogether. Don't hoard tobacco. Don't waste tobacco.

Cigarettes: One pack of cigarettes may be issued to each inmate in good standing, each Monday, Wednesday and Friday evening. Inmates who are restricted or on report will not receive cigarettes. You are not permitted to have more than 3 packs (60 cigarettes) at any one time. If you
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are found to have in excess of 60 cigarettes at any one time, all will be confiscated and you will be placed on a disciplinary report.

Matches: Matches and cigarette papers are distributed during bath-linest Do not accumulate more than 10 books of matches nor more than two of the 150-paper size books of cigarette papers.

Smoking: Smoking regulations vary for different areas. If in doubt, ask your Foreman or Officer. No smoking is permitted in the Callhouse at any time except within the cells, library or "A" Block. Smoking is not permitted in the dining room or kitchen except for certain areas assigned for kitchen workers. Smoking is permitted in the yard but not between the yard and your place of work.

51. VISITS: You are allowed to receive one visit each month from members of your immediate family or other persons approved by the Warden. Visiting hours are approximately 1:30 PM to 3:10 PM weekdays.

In all personal visits you will confine your talk to personal matters and refrain from discussing other inmates, institutional matters, etc.

Visits with your Attorney of record may be arranged through the office of the Associate Warden.

52. THE GOOD TIME Law: Revised Title 18 of the United States Code, effective September 1, 1948, provides in Section 4161 as follows:

"Each prisoner convicted of an offense against the United States and confined in a penal or correctional institution for a definite term other than for life, whose record of conduct shows that he has faithfully observed all the rules and has not been subjected to punishment, shall be entitled to a deduction from the term of his sentence beginning with the day on which the sentence commences to run, to be credited as earned and computed monthly as follows:

Five days for each month, if the sentence is not less than six months and not more than one year.

Six days for each month, if the sentence is more than one year and less than three years.

Seven days for each month, if the sentence is not less than three years and less than five years.

Eight days for each month, if the sentence is not less than five years and less than ten years.

Ten days for each month, if the sentence is ten years or more.

When two or more consecutive sentences are to be served, the aggregate of the several sentences shall be the basis upon which the deduction shall be computed.

Section 4165 provides as follows:

"If during the term of imprisonment a prisoner commits any offense or violates the rules of the institution, all or any part
of his earned good time may be forfeited."

Section 4166 provides as follows:

"The Attorney General may restore any forfeited or lost good time or such portion thereof as he deems proper upon recommendation of the Director of the Bureau of Prisons."

53. GENERAL RULE: Though not mentioned in these rules, any disorder, act or neglect to the prejudice of good order and discipline, and any conduct which disturbs the orderly routine of the institution shall be taken cognizance of by the Warden or his representative, according to the nature and degree of the offense, and punished at the discretion of the Warden or other lawful authority.
The main Alcatraz cellblock corridor known as Broadway.
One of the primary assignments of a correctional officer is that of searching cells. Some officers seem to have the ability to find whatever contraband is in a cell, while others are less adapted for the job. Among the reasons for searching cells of inmates confined in a penal and correctional institutions are: to carry out the orders of the Warden and Associate Staff; to keep contraband at a minimum; recover stolen property; to see that cells are properly equipped; to insure that cells are clean and orderly, to maintain security of the institution, minimize stealing and prevent the accumulation of junk.

A new officer assigned to search cells may feel that he is prying into some one's personal property and go about the job rather reluctantly. He must overcome that feeling and recognize the fact that searching cells is part of the job, which must be done to insure the safety of the prison, protect the property of the State as well as that of inmates.

The officer who is searching cells should have a plan, which will insure the search of every cell. Unless the whole prison is to be searched at one time, it is a good plan to do a section in one part of the prison and then move over to some other place and do another section. This helps to keep the inmates from knowing just where the frisks are to be made, and discourages the keeping of contraband in the cells. A random frisk during an officer's night shift may reveal items one would seldom find if the cells were frisked only during the day tour. Inmates frequently take “hot” items with them to their jobs or hide them during the day. Frisks on Saturday afternoon or Sundays while inmates are in the recreation yard, sometimes turn up articles which may have been carried to the cells from the kitchen or shop with the intention of using the articles over the weekend and then returning them to their proper place Monday morning. A quick look through a great many cells for some large object may be made in a short time, but a more thorough search for small objects takes time and patience.

If an inmate is suspected of having contraband, it is good practice to look over not only his cell but also the cells of the rest of the members of his gang, shop workers and associates. Frequently the article is cached away in the cell of one of his associates. It pay off occasionally to go back and frisk a cell a short time after it has been frisked, as contraband may have been transferred into it. An example of this occurred when two men were suspected of having stolen sugar from the kitchen. Both men came to a cell on C block just as the officer finished searching the cell and giving it a clean bill. When the officer left the cell to do another job, the two inmates made a hasty trip to the cell on C block, got the sugar, and took it back to B block and put it in the cell which had just been searched.

When searching cells one must be suspicious of everything until convinced of its innocence. Men just days from their transfer off Alcatraz have stolen articles on their last day in this prison, and nearness of the transfer is no assurance of a cell free from contraband. Forbidden articles may be hidden in the most unlikely places. Among the favorite hiding places are these: in a broom, in shoes, in coat pockets, sleeves, collars, pant legs, the band or fly of the pants, in soiled clothes,—in the vent channel,
bed, bed legs, in between the mattresses for inmates having two, in pillows and between blankets—also in boxes with false bottoms or tops, also around the toilet, in between the sheets of the toilet paper, Bibles, crucifixes, books, magazines, pictures, folded clothing, back corners of the paint box, in their accessory boxes, back of loose cement unnoticed by officers.

While searching cells one must be careful not to needlessly damage or destroy the property of the inmate. Carelessness in handling property causes resentment and bitterness. By using care in handling and replacing articles under suspicion, much resentment can be avoided. It may be necessary at times to have the inmate in the cell while it is being frisked, but usually it is best not to have him present. If some article of personal property is broken accidentally, it should be reported to the officer in charge.

**Notation of Articles**

Occasionally while one is frisking on the flats, some light-fingered inmate will take advantage of the situation to help himself to articles belonging to someone else. This makes it look as if the one who did the frisking picked up the articles. It is a good practice to jot down in a notebook every article removed from the cells. It proves useful, too, to make a note of unusual things observed while frisking. A note that 3 clarinet reeds and 2 trumpet mouthpieces are in B-151 may prove worthwhile if some time later the music instructor is looking for a mouthpiece. The notebook record of articles reported stolen is handy to refresh one's memory when looking for the missing article.

While no system of control has ever proved wholly satisfactory, contraband can be kept at a minimum by constant and unexpected searching. The fact that someone is frisking cells is frequently sufficient check to keep contraband scarce. The inmates do not know what the officer is looking for, and if there is contraband, the appearance of the officer is the cue to toss or pass the articles, or flush it down the toilet, so as not to be found with it in their possession. An officer picking up in the yard or library after a search is likely to pick up as much contraband as the officer doing the search.

As a friendly gesture, an inmate may offer an officer artwork or magazines. It is not good policy to accept anything from the inmates even though it is offered in good faith. No articles should be removed from the cells unless they are contraband or do not conform to the rules of the institution.

**Cell Bars**

When conducting a search it is usually good practice to inspect the bars of the cells for evidence of tampering. Most bars are cut on the right hand side (since most men are right handed) near a cross bar or other feature calculated to hide the cut. Frequently the cut is filled to make it appear that the bar is whole. It demands close scrutiny to detect where an attempt has been made to cut a bar if the cut has been well concealed.

Full use should be made of all the senses to detect any article which might be hidden from view. False labels have been attached to bottles and cans to give the wrong impression of their contents. Evidence of cooking may be noticed by the smoked or charred appearance of articles which have been near the heat. Liniment may have been burned in an ashtray resulting in the discoloration of the tray. Toilet bowls may show evidence of smoke from fire. A piece of thread around a vent may be supporting some article in the backside of the vent. Only by using some imagination and thinking where contraband might be hidden can one find the numerous recesses used to secrete contraband. A prison is never free of contraband, but the constant searching of cells does keep it at a minimum.

**Searching a Cell**

To search a cell thoroughly, swiftly, and orderly means that the correctional officer must do some thinking and planning beforehand. An officer who has a plan to work with will do a better and faster job of searching than one who goes at it haphazardly.

First of all, I want to know what I am to search for. My superior officers tell me this. Sometimes it is only for a few certain articles, other times it is for all contraband. I often make a list of all contraband articles and go over this frequently. This enables one to spot contraband immediately, and saves minutes of wondering if this or that is contraband, or of tak-
ing something from the cell that later has to be re-

turned.

Then another good plan is to, in your spare time, 
think about the cell as empty. It has four walls, one 
ventilator, a washbowl, a toilet, and a light and fix-
ture. Let us search first the things mentioned above. 
Take the washbowl. Look around the rim and under-
neath thoroughly. Sometimes articles are stuck to the 
bowl with adhesive. In one case four morphine am-
pules were found imbedded in some chewing gum 
which was stuck underneath and on the back side of 
the bowl. There should be no gum chewing by the 
officers on the floor. Inmates might use the expend-
ited gum as an adhesive. The searcher should provide 
himself with a piece of wire from six inches to a foot 
in length, that can be bent easily. This wire can be 
used in probing inside of the faucets and in the bowl 
drain. Examine the drain well. Often things are fas-
tened to a string and let down this drain, with one 
end of the string fastened to the drain cover. Next 
examine the toilet bowl in the same manner. Now 
go to the ventilator, if there are any, run your wire in 
them and watch for loose pieces of string or thread, 
as there might be something fastened to one end. Go 
to the light next, unscrew the light globe, look inside 
for folded paper, benzedrine strips or other drugs 
possibly stolen from the Alcatraz hospital pharmacy. 
Next glance around the floor and walls. Look in the 
corners for chewing gum or other sticky material that 
might contain contraband. I might add that should 
there be any paint on the walls that is peeling off, 
you might pull off a piece of this paint and see if you 
can find any bed bugs. The sanitation officer would 
like to know about this. Report any unusual findings 
to the Captain or Associate Warden at once.

Now we can add the shelf. If there are articles on 
the shelf, lay them on the bed. Next place the ar-
ticles back on the shelf. Examine all books. They are 
a favorite hiding place for contraband. Often a hole 
is cut through the leaves in the center of the book 
forming a good sized pocket. If you suspect that a 
book contains obscene material or went undetect-
ed by the censor you might glance through a sen-
tence here and there. All boxes of tobacco should 
be examined in the same way. All personal folded 
letters should be opened. Bibles seem to be a favorite 
place to hide paper contraband.

Now let us take the bed. First strip the bed of 
blankets and sheets and expose the mattress. Look 
the blankets over for small pockets sewed on them, 
also for things pinned to them. On Alcatraz we have 
a laundry that does work for both inmates and offi-
cers. Often inmates will steal sheets, pillowcases and 
towels from the officers. All these have a laundry 
mark on them. The inmate will either blot out this 
mark with ink, or cut the hem containing the mark 
and then make a new hem. If you are looking for 
these articles, look at the sewing of the hems. This 
makes it easy to spot stolen linen. Now we come to 
the mattress. Examine the seams carefully to see if 
they have been ripped open and resewed. Look to 
see if any cuts have been made in any part of the 
mattress. Run your hands over both sides, feeling 
for any hard objects. We have found homemade 
knives, drugs, and about all other articles that are 
contraband. Run your wire up the legs of the bed 
and also look over the metal for sticky materials such 
as chewing gum, et cetera.

I want to finish by saying that all searching should 
be done in such a manner that all articles and bed-
ding can be replaced in as neat a manner as the 
inmate had them. Carelessness with an inmate’s 
property will bring resentment and anger to the in-
mate against officers and the institution in general 
that will be hard to overcome. The inmate values the 
few possessions he has as much as you do yours. 
The inmate will know his cell has been searched. He 
expects this and to find an officer has handled his 
things with care creates no ill feeling.

Frisking is a necessary evil. Necessary because 
there will always be those in any penal institution 
who will want to possess contraband, some just for 
the hell of it, and some for nefarious purposes. It is 
an evil because no matter how it is done is a frisk, be 
it of a single cell, or a block, or an entire institution, 
always creates resentment. One cell searched might 
concern no one other than the occupant of that cell. 
But it stirs up for other prisoners who know about it 
that ever present feeling of “the law” versus “con.” If a 
number of cells are searched we have the same thing 
on a larger scale plus particular resentment from those
who abide by the rules and feel that they should be suspected or discommoded. Many prisoners like to be trusted and genuinely merit trust. No one, prisoner or not, likes to have his privacy invaded.

So what? The wise officer who knows the value of good morale will rely upon common sense in use of the search. There will always be good reason for any search and general searches will not be ordered just for the sake of putting “the fear” into the population. Usually the members of a population know whether or not officials have a legitimate cause for conducting a frisk. Under such circumstances resentment is at a minimum. But the brew from which trouble springs is made when searches are known to be without real objective. If cells are properly inspected day by day there is reduced need for the general frisk.

When a search is ordered one of two results is expected: finding of the article or definite assurance that it is not there. Nothing less is acceptable. Take nothing for granted. We know of a case where an inmate was being checked out for transfer. He had one more officer to pass before transfer off U.S.P. Alcatraz. This officer knew that the inmate was a “lob” and a would-be smartster.” While it was not a part of the officer’s routine to do so, he decided to make an examination just on a hunch. Some of the inmate’s property was in a pasteboard box. The officer emptied the box and carefully examined and felt every square inch of it. The box looked and felt almost perfect, but not quite. A knife blade was inserted through the edge into the cover. When the cardboard split apart there was found some ingeniously prepared messages and addresses carefully sealed away. This officer not only took the trouble to recheck the work of someone else, but he also displayed a lot of something which makes one officer better than another.

Wise use of the search we must make, but let us do it effectively while handling articles with care. Careful handling induces deliberateness which will result in careful scrutiny as well as in preventing unnecessary damage to property. I will never forget a sixteen-year-old reformatory inmate that I observed many years ago. He had been committed for the theft of $2. He had lived in a sheltered home and never was in trouble before. In most courts today this boy would have been placed upon probation. He was a shy fellow who was thoroughly frightened. Someone learned that he was a musician and asked him to send for his violin. This he did. It was a good instrument and the boy could play it well. It was the only comfort he had in his strange and terrifying environment. One day a general search was ordered. A thick-skulled con hating guard who resented the effort he had to exert in making a search, walked into each cell on his corridor and pitched everything loose, except the furniture, clear across the corridor against the stone wall. The boy’s violin was crushed beyond repair. Later on each inmate picked up his stuff and put it back. No contraband turned in. It was wanting enough to destroy the violin. Who can say what was destroyed in the boy?

Here are some exercises which might be set up for training purposes with fellow officers:

1. Rig up an empty cell so that it will look like it would if it were occupied. Plant several articles of contraband. Ask the trainee to find them. Let other officers or trainees observe and make notes. Keep time only for the purpose of judging whether or not the search was too rapid. Except in a rare emergency time is not an important factor. Many faulty searches are so because they were made too rapidly. The searcher will not know how many objects are hidden. When he announces that he is finished, hold a discussion. Repeat the exercises for other trainees using different plants.

2. A “pigeon” has reported that some prisoner who locks in Cell Block C has an article of contraband. All he knows is what he has heard by way of rumor. He does not know who the inmate is, where he locks, or what the article is except that it is about the size and weight of a paving block. He will try to learn more about it. Let the trainee take it from there. Write an answer to this exercise or discuss it in a group. Begin by considering the report. What to do with it? What might the object be? Will you conduct and immediate search, or if not what preliminaries? What kind of search if any? Pursue this exercise to some logical conclusion. What is it?

3. In all that the officer does his power of accurate observation plays a vital part. Searching
and reporting require the ability to observe accurately and in detail. The following exercise (and others like it) will develop the ability to observe and report.

Set up situation somewhat elaborately with a complete record and diagram of the setup. An action is to follow. Some of the objects in the setup will be related to the action and some will not. Plan an action involving two or more actors (not too many) such as a sham fight or a homicide. Rehearse the action several times. Then carry it out with trainees observing. After the action is completed, give trainee pencil and paper and ask each to write down exactly what he saw. Then compare and discuss the reports.

How to Search the Person of an Inmate

It may seem strange, but it is a fact that one of the most carelessly done jobs in many prisons is that of searching inmates. Perhaps this is because it is a distasteful task. There is the possibility also that like most things done routinely there is a tendency to become a victim of that same routine. Whatever the reason, a search that fails of its purpose is wholly useless. There is no middle ground. When we search a man we want, without fail, to find the object that he is concealing, or to prove beyond doubt that he is not concealing anything.

Inmates with large objects concealed under the clothing have been known to pass under the eyes of officers. Anyone with his eyes open, one would believe, could see the bulge. Yet, apparently, that did not happen. Consider this one: A city boy working in a field saw a large crane. Later he said he thought it was a “peasant” meaning pheasant. He killed the crane, dressed it, put it under his coat and carried it to his cell inside the prison. Beginning with the gang supervisor, who saw nothing, how many official eyes did the inmate pass? Several. But none were seeing eyes. In another instance an officer gave an inmate a pat frisk. After he had finished, either to get the officer’s goat or to show him up, the inmate handed over a small screwdriver which had been concealed between his body and his belt.

Lieutenant Neil W. Morrison writes how he thinks a search of the person should be made. In addition to telling us how it should be done, he makes an important observation when he says, “As long as the inmates know that they are going to be subjected to a thorough search, they will seldom try to get anything past you.” This is prevention.

Discussion by Neil W. Morrison, Lieutenant, U. S. Penitentiary, Alcatraz Island, California

The searching of inmates is one of the duties that an officer is frequently required to perform. We search inmates, at various times and places, for the purpose of detecting the presence of contraband articles concealed on their persons. These articles may range all the way from firearms, saws, knives, or guns, to smuggled candy, chewing-gum, or cigarettes. Inmates are apt to carry most any kind of contraband, more or less cleverly hidden on their persons. Some of them make no particular effort to conceal it, other than to carry it stuffed in a pocket. Sometimes it is food stolen from the kitchen or dining room. At other time it is clothing or materials, stolen from the shops. Frequently it is a knife, or a file, or a hacksaw, or some money, or a key, or a lock-pick.

In our effort to keep the prison free of such contraband, we are continually searching all prison buildings to which inmates have access. These searches make it difficult for an inmate to safely hide anything make it difficult for an inmate to safely hide anything anywhere except upon his person. We search his person frequently, to make it difficult to carry contraband about with him.

To search an inmate thoroughly requires time and effort. No search is on one hundred per cent effective unless we compel the inmate to remove all of his clothing so that his entire body-surface can be carefully examined. We recommend this procedure when placing inmates in “solitary;” when moving inmates to or from Court, or to and from another institution; when receiving inmates or when discharging them, or at any other time when it seems advisable.

We carefully examine the hair, ears, eyes, nose and mouth to see that nothing is concealed therein. We make certain that nothing is written on the body, or fastened to the body with adhesive tape, scotch tape, rubber bands, string, or glue. A favored trick is to fasten small articles to the testicles or in the rectum. Another trick is to conceal contraband under flesh-
colored adhesive tape—fastened to the soles of the feet, or in the armpits or on other parts of his body.

After carefully scrutinizing the inmate's body we take each of his garment and examine it thoroughly; checking the seams, the lining, the cuffs, collars, lapels, pockets and contents of pockets, and every other place where anything might be hidden. The shoes are always given a particularly careful inspection.

As a rule, it is not possible to undress the inmate, in order to search them. Most of our daily searches are made while the inmate is fully clothed. In such cases, your fingers must, to a certain extent, take the place of your eyes. You must proceed slowly and cautiously, running your hands over his entire person—starting at his head and working down to his toes. When you reach his hips, don't squeamish about conducting a thorough search. Inmates frequently take advantage of your natural reluctance and use the vicinity of their testicles as a handy hideout for contraband. They gladly endure the discomfort of walking with a knife or a saw concealed in their shoe.

Remember, an inmate is apt to be resentful of the fact that you are searching him. Sometimes he shows his resentment, at other times he conceals it, but, in either case, you must always be prepared to protect yourself against any act of resistance on his part. Always be sure that he is under the gun of an armed officer, before you start to search him. Don't get between him and the officer's line of fire. Be on your guard against any attempt to strike you or to kick you in the face or body. If possible, always have another officer standing by to back you up in event of trouble.

When searching a group of inmates, always take the first in line away from the others. When you finish searching him, keep him away from the others who have not been searched. This precaution will prevent them from passing contraband from one to another, so as to defeat your search.

If an inmate whom you are searching is carrying anything on his person, you must examine it carefully, no matter how innocent it looks. Be suspicious of medicine bottles and other medicine containers. Don't let a "sealed" package of tobacco fool you, because we frequently find contraband concealed in what appears to be unopened packages or sacks of tobacco. Check the contents of every box of matches. Contraband may be concealed beneath or between the matches. Razor blades are often found hidden in match-boxes, sometimes in between the sections of the box.

Inmates will sometimes attempt to conceal small articles of contraband in their hands or between their fingers. Examine their hands carefully when you search them. Knives and other weapons are generally found taped to the wrist or ankle or suspended by a cord around the neck, hanging down the back or below the chest. You may also find them taped up under the armpits, between the thighs, flat against the abdomen, or in the inmate's shoes.

When your fingers tell you that you have found what appears to be dangerous contraband, you can be almost certain that you have a desperate and dangerous inmate to deal with. Before proceeding further with the search of his person, call the attention of the nearest armed officer to the fact that you have reason to believe that the inmate being searched has dangerous contraband concealed on his person.

It is a well known fact that inmates rarely attempt to smuggle any contraband on their persons when officers are on the job to search them properly. On the other hand, if no searching is done, the inmates become quite brazen about carrying things on their persons. We want to convey the impression to them that they are subject to search at any time or place. We want them to know that all such searches will be thoroughly done. This means that all officers must take their duties seriously, and always do a good job of searching. As long as the inmates know that they are going to be subjected to a thorough search, they will seldom try to get anything past you. The minute they realize that an officer is lax or indifferent or haphazard in his searches, they will start to try to "beat" him.

When you are assigned to a post where it is necessary to do a great deal of searching of inmates, you must be careful and conscientious. Keep your mind on what you are doing at all times. It is possible for an officer to become accustomed to searching so many times every day that he become bored with the work and just goes through the motions of searching. A poor search is little better than no search at all. Try to do a good job, and make each job of searching a little more skilled and a little more thorough than the one preceding it.
Escape and Riot Plans

Alcatraz Correctional Officer Protocol

United States Penitentiary
Alcatraz, California
January 1, 1957

Escape and Riot Plans

GENERAL. Our first responsibility in any emergency is to maintain custody of the inmate population. Prompt and proper action may prevent an escape or control a potential riot. Delay or indecision during the first few minutes may let a disorder progress beyond routine control measures. At the same time, the premature or ill-considered use of force, particularly in the presence of a group of fractious inmates, may make a bad situation worse.

Good judgment is measure by our success in restoring good order, while protecting life and property.

All emergency plans are based upon the coordinated efforts of the organization, rather then upon individual performance. Each assigned post in an important part of the organizational plan and each employee who carries out his duties properly has contributed to any final success.

We have escape and riot plans to cover six different situations. These plans are intended to cover emergencies of short duration only. When disorders continue for hours or days, plans will be made to meet developments. The six plans apply to the following situations.
ESCAPE:
Plan #1-Day Watch on Duty
Plan #2-Day Watch off Duty
Plan #3-Cell house

RIOT:
Plan #4-Work Area
Plan #5-Dining Room
Plan #6-Recreation Yard

The escape plans are designed to cover the reservation as quickly as possible with patrols and searching parties while we place men in position to apprehend or prevent the movement of the escaped inmate(s).

The riot plans are designed to restrict and contain the disturbance while we deploy a sufficient force to bring the situation under control.

ESCAPE AND SIGNALS — FIRE SIGNALS:

ESCAPE—KLAXON HORN, STEADY BLAST
SIREN, May supplement Klaxon
RIOT—KLAXON HORN, Usually Signal #2
(Admin. Bldg.)
FIRE—KLAXON HORN, Signals 2-3-4 or 5.
POWERHOUSE WHISTLE, Signals 2-3-4 or 5

ESCAPE SIGNAL. A steady blast of the Klaxon will be sounded to announce an escape or the fact that most probably an escape has been made. The siren may be used to supplement the Klaxon signal in special circumstances. All employees not on duty and all others who can be spared without endangering the safety of the institution, including clerks, mechanics and construction workers, will proceed by the safest and shortest route to the Administration Building, unless otherwise notified. All other employees will remain on their posts and take whatever steps are necessary and possible to maintain the safety and security of the institution.

Members of families and all other persons on the Island will remain indoor with the doors locked until the “all clear” signal (one long blast on the powerhouse whistle) is sounded. Family members must not use telephones except to report something of importance. They will call EMERGENCY NUMBER 2221 to report any inmate seen without escort after an escape has been signaled. They will admit officers who are searching quarters only after recognizing the officers. Parents will be held responsible for the actions and behavior of their children.

Employees who are on the mainland at the time of an emergency will call the institution and proceed as instructed.

Employees who reside on the mainland and who do not call in, will be called and instructed as to the time and place to report. Many regular assignments may be changed to suit the situation.

RIOT SIGNAL. The Klaxon horn will be sounded to announce uncontrolled riots. It will sound signal #2 (Admin. Bldg.) unless there is some reason to call available employees to some other area.

FIRE SIGNAL. The powerhouse whistle and the Klaxon horns will be sounded to announce fire. The area locations are as follows:

Two (2) blasts—Upper level
Three (3) blasts—Parade Ground
Four (4) blasts—Work Area
Five (5) blasts—Dock/Tunnel/Powerhouse Area

NOTE: The steady sound of the klaxon or the sounding of the siren means there is an escape. Any riot or fire may be cover for an escape that has not been discovered. Proceed with caution when any emergency signal is sounded.

METHOD OF OPERATION—GIVING THE ALARM.

The first person aware of an escape, attempted escape, riot or other emergency will immediately notify the Control Center by:

1. Calling #2221 or
2. Removing a telephone receiver from its cradle, or
3. Calling on Intercom system or
4. Shouting, blowing whistle, firing a shot, or otherwise attracting the attention of someone who can make the report.
Control Center. Upon receiving the alarm will:

1. Alert all armed posts immediately, giving all known facts briefly.
2. Notify the Warden, Associate Warden and Captain.
3. Sound the appropriate emergency signal. In case of fire, call Powerhouse to blow whistle signal and start pumps.

Control Supervisor. The highest-ranking official present will take charge. He will delegate the operation of the Escape or Riot Plan to the first available Supervisor, or any other experienced officer until a Supervisor arrives. This officer will be known as the Control Supervisor. Together with the officials present he will decide which plan to put into operation, depending upon the information that has been supplied.

ESCAPE AND RIOT PLAN CARD CASE. The control supervisor will open the appropriate card case and issue cards to employees who report for duty. This card case contains numbered cards in three colors. Each card contains a complete description of a particular assignment and a list of any equipment required. Blue cards denote supervisory positions such as Control Center, Captain's Office, in charge of searching parties, etc. Red Cards are for armed positions and will be issued to officers who are skilled with firearms. White Cards are for unarmed patrolmen, searching parties, etc.

All employees will be issued cards according to their abilities and the needs of the institution and a record of assignments will be made. Upon receiving his card, each employee will read his instructions, draw his equipment, ask any questions and then proceed to his post and remain there until recalled or relieved.

MASTER MAP. A master map showing the limits of each post or area is kept in the Captain's Office. Each employee should become so familiar with this map and the designated positions that he can proceed to his assignment without delay or confusion.

TRAFFIC CONTROL OFFICERS. Two officers, possibly the first two to reach our dock at Fort Mason, will be assigned to control traffic there. They will maintain order, direct traffic, relay messages, etc., and carry out orders from the institution. They will keep Dock telephones available for necessary messages.

NOTIFICATION OF OTHER AGENCIES. When an escape has been confirmed, the following agencies will be notified:

By Radio: U.S. Coast Guard-2670 kc. Call NOVEMBER MIKE CHARLIE or NOVEMBER MIKE CHARLIE NINER.
Launch "Warden Johnston"-2670 kc Call WHISKEY ZULU 2421.
"McDowell"-2670 kc. Call WHISKEY ZULU 2420.

By Telephone: FBI, San Francisco Police, Yukon 2-2155, San Francisco Police, Sutter 1-2020, Provost Marshal, Fort Mason, Prospect 6-2200 Ext 6119 or 6198.

By Teletype: Director, Bureau of Prisons, Wash., D.C. WA-558.

PREVENTION OF ESCAPES AND RIOTS.

ESCAPES. Escapes and escape attempts are directed against weakness in the physical plant, the procedures, the personnel, or some combination of these elements. Inmates will plan intensely to exploit a mechanical fault to escape.

1. Plant Weakness: Mechanical defects or deficiencies are to be reported on Form #5. If urgent repair is indicated, as in the matter of locks, bars, or other security elements, call the Captain or the Lieutenant of the Watch at once.

2. Procedural Weakness: Routine procedures must be followed in normal situations. In emergencies, however, changes may be made to meet the situation. Employees are urged to study procedures and report any apparent weakness by Form #5 or letter.

3. Personnel Weakness: While the plant and the procedures are relatively constant, the effectiveness of individuals may vary throughout wide ranges. It is the duty of every employee to give his assignment his best attention and to be alert for signs of weakness, whether mechanical, structural, procedural or personal.

RIOTS. Rioting may occur with or without obvious cause. The cause is often obscured by the unre-
soning acts of psychopathic or psychotic inmates and unspoken resentments that follow imprisonment.

DEFENSE AGAINST ESCAPE

PREVENTION. Prevention of escape is covered in post orders and numerous memoranda which prescribe counting and locking procedures, searching and inspection methods, control of individual and mass movements and the identification of inmates, employees and visitors.

ESCAPE ATTEMPTS AND PLANS. Escape attempts and plans may be discovered by:

1. Inmates Behavior. Report all suspicious requests for cell or job changes, any re-alignment of inmate friendships or groups, unusual behavior or any confidential reports that you receive from inmates.

2. Contraband. Abrasives or cutting instruments, weapons of any type, volatile solvents, ropes, ladders and planks, drills and sledges, screw-jack parts, and money or unauthorized clothing are among the contraband items which indicate escape plans. Report immediately and avoid smearing latent fingerprints.

3. Tampering with Security Features. Any evidence of tampering with locks, bars, switches wiring, etc., must be regarded as an alert signal and reported immediately.

4. Disguises and Subterfuge. Discovery of masks, mannequins, or any object with the size or shape of the human body, or any attempt to deceive or confuse an officer making a count are likewise indications of escape preparation.

METHODS OF ESCAPE. Past experience indicates that escaping inmates will most probably proceed toward the shoreline. Their progress may be made by stealth or violence or a combination of the two. They may take hostages either in the institutional or residential area. They may possess weapons or attempt to capture them from armed positions. Attempts of inmates to disguise themselves in stolen or captured clothing are a probable method and employees must be careful to recognize one another by facial scrutiny, particularly during the hours of darkness. Capturing the institution’s motor vessels, either with or without the use of hostages, is a probable objective of escaped inmates.

CONTAINMENT OF RIOTS. Every effort must be made to prevent the spread of riotous activity to unaffected units. The general principle will be to restrict inmate traffic and place all un-locked and non-participating inmates in (1) their cells or (2) the Recreation Yard, if the cell house is out of control. The initial objective is to isolate the ringleaders and participants. The second step will usually be to return any tractable inmates to their normal duties or a safe place (their cells or Recreation Yard). Procedure will be dependent upon the area involved and the numbers and degree of resistance of the riotous element. In riots of all types, the premature use of force may react unfavorably. Hard and fast rules cannot be prescribed but officers present must proceed with caution, especially in situations which have not progressed beyond mere defiance and threats.

1. Removal of Rioters. Whenever possible, rioters will be escorted to T.U. or A-Block (if T. U. is out of control) without force or by the use of defensive holds only. If no other means are effective, the use of night-sticks, fire hoses and tear gas will be considered in that order. Night-sticks may be used defensively or to push rebellious inmates. Fire hoses may be used to disperse inmates or to deny them access to or use of an area. Fire is probable under riotous conditions and will be brought under control by the officers assigned to the hoses. Tear gas is issued for use in dispersing rebellious groups or to deny—in an area. Its employment will be described in the manual the Use of tear GAS AND SMOKE. It must not be used against a single inmate except with the written approval of the Warden. The decision to use tear gas will rest with the Control Supervisor except that any officer is authorized to use tear gas against a mass disturbance when, in his judgment, it offers advantages to outweigh the risks involved and when life will be endangered by delay.

2. Removal of Hostages. Hostages whose lives are endangered may be removed under cover of whatever force is required including the use of firearms.

3. Protection of Emergency and Security Equipment. Valves, switches, locks, vehicles vessels and
other major items of emergency or security significance will be protected from assault or sabotage by riotous inmates by whatever force is required including the use of firearms.

4. Riot in the Cellhouse (Plan #3). Assuming T.U. is functional, known ringleaders and participants will be individually escorted to that Unit. Non-participants will be kept in their cells and inmate traffic will be suspended between other Units. If T.U. is out of control, the use of A-Block as an emergency isolation unit is authorized. Officers assigned to fire hoses will disperse rebellious groups and control fires. They may also use fire hoses to prevent assaults and damage to property. Tear gas will not ordinarily be used in this Unit because of the limited tactical advantage and the difficulty of decontamination. It is estimated that 8 tear gas grenades or 14 shells (projectiles) will produce an intolerable concentration in the cellhouse. Air currents would dilute this concentration and three times that amount could be used without danger to life.

5. Riot in the Work Area (Plan #4). Cellhouse and Recreation Yard inmates will immediately be returned to their cells. Ringleaders and participants will be escorted individually or in groups, depending upon their response, to the Yard or the Treatment Unit. If groups are brought to the Yard, they will be escorted individually to Treatment Unit. If rioters cannot be removed quickly, non-participating inmates, including outside crews, will be returned to the cellhouse and the use of force will be delayed until this group has been secured in their cells. Serious fires are a virtual certainty when a riot exists in the Work Area. The fire truck with its crew will report to the area to fight fires and assist in controlling or dispersing inmate groups. Rioters will be removed as described in #1, above. If other methods are ineffective, tear gas may be used in the Industries Building without many of the problems which would restrict its use in and about the cellhouse. It is estimated that 12 grenades in the Laundry or 8 grenades in any of the other shows would produce an INTOLERABLE concentration. As a satisfactory rule of thumb, twice that number of 1.5 inch shells or projectiles would be equally satisfactory. The Old Model Building may be gassed with from 24 to 36 projectiles as a preventive measure or to drive inmates from it, if the situation justifies the risk of setting fire in that building.

6. Riot in the Dining Room (Plan #5). For so long as the situation does not progress beyond passive resistance, defiance or threats, the use of force should be delayed until officers move to their riot stations. A cooling-off period may resolve the situation without force. Tractable inmates will be returned to their cells. Rioters will be removed as described in #1, above.

Five (5) tear gas grenades or nine (9) shells will produce an INTOLERABLE concentration in a space the size of the Dining Room. Tear gas offers only a dubious advantage in this Unit and its use should be considered only when other means have failed. Hoses have equivalent physical advantages and may produce the desired result at lesser risk.

7. Riot in the Recreation Yard. (Plan #6). This plan is identical with Plan #5, except that armed positions along the North wall of the cellhouse are transferred to extra armed positions on the Yard Wall.

The use of tear gas in the Recreation Yard is not limited by danger of lethal exposure or unusual difficulty in decontamination. Large numbers of grenades (projectiles or shells) would be required to produce an intolerable concentration in this wind-swept area. However, the other factors such as hysteria and frenzy, which limit the use of tear gas generally, would apply in the Yard and the decision to use tear gas will rest with the Control Supervisor, except in cases of extreme emergency.

BARRICADES, STRONGHOLDS AND FORTIFICATIONS. In the event that inmates have created a strong defensive position, possible equipped with firearms, which cannot be safely approached, the use of tear gas in indicated. Such positions will be reduced by a gas squad under cover of carbine or rifle fire. A squad of four selected officers, armed with 2 gas projectors and gas grenades will station themselves in the nearest save cover and fire gas projectiles into windows, doors or other weak points. Grenades may be thrown upwind from the stronghold.

When it appears that the occupants have become ineffective, the gas squad will move in closer, under cover of carbine or rifle fire, and subdue them.
A Brief History of Alcatraz
United States Bureau of Prisons Publication

Before the Prison
The name Alcatraz is derived from the Spanish “Alcatraces.” In 1775, the Spanish explorer Juan Manuel de Ayala was the first to sail into what is now known as San Francisco Bay - his expedition mapped the bay and named one of the three islands Alcatraces. Over time, the name was Anglicized to Alcatraz. While the exact meaning is still debated, Alcatraz is usually defined as meaning "pelican" or "strange bird."

In 1850, a presidential order set aside the island for possible use as a United States military reservation. The California Gold Rush, the resulting boom in the growth of San Francisco, and the need to protect San Francisco Bay led the U.S. Army to build a Citadel, or fortress, at the top of the island in the early 1850s. The Army also made plans to install more than 100 cannons on the island, making Alcatraz the most heavily fortified military site on the West Coast. Together with Fort Point and Lime Point, Alcatraz formed a “triangle of defense” designed to protect the entrance to the bay. The island was also the site of the first operational lighthouse on the West Coast of the United States.

By the late 1850s, the first military prisoners were being housed on the island. While the defensive necessity of Alcatraz diminished over time (the island never fired its guns in battle), its role as a prison would continue for more than 100 years. In 1909, the Army tore down the Citadel, leaving its basement level to serve as the foundation for a new military prison. From 1909 through 1911, the military prisoners on Alcatraz built the new prison, which was designated the Pacific Branch, U.S. Disciplinary Barracks for the U.S. Army. It was this prison building that later became famous as “The Rock.”

The Rock
The U.S. Army used the island for more than 80 years--from 1850 until 1933, when the island was transferred to the U.S. Department of Justice for use by the Federal Bureau of Prisons. The Federal Government had decided to open a maximum-security, minimum-privilege penitentiary to deal with the most incorrigible inmates in Federal prisons, and to show the law-abiding public that the Federal Government was serious about stopping the rampant crime of the 1920s and 1930s.

USP Alcatraz was not the “America’s Devil’s Island” that many books and movies portray. The average population was only about 260-275 (the prison never once reached its capacity of 336 - at any given time, Alcatraz held less than 1 percent of the total Federal prison population). Many prisoners actually considered the living conditions (for instance, always one man to a cell) at Alcatraz to be better than other Federal prisons, and several inmates actually requested a transfer to Alcatraz.

Birdman of Alcatraz
The island’s most famous prisoner was probably Robert Stroud, the so-called “Birdman of Alcatraz.” In reality, Stroud never had any birds at Alcatraz,
nor was he the grandfatherly person portrayed by Burt Lancaster in the well-known movie. In 1909, Stroud was convicted of manslaughter; while serving his prison sentence at the U.S. Penitentiary (USP), McNeil Island, Washington, he viciously attacked another inmate. This resulted in his transfer to USP Leavenworth, Kansas. In 1916, he murdered a Leavenworth guard, was convicted of first-degree murder, and received a death sentence. His mother pleaded for his life, and in 1920, President Woodrow Wilson commuted the death sentence to life imprisonment.

It was Stroud's violent behavior that earned him time in segregation. During his 30 years at Leavenworth, he developed his interest in birds and eventually wrote two books about canaries and their diseases. Initially, prison officials allowed Stroud's bird studies because it was seen as a constructive use of his time. However, contraband items were often found hidden in the bird cages, and prison officials discovered that equipment Stroud had requested for his “scientific” studies had actually been used to construct a still for “home-brew.” Stroud was transferred to Alcatraz in 1942, where he spent the next 17 years (6 years in segregation in “D Block” and 11 years in the prison hospital). In 1959, he was transferred to the Medical Center for Federal prisoners in Springfield, Missouri, where he died on November 21, 1963.

Prison Life

While several well-known criminals, such as Al Capone, George “Machine-Gun” Kelly, Alvin Karpis (the first “Public Enemy #1”), and Arthur “Doc” Barker, did time on Alcatraz, most of the 1,576 prisoners incarcerated there were not well-known gangsters, but prisoners who refused to conform to the rules and regulations at other Federal institutions, who were considered violent and dangerous, or who were considered escape risks. Alcatraz served as the prison system's prison - if a man did not behave at another institution, he could be sent to Alcatraz, where the highly structured, monotonous daily routine was designed to teach an inmate to follow rules and regulations.

At Alcatraz, a prisoner had four rights: food, clothing, shelter, and medical care. Everything else was a privilege that had to be earned. Some privileges a prisoner could earn included working, corresponding with and having visits from family members, access to the prison library, and recreational activities such as painting and music. Once prison officials felt a man no longer posed a threat and could follow the rules (usually after an average of five years on Alcatraz), he could then be transferred back to another Federal prison to finish his sentence and be released.

Escape Attempts

There were, however, prisoners who decided not to wait for a transfer to another prison. Over the 29 years (1934-1963) that the Federal prison operated, 36 men (including two who tried to escape twice) were involved in 14 separate escape attempts. Of these, 23 were caught, 6 were shot and killed during their escape, and 2 drowned. Two of the men who were caught were later executed in the gas chamber at the California State Prison at San Quentin for their role in the death of a correctional officer during the famous May 2-4, 1946, “Battle of Alcatraz” escape attempt.

Whether or not anyone succeeded in escaping from Alcatraz depends on the definition of “successful escape.” Is it getting out of the cellhouse, reaching the water, making it to land, or reaching land and not getting caught? Officially, no one ever succeeded in escaping from Alcatraz, although to this day there are five prisoners listed as “missing and presumed drowned.”

Following are summaries of the 14 escape attempts:

1. April 27, 1936—While working his job burning trash at the incinerator, Joe Bowers began climbing up and over the chain link fence at the island’s edge. After refusing orders to climb back down, Bowers was shot by a correctional officer stationed in the West road guard tower, then fell about 50-100 feet to the shore below. He died from his injuries.

2. December 16, 1937—While working in the
mat shop in the model industries building, Theodore Cole and Ralph Roe had, over a period of time, filed their way through the flat iron bars on a window. After climbing through the window, they made their way down to the water's edge and disappeared into San Francisco Bay. This attempt occurred during a bad storm and the Bay's currents were especially fast and strong - most people believe Roe and Cole were swept out to sea. Officially, they are listed missing and presumed dead.

3. May 23, 1938—While at work in the woodworking shop in the model industries building, James Limerick, Jimmy Lucas, and Rufus Franklin attacked unarmed correctional officer Royal Cline with a hammer (Cline died from his injuries). The three then climbed to the roof in an attempt to disarm the correctional officer in the roof tower. The officer, Harold Stites, shot Limerick and Franklin. Limerick died from his injuries. Lucas and Franklin received life sentences for Cline's murder.

4. January 13, 1939—Arthur “Doc” Barker, Dale Stamphill, William Martin, Henry Young, and Rufus McCain escaped from the isolation unit in the cellhouse by sawing through the flat iron cell bars and bending tool-proof bars on a window. They then made their way down to the water's edge. Correctional officers found the men at the shoreline on the west side of the island. Martin, Young, and McCain surrendered, while Barker and Stamphill were shot when they refused to surrender. Barker died from his injuries.

5. May 21, 1941—Joe Cretzer, Sam Shockley, Arnold Kyle, and Lloyd Barkdoll took several correctional officers hostage while working in the industries area. The officers, including Paul Madigan (who later became Alcatraz's third warden), were able to convince the four that they could not escape and they surrendered.

6. September 15, 1941—While on garbage detail, John Bayless attempted to escape. He gave up shortly after entering the cold water of San Francisco Bay. Later, while appearing in Federal court in San Francisco, Bayless tried, again unsuccessfully, to escape from the courtroom.

7. April 14, 1943—James Boarman, Harold Brest, Floyd Hamilton, and Fred Hunter took two officers hostage while at work in the industries area. The four climbed out a window and made their way down to the water's edge. One of the hostages was able to alert other officers to the escape and shots were fired at Boarman, Brest, and Hamilton, who were swimming away from the island. Hunter and Brest were both apprehended. Boarman was hit by gunfire and sank below the water before officers were able to reach him; his body was never recovered. Hamilton was initially presumed drowned. However, after hiding out for two days in a small shoreline cave, Hamilton made his way back up to the industries area, where he was discovered by correctional officers.

8. August 7, 1943—Huron “Ted” Walters disappeared from the prison laundry building. He was caught at the shoreline, before he could even attempt to enter San Francisco Bay.

9. July 31, 1945—In one of the most ingenious attempts, John Giles was able to take advantage of his job working at the loading dock, where he unloaded army laundry sent to the island to be cleaned - over time, he stole an entire army uniform. Dressed in the uniform, Giles calmly walked aboard an army launch to what he thought was freedom. He was discovered missing almost immediately. Unfortunately for Giles, the launch was headed for Angel Island, not San Francisco as Giles hoped. As Giles set foot on Angel Island, he was met by correctional officers who returned him to Alcatraz.

10. May 2-4, 1946—During this incident, known as the “Battle of Alcatraz” and the “Alcatraz Blastout,” six prisoners were able to overpower cellhouse officers and gain access to weapons and cellhouse keys, in effect taking control of the cellhouse. Their plan began to fall apart when the inmates found they did not have the key to unlock the recreation yard door. Shortly thereafter, prison officials discovered the escape attempt. Instead of giving up, Bernard Coy, Joe Cretzer, Marvin Hubbard, Sam Shockley, Miran Thompson, and Clarence Carnes decided to fight. Eventually Shockley, Thompson, and Carnes returned to their cells, but not before the officers taken hostage were shot at point-blank range by Cretzer (encouraged by Shockley and Thompson). One officer, William Miller, died from his injuries. A
second officer, Harold Stites (who stopped the third escape attempt), was shot and killed attempting to regain control of the cellhouse. About 18 officers were injured during the escape attempt. The U.S. Marines were eventually called out to assist, and on May 4, the escape attempt ended with the discovery of the bodies of Coy, Cretzer, and Hubbard. Shockley, Thompson, and Carnes stood trial for the death of the officers; Shockley and Thompson received the death penalty and were executed in the gas chamber at San Quentin in December 1948. Carnes, age 19, received a second life sentence.

11. July 23, 1956—Floyd Wilson disappeared from his job at the dock. After hiding for several hours among large rocks along the shoreline, he was discovered and surrendered.

12. September 29, 1958—While working on the garbage detail, Aaron Burgett and Clyde Johnson overpowered a correctional officer and attempted to swim from the island. Johnson was caught in the water, but Burgett disappeared. An intensive search turned up nothing. Burgett's body was found floating in the Bay two weeks later.

13. June 11, 1962—Made famous by Clint Eastwood in the movie Escape from Alcatraz, Frank Morris and brothers John and Clarence Anglin vanished from their cells and were never seen again. A fourth man, Allen West, believed by some people to have been the mastermind, was also involved; however, he was still in his cell the next morning when the escape was discovered. An investigation revealed an intricate escape plot that involved homemade drills to enlarge vent holes, false wall segments, and realistic dummy heads (complete with human hair) placed in the beds so the inmates would not be missed during nighttime counts. The three men exited through vent holes located in the rear wall of their cell - they had enlarged the vent holes and made false vent/wall segments to conceal their work. Behind the rear wall of the cells is a utility corridor that had locked steel doors at either end. The three men climbed the utility pipes to the top of the cellblock, and gained access to the roof through an air vent (the men had previously bent the iron bars that blocked the air vent). They then climbed down a drainpipe on the northern end of the cellhouse and made their way to the water. It is believed they left from the northeast side of the island near the powerhouse/quartermaster building. They used prison-issued raincoats to make crude life vests and a pontoon-type raft to assist in their swim. A cellhouse search turned up the drills, heads, wall segments, and other tools, while the water search found two life vests (one in the bay, the other outside the Golden Gate), oars, and letters and photographs belonging to the Anglins that had been carefully wrapped to be watertight. But no sign of the men was found. Several weeks later, a man's body dressed in blue clothing similar to the prison uniform was found a short distance up the coast from San Francisco, but the body was too badly deteriorated to be identified. Morris and the Anglins are officially listed as missing and presumed drowned.

14. December 16, 1962—John Paul Scott and Darl Parker bent the bars of a kitchen window in the cellhouse basement, climbed out, and made their way down to the water. Parker was discovered on a small outcropping of rock a short distance from the island. Scott attempted to swim
towards San Francisco, but the currents began pulling him out to sea. He was found by several teenagers on the rocks near Fort Point (beneath the Golden Gate Bridge) and was taken to the military hospital at the Presidio Army base suffering from shock and hypothermia, before being returned to Alcatraz.

One of the many myths about Alcatraz is that it was impossible to survive a swim from the island to the mainland because of sharks. In fact, there are no “man-eating” sharks in San Francisco Bay, only small bottom-feeding sharks. The main obstacles were the cold temperature (averaging 50–55 degrees Fahrenheit), the strong currents, and the distance to shore (at least 1½ miles). Prior to the Federal institution opening in 1934, a teenage girl swam to the island to prove it was possible. Fitness guru Jack LaLanne once swam to the island pulling a rowboat, and several years ago, two 10-year-old children also made the swim.

If a person is well-trained and -conditioned, it is possible to survive the cold waters and fast currents. However, for prisoners - who had no control over their diet, no weightlifting or physical training (other than situps and pushups), and no knowledge of high and low tides - the odds for success were slim.

Alcatraz Closes

On March 21, 1963, USP Alcatraz closed after 29 years of operation. It did not close because of the disappearance of Morris and the Anglins (the decision to close the prison was made long before the three disappeared), but because the institution was too expensive to continue operating. An estimated $3-5 million was needed just for restoration and maintenance work to keep the prison open. That figure did not include daily operating costs - Alcatraz was nearly three times more expensive to operate than any other Federal prison (in 1959 the daily per capita cost at Alcatraz was $10.10 compared with $3.00 at USP Atlanta). The major expense was caused by the physical isolation of the island - the exact reason islands have been used as prisons throughout history. This isolation meant that everything (food, supplies, water, fuel...) had to be brought to Alcatraz by boat. For example, the island had no source of fresh water, so nearly one million gallons of water had to be barged to the island each week. The Federal Government found that it was more cost-effective to build a new institution than to keep Alcatraz open.

After the Prison

After the prison closed, Alcatraz was basically abandoned. Many ideas were proposed for the island, including a monument to the United Nations, a West Coast version of the Statue of Liberty, and a shopping center/hotel complex. In 1969, the island again made news when a group of Native American Indians claimed Alcatraz as Indian land with the hope of creating a Native American cultural center and education complex on the island. The “Indians of All Tribes” used their act of civil disobedience to illustrate the troubles faced by Native Americans. Initially, public support for the Native Americans’ cause was strong, and thousands of people (general public, schoolchildren, celebrities, hippies, Vietnam war protesters, Hells Angels...) came to the island over the next 18 months. Unfortunately, the small Native American leadership group could not control the situation and much damage occurred (graffiti, vandalism, and a fire that destroyed the lighthouse keeper’s home, the Warden’s home, and the Officers’ Club). In June 1971, Federal Marshals removed the remaining Native Americans from the island.

In 1972, Congress created the Golden Gate National Recreation Area, and Alcatraz Island was included as part of the new National Park Service unit. The island opened to the public in the fall of 1973 and has become one of the most popular Park Service sites - more than one million visitors from around the world visit the island each year.
<table>
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<th>Inmate Register</th>
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<td>Listed in order of Register (AZ) Number</td>
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1. Bolt, Frank Lucas  
2. Copp, Charles R.  
3. Gregory, Leon Harold  
4. Harrison, Joseph Constantine  
5. Henry, Forrest B.  
6. Hicks, Clyde E.  
7. Hills, Ralph L.  
8. Hohe, Albert D.  
9. Hood, Alan Whitney  
10. Hulme, Frederick Lasalle  
11. Janda, Edward Joseph  
12. Johnson, Charles E.  
13. Johnson, Luby L.  
14. Landers, William D.  
15. Limas, Manuel  
16. Marud, John  
17. Miller, John Leroy  
18. Mumma, William J. F.  
19. Nelson, Jack  
20. Paris, Angelo George  
21. Payne, William G.  
22. Peterson, John H.  
23. Prokopl, Leo  
24. Riley, Joseph F.  
25. Sodoma, Frank  
26. Soliwode, Joseph  
27. Vinson, Harold Ray  
28. Walters, Ervie R.  
29. Weber, George Watson  
30. Wilde, George Earle  
31. Wolle, Gilbert D.  
32. Woody, Harold Orville  
33. White, Frederick Grant  
34. Moxon, Robert Bradford  
35. Cole, Elmer Hutchinson  
36. Raap, Verril Hersey  
37. Souza, Frank  
38. Reynolds, Perry  
39. Fernandez, Hal Joseph  
40. Burke, Joseph Francis  
41. Dean, Harry E.  
42. Boyd, William Edward, Jr.  
43. Walsh, James John  
44. Smith, Mack  
45. Kerr, George William "Red"  
46. Stadig, John Millage  
47. Wulke, Edward  
48. Lewis, Edgar Robert  
49. Kelly, Walter  
50. Kennedy, Willie  
51. Brown, Thurman Alexander  
52. Weston, Herbert Sheely  
53. Fontaine, Harold  
54. Golebbski, John  
55. Moten, Frank Edward  
56. Brown, Benjamin A.  
57. Simmons, William Joseph  
58. Kronz, George Safford  
59. Fondert, Pearl Turner  
60. Colson, James  
61. Eaton, Ruey  
62. Bearden, Walter Edward  
63. Coleman, Robert  
64. Waters, Francis Leo  
65. Marsh, James C.  
66. Messmore, John Richard  
67. Montgomery, Harold Leroy  
68. Watts, James W.  
69. Marques, Armand  
70. Fullbright, Floyd  
71. Schmidt, Ludwig "Dutch"  
72. Krug, Charles Richard  
73. Gogich, Lazar  
74. McIntosh, Leo Dale  
75. McNaeley, James Lester  
76. Zuckerman, Louis  
77. Morland, Thomas Leroy  
78. Cleaver, Charles  
79. Wareagle, Thomas W.  
80. Bender, John Francis  
81. Denny, Theodore  
82. Hooker, Stanley Richard  
83. Walton, James H.  
84. Thomas, John Virgil  
85. Capone, Alphonse "Scarface"  
86. Carter, William Jackson  
87. Van Gorder, Hayes Ovem  
88. Matchok, Joseph John  
89. Buckner, Walker Beverly  
90. O’Brien, Edward William  
91. Patterson, Lester William  
92. Bicks [Bajczyk], Frank Joseph  
93. Costner, Isaac Allen  
94. Gempf, William Phillip  
95. Larry, Henry Kenneth  
96. Lepinski, Frank Alexander  
97. Mangiere, Charles Patrick  
98. Reiss, Charles  
99. Ritchey, William Malcolm  
100. Wilmoth, Virgil Edward  
101. Murdock, Theodore (Nmi)  
102. Walden, Spencer  
103. Dickerson, Howard C.  
104. Donohue, John  
105. Kendrick, John Allen  
106. Sweeney, Elmer “Bull Dog”  
107. Best [Besmanoll], Albert  
108. Reiner, John Joseph  
109. Mcdonald, Arthur T.  
110. Ganthier, Roy G.  
111. Grindle, Hubert Alexander  
112. Brownie, Frank B.  
113. Morris, Daniel Joseph  
114. Alcorn, Gordon Francis  
115. Mcdonald, Bert  
116. Dixon, Riley  
117. Kelly, George R. “Machine Gun”  
118. Varsalona, Joe  
119. Westbroock, Charles E.  
120. Alexander, Joseph  
121. Tattono, Mike  
122. Badgett, Lewis  
123. Lagomrsino, Ray Louis  
124. Perry, James Francis  
125. Chapman, Frank  
126. May, William David  
127. Stevens, Olin Dewitt  
128. Petrijohn, Milton T.  
129. Sargeart, James Louis  
130. Keating, Francis Lawrence  
131. Brown, Stanley  
132. Berta, Charles  
133. Boyd, John  
134. Ryan, Phil Francis  
135. Sherwood, Erwin Ralph  
136. Barnett, Howard E.  
137. Bates, Albert Lawrence  
138. Holden, Thomas James  
139. Bailey, Harvey John  
140. Underwood, Tom  
141. Nolan, George  
142. Grauer, Harry  
143. Rogers, George  
144. Miller, Edward A.  
145. Warren, Byron W.  
146. Sobaseky, John  
147. Ballew, Andrew  
148. Beane, Clement Wallace  
149. Thomas, Lafayette David  
150. Delbono, Frank  
151. Belcastro, Rocco  
152. Chiesa, Frank  
153. Johnson, Harry "Limey"  
154. Rowland, Edward  
155. Tesconia, Frank  
156. Gouker, Frank  
157. Gill, Willie  
158. Grove, James  
159. Dotson, Louis  
160. Jones, Robert (Nmi)  
161. Wallace, Abraham  
162. Taylor, Ace  
163. Fitzmaurice, William Alfred  
164. Martini, Louis  
165. Stroud, Mack  
166. Harden, Alfred  
167. Anderson, Frank  
168. Lawrence, Louie  
169. Serless, Walter B.  
170. Sullivan, Daniel  
171. Owen, William Aloysius  
172. Poulos, James "Jimmy The Greek"
Lewis, Edward
Vance, Robert (Nmi)
Bell, Robert Vivion
Sink, George
Coy, Bernard Paul
Menell, Thomas Michael
Mancuso, Salvatore
De Stefano, Pier
Boyd, Marl
Northcutt, Guy Burruss
Morgan, David Crockett
Holiday, Forrest
Barkdoll, Lloyd H.
Bailey, Reese Lloyd
Crockett, William Cecil
Brown, Glen P. (Bill)
Hood, Carl Owen
Morgan, Martin Ralph
Norman, Paul Kenneth
Hitesman, George Lorenzo
Cavanaugh, James Buchanan
Collins, Arthur Elmer
Osborne, George Guy
Kuykendall, Malloy
Scamphill, Dale Evert
Widmer, James H.
Shauver, Ray
Bird, Frank
Garrison, Orville Chester
Harris, James W.
Palmer, William Wallace
Baker, Vincent T.
Ross, William Henry
Gant, Hugh Archer
Levy, Hymie Herbert
Leigh, Arthur Wilmar Oliver
White, Samuel Williams
Bundy, Richard Clay
Yoakum, Mack
Barker, Clarence Russell
Hill, Floyd Allen
Medaniel, Dennis Barkley
Stevenson, Ray Chilton
Coulter, Ira L.
Oley, John Joseph
Gey, Percy
McCollum, Fremont
Wells, Selvina Windfield
Price, Homer Carl
Nelson, Thomas
Edwards, Harry Herbert
Shockley, Samuel Richard
Mcgrew, Sam
Murry, Harry (Peck)
Pyle, Raymond Howard
Bayless, John Richard
Barker, Raymond Loyd
Couch, John
Washington, John James
Lewis, Morson Johnson
Price, Richard
Burns, Robert
Vacca, Herman (Nmi)
Long, [Jeremiah] Samuel
Burman, Willard
Parnell, Terry Wesley
Dinard, William
Darlino, Jimmie
Griesemer, Charles Wayne
Burrall, Louis
Emby, George
Bruce, Floyd
Bruce, Ray
Miller, Raymond
Habermann, Leonerd
Paris, Peter Joseph, Jr.
Brest, Harold Martin
Miller, George
Turner, William
Long, Willard
Herrin, Maurice Merle
Evans, Everett
Jazwiak, George
Cox, Earl
Johnson, Raymond Stanley
Wolford, Thomas Merryl
Wilson, Herbert “Hub”
Pendergast, Donald Ward
Mcdowell, John Robert
Baker, W. L., Jr.
Wright, William
Smith, Allen Treat
Houghtalin, Victor
White, Ernest Newton
Ramos, Raul San Miguel
Jones, Kenneth Hural
Vigouros, Joseph Clarence
Mahoney, Harry Alfred
Montgomery, William Edward
Aebly, Aubrey
Keeney, Winfred
Duke, Curtis
Pifer, Louis Andrew
Murray, James (Nmi)
Lockhart, William Henry
Chandler, Elmer
Dobbs, Robert Eugene
Johnson, Wallace
Perrine, Edward Marshal
Smith, William Lee
Howell, Frederick Richard
Breshars, Eldridge Owin
Hamilton, Floyd Garland
Pyles, Clifford
Warner, Edward John
Ritter, Paul
Reed, Chester Herman
Rogers, David
Walker, Robert Raymond
Reynolds, George
Kelley, Eichler Odell
Mahoney, Truman Richard
Hughes, L. D.
Steffer, Fred William
Cole, Charles Franklin
Walters, Huron Ted
Parrish, Hardin
Booth, Eugene Edward [Thomas]
Gilreath, Leonard
Williams, Virgil Lenoy
Byrd, [John] Bowling
Thompson, Sidney James Owen
Dunnock, William Wesley
Butler, Howard
Sweetney, Clarence Mackle
Orloff, John
Kyle, Arnold Thomas
Cretzer, Joseph Paul
Lynch, Joseph Pershing
Willis, Thomas Arthur
Audett, Theodore James
Barber, William
Abernathy, Forest
Bartholemew, John Thurston
Deloure, Anthony
Dressler, Oliver Lawrence
Davis, John Boyle
Smith, Bruce Richard
Taylor, Lee William
Willow, George Marion
Moyle, Joseph Anthony
Willmont, Robert
Steinmetz, Charles Merle
Aurechio, Carmine
Souza, Frank
Brooks, George
Macomber, Ora Bernard
Mcmilian, William
Langston, Talmadge Henry
Bledsoe, Billy Bernard
Boarman, James Arnold
Stalling, Raymond
Sanford, Norman Harding, Jr.
Fleish [Fleisher], Louis
Tippett, Ellis Matthew
Lynch, Jay William
Davis, Paul
Michener, Elliott Wood
Wright, Cecil Lester
Freeman, John
Jackson, Isaac
Bartlett, William Edward
Austin, Thomas Ostend
Chappell, Robert C.
Pichette, George
Quillen, James John
Russ, Lonnie Lee
Wilson, Raymond John
Swihart, Ralph Thomas
Glvinski, Leo
Nard, Jette (J. T.)
Daniel, Lathan
Stroud, Robert F. “Birdman” of Alcatraz
Banghart, Basil Hugh
Ludwig, Kurt Frederick
Hart, John Marion
Clenendon, Russell Raymond
Moses, Joseph Ernest
Newwagon, Arthur
Dunbar, Floyd
McDonald, Walter (Nmi)
Young, Ike
Morneau, Walter Joseph
Rutkowski, Frank C.
Gould, John Murray
Mrozek, Edward Richard
Craio, Alton F.
Murphy, Edward
Carrollo, Charles Vincent
Decloux, Lawrence
McCready, Loyal Dean
Holkins, Edward Garrett
Vaslick, William
Scott, James Moore
Lovett, Charles Joseph
Richards, Larry
Beland, Charlie L.
Heck, George Franklin
Waldon, John Frank
Coulter, Willis Tipton
Rausch, Gerald
Buckles, Luther Nave
Branch, Claude Clyde Colbert
Owens, Clifford Houston
Cunningham, Ross
Erskine, Harry Albert
Reyes, Edward Guerrero
Brown, Russell Berlin
Cory, William Frank
Johnson, John Elgin
Kammer, Warren Joseph
Atkeson, Marvin Hazel
Lampaces, George Thomas
Aston, Frank Harry
Tammell, Berlis
Hilliard, Hughes Robert
Kimbrough, Vernon Paul
Spear, Ben
Greene, Ralph Waldo
Orick, Guy
Mugavero, John (Nmi)
Burton, George King
Aldrich, Wayne Charles
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Kern, Edward John
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Nimerick, Clyde H.
Zidack, Joseph Edward
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INMATE REGISTER • 49
07:00 hours: Prisoners are awoke by cell house bell. Prisoners are expected to get up, shave, get dressed, make their beds, and clean their cell before leaving.

07:20 hours: Second morning bell. Prisoners cell doors are opened. All inmates are to stand quietly outside their cell facing forward. The inmates are expected to remain standing until the second bell sounds indicating a correct count. Absolute silence is the rule during every count process. Inmates are marched into the mess hall in line numbers by order of tier. Inmates are expected to sit in cell order.

07:30 hours: Breakfast. Prisoners are allowed to take as much food as they like as long as they eat everything. The motto is well known among inmates “Take what you like, eat what all that you take.” Inmates are allowed to talk quietly during meals, and when finished, they are expected to prominently place all of their silverware on their trays. In order, correctional officers count silverware for each place setting and validate counts.

07:50 hours: Breakfast concludes. Inmates line up for their work details. Inmates with no work assignments are led back to their cells by order of tier. Inmates with work assignments in the industries are led to the Recreation Yard and lined up by work detail (primary details are laundry, tailor shop, glove, shoe, gardening, standard labor and metal shop).

08:00 hours: Inmates are led by division to their respective assignments down the steep stair ledge and through the snitch box (metal detector) and expected to line up at their duty post for counts. Counts are completed and validated by correctional officers.

08:20 hours: Work details begin.

10:00 hours: Inmates are given an eight-minute break. Inmates are allowed to smoke during the break in designated areas.

10:08 hours: Prison industries whistle signals end of break and allows inmates two minutes to return back to their duty assignment.

11:35 hours: Prison industries whistle signals end of work period. Inmates are lined up and marched through the snitch box (metal detector), up the stair trail into the recreation yard for counts before lunch. After counts are validated inmates are led into the mess hall.

12:00 hours: Lunch begins.

12:20 hours: Lunch period concludes. In order, correctional officers count silverware for each place setting and validate counts. Inmates are lined up and marched back to their cells for the 12:30 count and then locked-up for short break.

13:00 hours: Inmates assigned to work details are marched back to the recreation yard awaiting counts. Inmates are led back to their duty post and counts validated by correctional officers.

13:20 hours: Work resumes.

15:00 hours: Prison industries whistle signals end of work period. Inmates are allowed to break in designated areas to smoke.

15:08 hours: Prison industries whistle signals end of break and allows inmates two minutes to return back to their duty assignment.

15:10 hours: Work resumes.

16:10 hours: Work period ends.

16:20 hours: Prisoners are led back to recreation yard, lined-up and prepared for counts. Prisoners
are counted and led back to the dining hall for dinner.
16:35 hours: Prisoners not on work assignments are released from cells and marched into the dining hall for dinner meal.
16:40 hours: Supper.
17:00 hours: Dinner period concludes. In order, correctional officers count silverware for each place set and validate counts. Prisoners are lined up and led back to their cells for count. Inmates are permitted to enter cells and locked down for the night.
17:30 hours: Final lock-up count.
21:30 hours: Inmate evening count and then lights out.
** See Alcatraz Rules & Regulations for inmate recreation schedules.

Alcatraz Federal Prison, visitors portal
Alcatraz: Inmate Regulations, 1956
Printable / Searchable Plain Text Version

NOTE: These “Institution Rules & Regulations” were in revised and implemented at the United States Penitentiary, Alcatraz, during Warden Paul J. Madigan's administration (1955-1961). They were issued to all inmates in the form of a typewritten booklet to be kept in the cell.

REGULATIONS FOR INMATES
U.S.P., ALCATRAZ
REVISED 1956

INMATE Reg. NUMBER, _________________

This set of Institution Regulations is issued to you as Institutional Equipment. You are required to keep it in your cell at all times.

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3. GOOD CONDUCT RECORD & GOOD WORK RECORD
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5. PRIVILEGES
6. DISCIPLINARY ACTION
7. TREATMENT UNIT
8. PROSECUTION IN THE U.S. DISTRICT COURT
9. FORFEITURE OR WITHHOLDING OF EARNED GOOD TIME, STATUTORY GOOD TIME OR INDUSTRIAL GOOD TIME
10. RESTORATION OF FORFEITED OR WITHHELD GOOD TIME
11. TRANSFER TO OTHER FEDERAL INSTITUTIONS
12. RECOMMENDATION FOR CLEMENCY FOR MILITARY PRISONERS
13. YOUR COMMITTED NAME & REGISTER NUMBER
14. COMMENDATORY REPORTS
15. DISCIPLINARY REPORTS
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21. LOAFING, LOITERING, VISITING OR UNAUTHORIZED ABSENCE FROM WORK
22. YOUR CONSTRUCTIVE SUGGESTIONS OR LEGITIMATE COMPLAINTS
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REGULATIONS FOR INMATES  
U.S.P., ALCATRAZ

This booklet is issued for the information and guidance of inmates of the U.S. Penitentiary, Alcatraz, California. It outlines the Institution's routines and explains what is expected of you in the matter of conduct and work. You are expected to learn and obey the rules and to perform your assigned work to the best of your ability.

1. **GOOD CONDUCT** means conducting yourself in a quiet and orderly manner and keeping your cell neat, clean and free from contraband. It means obeying the rules of the Institution and displaying a co-operative attitude. It also means obeying orders of Officials, Officers and other employees without delay or argument.

2. **GOOD WORK RECORD** means the reputation you establish as a willing, capable workman, doing your best at whatever work you are told to do.

3. **YOUR GOOD CONDUCT RECORD AND YOUR GOOD WORK RECORD** will be reviewed every time you are considered for work assignments, cell changes, and disciplinary action.

4. **STATUTORY GOOD TIME, MERITORIOUS GOOD TIME AND INDUSTRIAL GOOD TIME** are types of reduction in sentence which can be earned only by inmates who establish and keep a good conduct record and a good work record.

5. **PRIVILEGES**. You are entitled to food, clothing, shelter and medical attention. Anything else that you get is a privilege. You earn your privileges by conducting yourself properly. “Good Standing” is a term applied to inmates who have a good conduct record and a good work record and who are not undergoing disciplinary restrictions.

6. **DISCIPLINARY ACTION** may result in loss of some or all of your privileges and/or confinement in the Treatment Unit.

7. **TREATMENT UNIT** is the segregation section of the Institution where privileges may be restricted to a minimum.

8. **PROSECUTION IN THE U.S. DISTRICT COURT** in addition to Institutional disciplinary action may result if you commit any serious offense such as assault, escape, attempt to escape, rioting, destruction of government property, etc.

9. **FORFEITURE OR WITHHOLDING OF EARNED GOOD TIME, STATUTORY OR INDUSTRIAL** in addition to disciplinary action and/or prosecution in the District Court, may result if you become involved in any serious misconduct.

10. **RESTORATION OF FORFEITED OR WITHHELD GOOD TIME** will not be recommended unless you can show at least one year of better than average good conduct and good work when you are called for your annual Classification Hearing.

11. **TRANSFER TO OTHER FEDERAL INSTITUTIONS** will not be recommended unless you can show a better than average good conduct record for several years at this Institution.

12. **RECOMMENDATION FOR CLEMENCY FOR MILITARY PRISONERS** will not be made unless they can show better than average good conduct and good work records for several years at this Institution.

13. **YOUR COMMITTED NAME AND REGISTER NUMBER** are used as a means of identification. You will be addressed by your surname (last name) only. Your register number is also used as the laundry mark on your Institutional clothing.

14. **COMMENDATORY REPORTS** may be submitted by Officers who observe your behavior and
find it better than average. Such reports are filed and help you to establish a good record.

15. **DISCIPLINARY REPORTS** may be submitted by Officers who observe your behavior and detect violations of the Institutional regulations. If you are interested in keeping a good record, you should conduct yourself according to the rules.

16. **CONTRABAND.** Anything found on your person, or in your cell, or at your work place, which was not Officially issued to you, or Officially approved and purchased by you, and Officially listed on your property card, will be classed as contraband. Possession of contraband of any sort is a serious offense and will result in disciplinary action. If you steal anything from other inmates or from employees, or from the Institution, you will be punished.

17. **ATTEMPTING TO BRIBE EMPLOYEES** by giving, or promising to give them anything, is a serious offense. You must not give or sell or receive or buy anything except through the Official channels.

18. **THREATENING, RIDICULING, OR ATTEMPTING TO INTIMIDATE OR ASSAULT OFFICERS, OFFICIALS, EMPLOYEES OR VISITORS** is a very serious offense.

19. **TRADING, GAMBLING, SELLING, GIVING, OR LOANING** your personal property or your government issue items or services, or contraband of any kind is a serious offense. You are expected to keep the things that are legitimately in your possession. If they are found in another inmate’s possession, disciplinary action will result for both parties. If anything is stolen from you, report the loss to the Officials as soon as possible.

20. **RECREATION.** As a general rule, you will work eight hours a day, five days a week, with Saturdays, Sundays and Holidays devoted to recreation. Movies are shown twice each month. Exercise Yard activities include baseball, handball and various table games. Newly arrived inmates are kept in Quarantine Status for 30 days and are not allowed recreation during that period.

21. **WORK.** You are required to work at whatever you are told to do. Usually your first assignment will be to temporary maintenance jobs around the cellhouse. Other maintenance jobs include the Culinary Unit, the Clothing and Bath Room, the Library, and the Yard Detail. By doing good work on your maintenance assignment you earn Statutory Good Time. You may also qualify for additional Meritorious Good Time and/or pay, if your work and behavior are outstandingly good and are of outstanding value to the Institution. If you make a better than average work and conduct record while on your maintenance job, you may be considered for an assignment to a Federal Prison Industry Shop where you may earn Industrial Good Time and pay in addition to your Statutory Good Time.

22. **LOAFING, LOITERING, VISITING, OR UNAUTHORIZED ABSENCE FROM WORK** will result in disciplinary action, and may result in loss of your job, and withholding of, or forfeiture of, good time.

23. **YOUR CONSTRUCTIVE SUGGESTIONS OR LEGITIMATE COMPLAINTS** if made by you to the proper Officials, will receive careful consideration. However, if you make groundless complaints for the purpose of creating dissatisfaction and/or stirring up trouble; or if you agitate’ or rib’ yourself or others into trouble, you will be subject to disciplinary action.

24. **INTERVIEW REQUEST SLIPS** may be obtained from the Cellhouse Officer. When you wish to ask an Official for information, for an interview to request some service or when you want to make a constructive suggestion or a legitimate complaint—use an interview slip. Instructions are printed on the slips.

25. **MONEY.** You are not allowed to have money of any kind in your possession while in this institution. Use of cigarettes or other items as jail money is forbidden. Your earnings and whatever funds you brought with you, or which may be sent to you by approved correspondents, will be kept on deposit for you in the Prisoner’s Trust Fund.

26. **PRISONER’S TRUST FUND** is operated like a savings account in a bank, except that it does not draw interest. With the approval of the Associate Warden, you may authorize the withdrawal of funds from your account for legitimate purposes such as the payment of attorney’s fees and/or purchase of text books and educational materials. You are required to save a part of what you earn, and may contribute part of your earnings to dependents.
27. **THE PRISONER'S MAIL BOX** in each Institution is designed to provide any inmate an opportunity to write directly, without inspection by institutional authorities, to the Director of the Bureau of Prisons, the Attorney General, the Parole Board, the Surgeon General, Federal Judges, Department of Justice Officials, and in the case of military prisoners to the Secretary of War or Navy, or the Judge Advocate General, or the Adjutant General, regarding any matter of importance to the individual, to the inmate group as a whole, or any matter of importance affecting the institution and its personnel or Officials. The Prisoner's Mail Box is open to all inmates regardless of their status. See Section #41.

28. **DAILY ROUTINE:**

7:00 a.m. Weekdays—7:15 a.m. Saturdays, Sundays & Holidays:

Morning wake-up bell. See Section 30 for instructions in making bed, policing cell, etc.

7:20 a.m. Weekdays—7:50 a.m. Saturdays, Sundays & Holidays:

Count Bell. Stand up by your cell door, facing out, remain there until the bell signal sounds again, indicating the count is correct. Absolute silence must prevail during all counts.

7:30 a.m. Weekdays—7:50 a.m. Saturdays, Sundays & Holidays:

Breakfast. When your door opens come out promptly and proceed in single file to the Dining Room in a quiet orderly manner. Do not change places in line by moving forward or backward. You may carry books and magazines to the library exchange table but do not carry books or anything else to exchange with other inmates nor put anything in other inmates' cells.

The Officer at the tray-dispenser cart will direct you to file past the steam table to the right or left, as he sees fit, to balance the lines. You must follow his instructions without question. See Section #33 for other Dining Room Rules.

Upon returning to your cell after breakfast, tidy up your cell, placing all trash in your wastebasket. Place this basket outside the cell door at the first opportunity so that orderlies may empty it. If you leave the building for work or recreational activity, put on appropriate clothing. Caps are not worn inside the cellhouse at any time.

8:00 a.m. Weekdays: Outside Work Call. Industries and other outside details will proceed in single file through the rear cellhouse door to the yard.

In rainy weather, all outside workers are called out by details. Remain in your cell until your detail is called, then proceed promptly to the West End of the cellhouse. Your detail officer will escort you as quickly as possible to your place of work.

In fair weather, or when it is not raining too hard, details will remain on the Yard until the Lieutenant gives the signal to line up. You will have a few minutes to smoke and converse. When the line-up bell rings, move promptly to your proper place in your detail and face the South wall. Smoking is not permitted between the Yard and your place of work. Your detail officer will give the signal to proceed through the rear gate to the Work Area. Move in single file.

Laundry workers will turn right at the ramp and enter the Laundry. Gardeners and incinerator operator will wait at the Garden Area Gate. If you work in a lower-level shop or outside, proceed to the lower level and stop at the designated lines. Form a column of Twos and await the signal from your detail Officer to proceed.

When you reach your place of work, change in to your work clothes and go about your work as directed by your detail Officer or Foreman.

Smoking is permitted in the shops except where there is some hazardous condition. Smoking is a privilege. Be very careful about putting matches and butts in the butt-cans.

8:25 a.m. Count Bell on Saturdays, Sundays & Holidays.

8:30 a.m. Saturdays—Main Line Bath. (See Section #29)

9:25 a.m. Saturdays—Count Bell.

9:30 a.m. Saturdays—Yard. (See Sections #37 & #42)

8:30 a.m. Sundays—Religious Services. (See Sections #40 & #48)

8:40 a.m. Sundays—Yard.

8:30 a.m. Holidays—Yard.

8:40 a.m. Weekdays: Inside details will proceed directly and quietly to their places of work.
They will confine their activities strictly to their assigned duties and upon satisfactory completion of these duties will return directly and quietly to their cells.

Culinary Detail inmates have a special schedule of work and recreation hours.

11:35 A.M. Weekdays: Outside details will stop work, check in tools, wash, change clothing and prepare for return to the cellhouse.

11:45 A.M. Weekdays: Outside details leave shops on signal and proceed in column of twos to the cellhouse. Do not carry on loud and boisterous conversations. Do not jostle or indulge in horseplay with others.

YOU MAY BE STOPPED AND SEARCHED AT ANY TIME. DO NOT ATTEMPT TO CARRY CONTRABAND.

11:50 A.M. Weekdays: COUNT BELL.

12:00 Noon. Saturdays, Sundays & Holidays—Return to cellhouse from recreation Yard. Line up in Yard according to cell block and gallery area and proceed to the cellhouse on signal.

12:00 Noon. Weekdays: Dinner.

12:10 P.M. Saturdays, Sundays & Holidays: COUNT BELL.

12:15 P.M. Saturdays, Sundays & Holidays: Dinner.

12:30 P.M. COUNT BELL.

12:35 P.M. SICK CALL. See Section #36.

INTERVIEWS: You will be notified if you are scheduled for an interview with any Official. See Section #24.

1:00 P.M. Weekdays: Outside Work Call. Same as A.M. Routine.

1:00 P.M. Saturdays, Sundays & Holidays: COUNT BELL.

3:10 P.M. (TUESDAYS ONLY): Return to cellhouse for Tuesday bathline.

3:25 P.M. COUNT BELL. (Tuesday only).

3:30 P.M. Bath lines—Tuesday Only.

3:30 P.M. Weekdays. (Other than Tuesday) Yard recreation period ends. Return from recreation area.

4:10 P.M. Stop work on outside details.

4:20 P.M. Outside details leave shops to cellhouse.

4:35 P.M. COUNT BELL.

4:40 P.M. Supper.

5:30 P.M. COUNT BELL. Final Lock-up Count.

SATURDAYS, SUNDAYS & HOLIDAYS:

3:45 P.M. Return from Yard.

3:55 P.M. COUNT BELL.

4:00 P.M. Supper.

4:40 P.M. COUNT BELL. Final Lock-up Count.

RECREATION PERIODS: Saturdays: 9:30 A.M. to 12:00 Noon: 1:15 P.M. to 3:40 P.M.

Sundays: 8:40 A.M. to 12:00 Noon: 1:15 P.M. to 3:40 P.M.

Holidays: 8:30 A.M. to 12:00 Noon: 1:15 P.M. to 3:40 P.M.

Movies are shown twice monthly on Sundays and Holidays in the afternoon.

29. BATH ROOM RULES: Bathing and laundry exchange are scheduled for mainline bath inmates every Tuesday afternoon and Saturday morning. Items of clothing will be exchanged as follows:

TUESDAY:

1 handkerchief
3 pairs of socks
1 face towel
1 sheet 1 pillow case
1 lt. undershirt
1 shorts or drawers

SATURDAY:

1 handkerchief
3 pairs of socks
1 face towel
1 B & W pants
1 blue shirt
1 lt. undershirt
1 shorts or drawers

When you go to the bathroom you will display all items of soiled clothing before the inspecting Officer. You will then deposit this clothing in the proper hampers and take your bath. You are expected to bathe in a reasonable length of time. Go to the issue window and draw your clean clothing. Check each item. Minor repairs and replacements will be made immediately, if possible. If this cannot be done, the Clothing Room Officer will take your name and number and place you “on call.”
Special issues of clothing and equipment will not be handled during bathline. Give your name and number to the Clothing Room Officer and he will place you “on call” for these special items.

Do not carry blankets, coats, shoes or other articles to the bathroom. Special arrangements are made for collection and laundering of woolen articles and for the repair of shoes.

CULINARY DETAIL BATH LINES: The culinary details will bathe on Mondays, Wednesdays & Fridays, in two groups as designated by the Steward. Each group will go to and from the bathroom in a body. When the first group has finished bathing and returned to the Culinary department or to their cells, the second group will proceed to the bathroom. Exchange items and days will be as follows:

MONDAYS:
1 face towel
1 pr shorts
2 pairs of socks
1 lt undershirt
1 white pants
1 white pants
1 handkerchief

WEDNESDAYS:
1 face towel
1 pr shorts
2 pair socks
1 lt. undershirt
1 white pants
1 white shirt
1 handkerchief
1 sheet
1 pillowcase

FRIDAYS:
1 face towel
1 pr shorts
2 pair socks
1 B & W pants
1 blue shirt
1 heavy undershirt
1 lt. undershirt
1 white pants
1 white shirt
1 handkerchief

On Wednesdays and Fridays, Culinary inmates will draw those other supplies which are issued to the Mainline on Tuesdays & Saturdays.

30. CELLHOUSE RULES. Caps are never worn in the cellhouse. You may smoke in your cell, in the Library or in A-Block, but not elsewhere in the cellhouse. DO NOT SMOKE OR CARRY LIGHTED CIGARETTES OR PIPES ON THE GALLERIES OR FLATS IN THE CELLHOUSE AT ANY TIME.

WALK—DO NOT RUN when moving from one place to another.

Upon entering the cellhouse, remove your cap and walk directly and quietly to your cell. Loud talking, loitering or visiting on the galleries, stairs or aisles is not permitted. Don't enter any other inmate's cell at any time.

When you talk in the cellhouse, talk quietly. Don't create a disturbance. Keep your cell neat and clean and free from trash and contraband. Keep your property neatly arranged on your shelves, as shown in the cell diagram on Page #8 [included in scanned version]. Don't leave things stacked on the bars or on your folding table and seat. Don't paste or tack anything on the walls or shelves in your cell. Keep the floor and the bars of the cell-front free from dust and dirt. The only articles permitted on the cell floor are shoes, slippers, trashbaskets, drawing boards and musical instruments.

Your cell is subject to search at any time. Contraband items found in your cell will be confiscated and a disciplinary report will be placed against you for possession of same.

Any dangerous articles such as money, narcotics, intoxicants, weapons, or tools, found in your cell or on your person, that could be used to inflict injury, destroy property, or aid in escape attempts will result in disciplinary action and possibly U.S. District Court action. The presence of articles of this nature on your person or in your cell will be considered evidence of intent to use them for unlawful purposes. “Extra” razor blades are classed as dangerous weapons.

At the wake-up bell in the morning you must get out of bed and put on your clothes. Make up your
bed properly (as shown in the diagram on Page #8) with your pillow at the end near the bars, blankets tucked neatly under the mattress, and extra blankets folded neatly at the foot of the bed. Sweep your cell and place the trash in the trash basket. Don't attempt to flush trash down the toilet. Don't sweep trash or dirt out onto the gallery or off the gallery.

At 9:30 P.M. lights out, retire promptly. All conversations and other noises must cease immediately.

Keep your person, clothing, bedding, cell equipment, toilet articles, personal property, library books, etc., clean and in good order at all times. You must not mark or deface your cell, library books, furniture, equipment or fittings of the institution. Do not throw anything from your cell at any time.

Advise the cellhouse Officer when you need hot water and a mop to clean your cell. You will be required to remain in your cell and clean it whenever it is reported for being dirty.

Loud talking, shouting, whistling, singing or other unnecessary noises are not permitted. You are permitted to hold QUIET conversations and to play games QUIETLY with your adjoining neighbors ONLY.

Do not tamper with the electric outlets or radio fixtures in your cell. If they do not operate properly, notify the Cellhouse Officer.

Your cell light must be turned out when you leave your cell except when you go to meals. LEAVE YOUR CELL LIGHT BURNING WHEN YOU GO TO MEALS.

A - 12 Books (Maximum)
B - Personal Papers
C - Paint Box etc.
D - Radio Headphones
E - Ash Tray & Tobacco
F - Extra Soap
G - Mirror
H - Toothpowder
I - Razor & Blades
J - Shaving Brush
K - Shaving Mug
L - Drinking Cup
M - Face Towel
N - Bathrobe
O - Raincoat
P - Calendar
Q - Coat & Cap
R - Soap
S - Sink Stopper
T - Cleaning Powder
U - Toilet Tissue
V - Extra Shoes & Slippers
W - Musical Instrument/Case
X - Broom
Y - Trash Basket
Z - Extra Blankets

N.B. Extra Blanket is to be folded neatly at foot of bed. Pillow at the head of the bed toward the bars. Blankets are to be tucked in under the mattress. Shoes, slippers and musical instruments & cases are to be under the bed with the shoes or slippers under the leading edge of the bed.

No fires are permitted in the cell for any purpose whatsoever. Do not attempt to heat water in your cell.

Cell changes are made only on the approval of the Associate Warden. Submit a written request to the Cellhouse Officer who will forward it to the Associate Warden for consideration.

Each inmate is given a property card on which the cellhouse Officer has listed all his personal property. UNLISTED articles which are found in your cell will be confiscated and considered as contraband. At no time will you change or alter your property card. The cellhouse Officer will list any authorized additions to your card. In addition to the personal property listed on your property card, you are allowed the following articles in your cell:

CELL ISSUE EQUIPMENT

2 shelves
1 sink stopper
1 roll toilet tissue
2 sheets stationary
1 75-watt light bulb
1 drinking cup
2 envelopes
4 wall pegs
1 ash tray
1 can cleanser
1 whisk broom 2 cleaning rags
3 pencils
1 lamp shade 1 wastebasket
1 Radio Headset
1 set

INSTITUTION REGULATIONS

NO SPECIAL SHELVES, BOXES, DESKS OR PICTURE FRAMES WILL BE ALLOWED

BEDDING:
2 Mattresses (Maximum)
2 sheets
2 pillows
1 to 4 blankets
2 pillow cases (if 2 pillows)

TOILET ARTICLES:
1 shaving cup
1 comb 1 shaving brush
2 razor blades
1 pair nail clippers
1 mirror
1 safety razor
1 can toothpowder
1 face towel
1 cake soap
1 toothbrush
1 cake shaving soap

You will keep your property card listing your personal property, above your cell door behind the locking mechanism.

31. CLASSIFICATION, PAROLE, EDUCATION AND SOCIAL MATTERS: At this institution, these functions center in the Parole Office and you are free to request an interview with the Parole Officer when problems arise concerning these matters.

CLASSIFICATION: You will be reclassified each year shortly before or during the month of your parole eligibility date (except military prisoners who are reclassified just prior to their military annual review dates) and you will be given an opportunity to appear at the Classification Committee meeting to present any problems you may wish to discuss with the Committee.

PAROLE: A few months before your Parole Eligibility Date, you may file an application for a parole hearing. If you do not choose to file at that time, you may sign a waiver. This waiver will not interfere with your right to file for a hearing at a later date.

EDUCATION: Although there are no school classes at this institution, limited facilities are provided for cell study of books available from the library or from correspondence schools. Library rules are listed in Section #45.

SOCIAL MATTERS: If you have social problems outside the institution, such as correspondence problems, you are free to request an interview with the Parole Officer. The Parole Officer will also help you with the development of your release plans.

32. CLOTHING: The standard inmate uniform for all normal activities inside the cellhouse consists of: blue chambray shirt, Blue & White (B&W) trousers, web waist belt and issue shoes. This uniform is worn at visits, interviews, meals, movies, etc. Your shirt will be buttoned except for the top collar button. The sleeves will be rolled down and buttoned. Your belt will be worn with your register number in plain view, at the center of your back.

You are required to wear this standard uniform to and from outside work or the Recreation Yard, but you may add to it your cap, jacket, coat or raincoat. You may wear tennis shoes to the Recreation Yard only.

You will wear your robe and slippers or shoes when going to and from bath.

You are not allowed to change or alter any of your issue clothing. Keep your clothing neat, clean and in good repair at all times.

Special work clothing is issued for work details. This special clothing will be kept at the place of work and will not be brought to the Yard or cellhouse.

Culinary inmates wear a special work uniform consisting of white cap, white shirt and white pants. This uniform is issued for work only but is worn between the cell and Culinary Unit. Cu-
Culinary workers are cautioned to be wearing their complete uniform with all buttons except the top collar button fastened before leaving their cells to go to work.

**INMATES WILL BE ISSUED ON ARRIVAL:**
- 1 B & W Pants
- 1 Cap
- 1 wool coat
- 1 Blue shirt
- 1 belt
- 1 pr shorts
- 1 bathrobe
- 3 pairs socks
- 2 handkerchief
- 1 Rain coat
- 2 pairs shoes
- 1 wool undershirt (on request)
- 1 pair slippers
- 1 lt undershirt

**AUTHORIZED EXTRA CLOTHING ISSUE:**
- Culinary workers: 1 white shirt, 1 white cap, 1 white pants.
- Barbers: 1 white shirt,
- Office Orderlies: 1 white shirt.
- Passmen: 1 white shirt, 1 white pants.
- Hosp. Orderlies: 1 white shirt, 1 white pants.

When they are available, heavy undershirts may be issued upon request to the Clothing Room Officer. They are issued on the call-out list after the Saturday bath. Heavy undershirts are worn for a full week and are not exchanged on Tuesday bath line.

Clothing issue, replacement and repair are scheduled during Saturday bath line. Inspect your issue clothing when you receive it. Make certain that you have your own clothing and that all of it is in the lot. Report immediately any discrepancies to the Clothing Room Officer and tell him of your needs for replacement or repairs. If the service cannot be provided immediately, you will be recalled after the bathline for attention.

If you damage your clothing accidentally during the week, notify the Cellhouse Officer and you may be permitted to go to the Clothing Room for repairs or an emergency issue.

**33. DINING ROOM RULES:** Meals are served three times a day in the dining room. Do not exceed the ration. Do not waste food. Do not carry food from the dining room.

- Wear standard uniform. (See Section #32).
- Conduct yourself in a quiet, orderly manner. You may converse in normal tones with persons near you. Boisterous conduct will not be tolerated in the dining room.

- Observe the ration posted on the menu board and take all that you wish to eat within the allotted amounts, but you must eat all that you take.

- You may go to the coffee urn on your side of the dining room only when no other inmate is there. Do not go to the urn for the purpose of visiting with others.

- Do not pass or exchange food, cigarettes, notes or any other items anywhere in the dining room.

- You will be given ample time to eat but no loitering will be permitted.

- Shortages of silverware at the table must be reported to the Officer immediately before beginning to eat.

- After you have finished eating, place your silverware in the right hand compartment of your tray. Empty bread, cake or pie trays and pitchers will be passed to the end of the table toward the center of the Dining Room. Inmates seated at that end of the table will arrange them for inspection by the officer assigned to the table.

- When all inmates on a table have finished eating, the inspecting Officer will give the signal to rise and leave the dining room. Proceed in single file directly to your cell. Enter your cell without delay. Do not loiter or visit on the galleries. Do not enter another inmate’s cell at any time. Cell door will be locked as soon as you enter your cell.

**34. HAIRCUTS AND SHAVES:** Haircuts will be of regulation type. You are not permitted to wear your hair in an unusual manner or have any special haircut except as authorized by the Associate Warden.

- You will be placed on call for a haircut approximately every three weeks. You will be told when
you are scheduled for it. You may be allowed to go to the Recreation Yard after your haircut if you are in good standing. You will shave in your cell. Razor blades are exchanged each Saturday by the Evening Watch Officer. Two new blades are issued in exchange for your two old blades. Failure to account for both of your blades at any time will result in a disciplinary report. Loss of a razor blade must be reported to the Cellhouse Officer immediately. Do not wait until issue night to report the loss. You must be clean shaven at all times. No special beards, mustaches or goatees are allowed.

35. INTERVIEWS: If you wish an interview with the Warden, Associate Warden, Captain, or other Official, submit a written request slip stating briefly what you wish to discuss and give the request slip to the Cellhouse Officer. You will be notified when to remain in your cell for the interview.

36. MEDICAL ATTENTION: Medical attention is available to all inmates. A member of the Hospital Staff conducts a daily Sick-Call line in the Cellhouse at about 12:30 P.M. To attend sick-call, proceed directly to the West End of the Cellhouse and stand quietly in line until called. After consultation, return directly to your cell. Do not loiter or visit on the gallery. If you become ill at any time, notify an Officer and you will receive medical attention. Do not make unnecessary disturbances. When you receive a medical lay-in, you will remain in your cell except for religious services, meals and movies. If you are notified by the Medical Officer at sick-call to remain in your cell for Hospital call-out, you must do so. You are allowed to keep in your cell only those medications issued to you by the Hospital Staff. Empty and unused bottles are to be returned to the West End desk. No medications will be kept in your cell longer than 30 days.

37. MOVEMENT OF INMATES: All inmate movements will be by block and galleries, to yard, work, meals, sick-line, band room and bathline. Movements will be from cells to West End of the Cellhouse and then to destination. Movements to picture shows and Religious Services will be from cells to East End of cellhouse and then to Auditorium. All movements from yard will be by galleries. Inmates will line up by cellblocks and galleries in the designated areas on the yard and proceed to the cellhouse as called by the Yard Officer. While awaiting the signal for your gallery to come in, do not wander around in other gallery lines, or indulge in scuffling or jostling with others. Industries and other “outside” details will return to the cellhouse without lining-up in the yard.

38. SUPPLIES: Toilet tissue, matches, soap, cleanser, etc., will be issued on Tuesdays and Saturdays during bathlines. Writing paper and envelopes are issued only on Tuesdays. Toothpowder will be issued on either of the bath days in exchange for your empty container. Toothbrushes, combs and fingernail clippers will be issued by the Clothing Room Officer, after a proper request slip has been submitted. Your old item must be exchanged for the new item.

39. WORK REGULATIONS: If you are assigned to an Industries shop, go to your place of work as stated in Section #28. Do not leave your assigned station in the shop without permission from your Foreman or Officer.

Work assignments are made by the Associate Warden. If you wish a work assignment or re-assignment, send a request slip to the Associate Warden and state your experience in the type of work you are requesting. Send a separate slip with this information for each job application. Work changes will not be made for trivial reasons. Your request will be considered only on the basis of merit, and then only when a vacancy exists.

When in need of advice regarding your work or work assignment, consult the Associate Warden by interview slip.

The regular work-reports submitted by your superiors, supervisors, foremen, shop Officer or other Official are taken into consideration at all hearings for other matters. Special attention is paid to work reports at your hearings before Board meetings for consideration of restoration of forfeited good-time, transfer, parole reports, clemency and/or work changes.

Do not take issue with an Officer, foreman, supervisor or civilian employee on account of any order he may issue to you. If it should seem to you
that such person is exceeding his authority or abusing his office, do not argue. Follow his instructions and report the matter to the Associate Warden after the duty is performed.

Smoking is permitted in designated areas. If in doubt, ask your foreman or Officer.

Do not carry any unauthorized articles to or from your place of work.

Do not carry work clothing from the work area to the cellhouse.

Removing tools or other articles from your work area is forbidden. Do not loan any tools or other work material to any inmate without the express approval of your superiors.

Immediately report any injury received while at work. If you become ill, report to your foreman.

Do not manufacture any unauthorized or contraband article, nor perform any unauthorized service for yourself or for any other inmate. Do not assist or interfere with another inmate's work except as directed by an Officer or foreman.

40. AUDITORIUM RULES: When preparing to attend religious services or movies, in the Auditorium, you must remove everything from your pockets except your handkerchief and eyeglasses and eyeglass case. All other items will be classed as contraband. There is no smoking permitted in the Auditorium and you are not allowed to wear or carry, caps, coats, jackets, cushions, blankets or pillows. Use the East-End cellhouse stairs when going to and from the Auditorium. WALK quietly and be co-operative if and when you are searched for contraband. Upon arrival at the Auditorium, take the seat assigned. If you have poor vision, and wish to sit in the front seats tell the Officer who is directing the seating. After being seated, remain in your seat until the Officer directs you to leave. Loud talking, pushing or boisterous conduct is forbidden. In general, you are expected to conduct yourself in an orderly manner, with proper consideration for the rights of others.

Leaving the Auditorium before the end of the program is permitted only in emergencies. Quietly notify the Officer in charge and he will permit you to leave. You will not be able to return to the Auditorium. The privilege of attending Religious Services and movies is important to you. This privilege may be withdrawn for violation of the rules.

41. CORRESPONDENCE: Upon entrance to the institution, each inmate will be given a form to fill out, listing the persons with whom he wishes permission to correspond. After approval of the list, inmates may correspond only with the approved correspondents. You will refrain from discussing other inmates or institutional affairs. Violent or abusive letters will not be mailed. Correspondence is limited to two (2) outgoing and seven (7) incoming letters a week. All regular inmate mail will be collected by the evening watch Officer in the cellhouse. Writing materials are issued during the Tuesday P.M. bathline, at the supply table in the clothing room.

SEALED CORRESPONDENCE: As stated in Section 27, sealed correspondence may be addressed to certain Officials. Such letters may be sealed and placed in the special mail box which is located at the West End of the Cellhouse. You are not required to place any identifying information on the envelope and it will be forwarded to the Bureau without inspection.

SPECIAL HOLIDAY MAIL: In addition to your regular mail privileges you will be allowed to send your Mother an extra letter on Mother's Day. At Christmas time you will be allowed to mail (4) Christmas Cards. You may receive greeting cards only on the following occasions: Christmas, Easter, Father's Day and your birthday.

Inmates will not ask Officers, Officials or civilians to write or post letters for them or receive mail through Officers, Civilians or Officials except when acting in their official capacity.

42. YARD PRIVILEGES: Exercise yard rules:

All inmates in good standing are allowed the yard privilege on Saturdays, Sundays, and Holidays, if the weather permits. In addition, inmates who have completed their assigned tasks, or who have been “laid in” by detail foremen, or who have been “held in” for haircut, medical attention, interview or other Official business, may be allowed the yard privilege on weekday afternoons if they are otherwise eligible.

Inmates who are “restricted” or who are in “idle” status because they have quit a job, or refused a job, or were removed from a job for disciplinary
reasons, are not eligible for weekday afternoon
yard.

Inmates held in for dental or hospital call may
have yard after their appointments, subject to the
Doctor's approval.

Inmates using cushions, tables or other institu-
tional athletic equipment must return the same to
the metal detector when recreation period is over.

No gambling is allowed. You may play chess,
checkers or backgammon. Authorized card games
are Hearts, Cribbage, and dominoes. No card game
will be allowed if it is a “draw” type of game or
does not use the full deck on the deal.

All card tables will be set up behind the screens
at the West-End of the yard. All games will cease
immediately when the bell rings for the termina-
tion of the yard period. No loitering will be permit-
ted to finish uncompleted hands or games.

43. USE OF TYPEWRITERS: You are permit-
ted to work on your own case or to hire a lawyer
to represent you. A typewriter is available if you
are able to type. Apply to the Associate Warden for
permission. You are not permitted to work on an-
other inmate's case or to give another inmate legal
advice or instructions. After you obtain permission
to use the typewriter, you will be notified when
a machine is available. You will bring all materi-
als to “A” Block where they will be inspected. All
typing material, books, papers, etc., will remain
in “A” Block until the typing has been completed.
All papers will be signed and labeled. One copy of
all papers typed shall be made for the Institution
records. After the Associate Warden has inspected
the papers, your copy will be returned to you.

44. LIBRARY RULES: Each cell contains a cata-
log which lists all of the books contained in the li-
brary. If you do not have a library catalog or library
card, address a request to the Librarian to obtain
one. Fill out this card with your name, register
number and cell location.

(1) To request delivery of library books to your
cell, refer to the catalog for the “Call” or identifica-
tion number of the book you want and place that
number on your library card. Place the card on the
table at the entrance to the dining room on your
way to breakfast. Return books in the same man-
er.

(2) The library books you request are checked
out to you and must be returned within the time
limit shown on the DATE-DUE slip inside the back
cover of the book. Failure to return the book to the
library prior to or on the date due, may result in
forfeiture of library privileges.

(3) You are permitted to have not more than
three CIRCULATING library books in your cell at
one time. Keep your books and magazines neatly
arranged on the shelf in the cell when they are not
being read.

(4) In addition to the circulating books, you are
permitted to have a Bible, Dictionary and study
books up to a maximum of twelve (12) in your
cell at one time. This includes all books, personal,
library and study course books. Books beyond the
maximum of 12 will be confiscated.

A maximum of 24 pamphlets may be kept in
your cell at one time. Pamphlets beyond this maxi-

mum will be confiscated.

(5) Handle library books carefully. Many of the
worn out books, especially fiction books, can not
be replaced since they are out of print. You are cau-
tioned not to loan or exchange books with other
inmates or to toss books to other tiers or the flag.
Defacement, mutilation or destruction of books
will be cause for disciplinary action even to the ex-
tent of forfeiture of good time.

MAGAZINES: The library subscribes to a few
magazines such as the National Geographic and
these magazines can be obtained from the library,
not by using the library card, but by submitting a
request form. Library magazines must be handled
with care and promptly returned to the library for
redistribution. Do not remove articles or pictures.

You are permitted to purchase (by subscription)
not more than eight (8) magazines from the ap-
proved list. Requests for the purchase of magazines
are submitted to the Mail Censor using the regular
request slip. When magazines arrive at the institu-
tion, the mail Censor marks your number on them
and forwards them to the Library for distribution.
Magazines are withdrawn from circulation 30 days
after delivery.

MOVIES: Movies are shown twice monthly for
inmates in good standing. See the AUDITORIUM
RULES in Section #40.
46. MUSIC RULES: Musical instruments may be purchased if approved by the Associate Warden. Guitars and other stringed instruments may be played in the cellhouse in a QUIET manner only between the hours of 5:30 p.m. and 7:00 p.m. No singing or whistling accompaniments will be tolerated. Any instrument which is played in an unauthorized place, manner, or time will be confiscated and the inmate placed on a disciplinary report.

Wind instruments, drums and pianos will be played in the band or Orchestra Rooms on Saturdays, Sundays and Holidays. At no time will you play any wind instrument in the cellhouse.

Permission to play instruments in the Band, Orchestra or bathrooms may be granted by the Associate Warden to inmates in good standing. The Band room is a privilege and permission to play there must be requested from the Associate Warden.

A limited number of inmates may be allowed to take musical instruments to and from the recreation yard. Permission must first be obtained from the Associate Warden. No inmate on “idle” status or on “report” or restricted will be allowed to use the Band Room, Orchestra Room or to take instruments to the yard.

An inmate whose musical privileges have been restricted or revoked shall be removed from all musical lists, and his instrument stored in “A” Block until otherwise authorized by the Associate Warden.

No inmate is allowed to give, sell, trade, exchange, gamble, loan or otherwise dispose of his personal or institutional instrument or to receive such from another inmate.

Institutional instruments may be loaned to inmates in good standing upon the approval of the Associate Warden. All instruments will be listed on personal property cards. Institutional instruments shall be listed as “On Loan” from the institution, together with the date of the loan and the identification number of the instrument. Surplus parts for musical instruments together with and including extra sets of guitar strings shall be kept in “A” Block. Guitar strings shall be purchased in the regular manner and stored in “A” Block until needed. An old set of strings must be turned in to the cellhouse Officer to draw a new set.

47. RADIO: Radio programs are carefully selected for the enjoyment of all concerned. Protect your radio privileges by conducting yourself properly with consideration for the rights of other inmates during broadcasts. You are issued a radio headset on the signing of a receipt for the same. Do not tamper with your radio outlets, phones, or other equipment. If they do not work properly, notify the cellhouse Officer quietly. Your headsets are of a “tamper-proof” type. Evidence of tampering with any part of your radio equipment will result in a disciplinary report.

The operator of the radio is not in the cellhouse. Do not shout any instructions, advice or abuse. Programs are scheduled for the following hours:

- Weekdays: 6:00 p.m. to 9:30 p.m.
- Saturdays, Sundays & Holidays: 1:00 p.m. to 9:30 p.m.

Loud laughter, yelling, cheering or clapping will not be tolerated. Your headset must be kept at the rear of the cell when you are out. Do not leave your headset plugged-in when you leave the cell. Headsets found plugged-in or hanging on the outlet box will be picked up.

48. RELIGIOUS SERVICES: Catholic and Protestant Services are held regularly on Sundays in the Chapel. Jewish Services are held on appropriate occasions. Religious advice and counsel are available by sending a request slip to the Chaplain. The menu board in the dining room will indicate the schedule of the Religious Services.

Regular Auditorium Rules will be observed during all Services. See Section #40 for Auditorium Rules.

49. SPECIAL PURCHASES: There is no commissary at Alcatraz. The institution supplies all your needs. You are not allowed to have anything sent to you from home, friends or relatives. You may be allowed to purchase certain items such as text books, correspondence courses, musical instruments, or magazine subscriptions. All such purchases must be listed on your property card by the cellhouse Officer.

After your purchase request is approved, you
must sign a withdrawal slip and return it to the cell-house Officer. If you receive only a part of what was signed for on this withdrawal slip, the balance of the money will be returned to your account. Only those items actually received are charged to you.

All purchases will be entered on your property card. No bartering, trading or giving as a gift of any purchase is allowed. You are not permitted to loan any items to any other inmate nor to borrow from another inmate.

50. TOBACCO AND SMOKING REGULATIONS: Pipe and cigarette tobacco is available from the dispensers at the West-End of the cell-house. Take what you need for immediate use, not to exceed six packs altogether. Don't hoard tobacco. Don't waste tobacco.

Cigarettes: One pack of cigarettes may be issued to each inmate in good standing, each Monday, Wednesday and Friday evening. Inmates who are restricted or on report will not receive cigarettes. You are not permitted to have more than 3 packs (60 cigarettes) at any one time. If you are found to have in excess of 60 cigarettes at any one time, all will be confiscated and you will be placed on a disciplinary report.

Matches: Matches and cigarette papers are distributed during bathlines. Do not accumulate more than 10 books of matches nor more than two of the 150-paper size books of cigarette papers.

Smoking: Smoking regulations vary for different areas. If in doubt, ask your foreman or Officer. No smoking is permitted in the Cellhouse at any time except within the cells, library or “A” Block. Smoking is not permitted in the dining room or kitchen except for certain areas assigned for kitchen workers. Smoking is permitted in the yard but not between the yard and your place of work.

51. VISITS: You are allowed to receive one visit each month from members of your immediate family or other persons approved by the Warden. Visiting hours are approximately 1:30 PM to 3:10 PM weekdays.

In all personal visits you will confine your talk to personal matters and refrain from discussing other inmates, Institutional matters, etc.

Visits with your Attorney of record may be arranged through the office of the Associate Warden.

52. THE GOOD TIME LAW: Revised Title 18 of the United States Code, effective September 1, 1948, provides in Section 4161 as follows:

“Each prisoner convicted of an offense against the United States and confined in a penal or correctional institution for a definite term other than for life, whose record of conduct shows that he has faithfully observed all the rules and has not been subjected to punishment, shall be entitled to a deduction from the term of his sentence beginning with the day on which the sentence commences to run, to be credited as earned and computed monthly as follows:

Five days for each month, if the sentence is not less than six months and not more than one year.
Six days for each month, if the sentence is more than one year and less than three years.
Seven days for each month, if the sentence is not less than three years and less than five years.
Eight days for each month, if the sentence is not less than five years and less than ten years.
Ten days for each month, if the sentence is ten years or more.

When two or more consecutive sentences are to be served, the aggregate of the several sentences shall be the basis upon which the deduction shall be computed.”

Section 4165 provides as follows:

“If during the term of imprisonment a prisoner commits any offense or violates the rules of the institution, all or any part of his earned good time may be forfeited.”

Section 4166 provides as follows:

“The Attorney General may restore any forfeited or lost good time or such portion thereof as he deems proper upon recommendation of the Director of the Bureau of Prisons.”

53. GENERAL RULE: Though not mentioned in these rules, any disorder, act or neglect to the prejudice of good order and discipline, and any conduct which disturbs the orderly routine of the institution shall be taken cognizance of by the Warden or his representative, according to the nature and degree of the offense, and punished at the discretion of the Warden or other lawful authority.
ALCATRAZ ISLAND was home to some of the nation’s most notorious criminals including James “Whitey” Bulger, Al Capone, Mickey Cohen, George “Machine Gun” Kelly, Robert Stroud—the Birdman of Alcatraz, Alvin Karpis, Henry Young, Frank Morris, John & Clarence Anglin, and Roy Gardner. In Michael Esslinger’s latest book, Letters from Alcatraz, the prisoners’ stories come to life in their own words. With over twenty years of research, Esslinger, author of Alcatraz: The History of the Penitentiary Years, has salvaged and compiled an extraordinary collection of prisoners’ letters and interviews, many never before published. Letters from Alcatraz features an impressive collection of original correspondence from convicts both on-and-off the Rock. Their letters capture the true essence of life in prison, with fresh and historical insights to their sufferings and occasional triumphs. It is a finer example of history from one of America’s most historical treasures.

This rare collection features many never before published personal letters and author interview material from James “Whitey” Bulger, Al Capone, George “Machine Gun” Kelly, Robert “Birdman of Alcatraz” Stroud, Alvin Karpis, Henri Young, John & Clarence Anglin, Roy Gardner and numerous others. Also included are narratives on the Battle of Alcatraz and other harrowing escape attempts.

The letters are all presented in their original form…revealing in their authenticity, representing their lives suspended in slow motion while serving time on the Rock and other prisons. They are confessional of earnestness and probe their introspective thoughts. Sometimes deep, and sometimes they are almost too overwhelmingly honest in their descriptive accounts. Many represent their torn and textured histories in crime and the intricately layered stories of life at Alcatraz.

Letters from Alcatraz is an epic exploration of a secret cloak and dagger culture once hidden behind a mythical curtain. This book is much more than a mere exercise in myth busting. Paired with its contextual and intrinsic complexities, Letters from Alcatraz grants readers privileged access to the formidable confinement conditions endured by these inmates along with their compelling portraits, and a thorough overview of the rich history of Alcatraz Island. The depth of feeling in its story, its setting, its cast; these are their lives in prose and the stories of the forgotten…

Available at reputable booksellers including ParksConservancy.org, Amazon, Barnes & Noble and AlcatrazHistory.com.
ESCAPING ALCATRAZ
THE UNTOLD STORY OF
THE GREATEST PRISON BREAK
IN AMERICAN HISTORY

INTERNATIONAL
BOOK AWARDS
WINNER

MICHAEL ESSLINGER & DAVID WINNER
Alcatraz Federal Prison, D Block