SUMMARY STATEMENT

State v. Still Docket No. 45792

Jesse Ray Still was charged with unlawful possession of a firearm by a felon and unlawful possession of methamphetamine. The charges arose after officers stopped Still for traffic violations and radioed to request a drug-dog unit. The drug-dog officer arrived at the scene and the drug dog alerted on Still's vehicle. A subsequent search of Still's vehicle revealed the presence of a firearm and methamphetamine. Still filed a motion to suppress the evidence found in his vehicle. The district court denied Still's motion. Still entered a conditional guilty plea to unlawful possession of a firearm, Idaho Code § 18-3316(1), reserving his right to appeal the district court's denial of his motion to suppress.

On appeal, Still argued that pursuant to *Rodriguez v. United States*, __U.S. __, 135 S. Ct. 1609 (2015) and *State v. Linze*, 161 Idaho 605, 389 P.3d 150 (2016), the district court erred in denying his motion to suppress because his detention was unlawfully prolonged in violation of the Fourth Amendment when the officer radioed to request a drug-dog unit before beginning to run Still's license and registration. In analyzing Still's argument, the Court of Appeals framed the issue before it as "whether a radio call to inquire if a drug-dog unit is available constitutes an abandonment of the traffic mission so as to amount to an unlawful extension of Still's traffic stop?" The Court explained, based on the context and the language of *Rodriguez* and *Linze*, that an abandonment occurs when officers deviate from the purpose of the traffic mission in order to investigate, or engage in safety measures aimed at investigating potential criminal conduct for which the officers lack reasonable suspicion. Because a radio call to inquire if a drug-dog unit is available is, at most, a precursor to a separate investigation, the Court determined that such calls are constitutional. Thus, the Court of Appeals concluded that the district court did not err in denying Still's motion to suppress.