Dear Members of the Senate Judiciary Committee,

I am writing to urge you to support the passage of HB 2929-A4. I am a retired PhD and have first-hand experience with the culture of secrecy that typifies the Portland Police Bureau. I am tired of them being allowed to ignore valid criticisms and fail to weed out those officers who do not understand their duty to protect **all** residents of the communities in which they work.

The -A4 amendment is necessary to enable the public to access police disciplinary records. In doing so it will protect Oregonians from unrestrained police misconduct.

- Access to police disciplinary records is necessary to address and prevent police violence and other misconduct and is a key component of police reform. Lack of transparency perpetuates a culture of secrecy within police departments that systematically shields police misconduct. It prevents the public from knowing whether police departments are handling complaints against officers effectively or merely sweeping them under the rug.
- Oregon is one of VERY few states that keeps police misconduct records strictly confidential. This is true in all cases—whether officers are disciplined or cleared. Good officers cannot get out from under the stigma of being charged with misconduct. Furthermore, judges and juries cannot know if an involved officer has a history of lying, coercing witnesses, or otherwise misbehaving, even in cases with life-altering consequences.
- This lack of transparency creates the potential for wrongful convictions. Because officer disciplinary records are essentially inaccessible to prosecutors, defense attorneys, judges, and juries, accused people risk being wrongly convicted by officers with histories of misconduct.
- **Transparency is key to establishing trust between police and the people they serve**. Without it, effective community policing is impossible.

For all of these reasons, I strongly urge you to shine a light on police misconduct by supporting HB 2929-A4.

Sincerely,

James D. Keyser PhD