Hello,

I am writing to you as a native Oregonian. I was born and raised in inner Southeast Portland. I grew up in the Portland Public Schools system.

The behavior I have seen from the Portland Police towards PEACEFUL protesters has been horrendous. We must take action now, to pass laws that hold police accountable for their actions. If someone murders someone, they should be held accountable, whether in uniform or not. We must eliminate qualified immunity. This is imperative to the health and well being of our people, all people.

How many more black and brown humans are going to loose their lives at the hands of the Portland Police before we do something? The things that the Black Lives Matter movement are asking for aren't outlandish. Take a look at other countries that successfully take care of their people. Take a look at Finland, Holland and Sweden, look at how their police are trained, look at how their community has programs for the homeless to prevent police from getting involved.

This should be a no brainer, but for some reason police reform has become political. This isn't a democrat or republican issue. This is about dismantling an entire system of oppression. This is about true freedom for everyone. There are other ways to constrain people who need to be constrained other than kneeling on their neck for 8 minutes and 46 seconds until they die. That is called murder.

There are other ways to constrain someone besides a choke hold (I should know, I practice jiujitsu). There are other ways to stop someone from running other than shooting them in the back <u>eight</u> times.

We need police reform now. NOW. Please find the humanitarian inside you, listen to your heart, and make the right choice when voting for police reform. We cannot and will not let the murdering of black and brown humans continue without holding the Portland Police accountable for their actions.

Vote for longer training periods, defunding, and the banning of qualified immunity and choke holds.

Sincerely,

A Portland Native