

**From:** [Lance Gilmore](#)  
**To:** [Clerk General](#)  
**Cc:** [Commissioner Mapps](#); [Commissioner Hardesty](#); [Commissioner Ryan Office](#); [Commissioner Rubio](#); [Wheeler, Mayor](#)  
**Subject:** Portland Must Improve Public Safety  
**Date:** Saturday, November 6, 2021 1:48:25 PM

---

I want to go on record before the City Council as strongly supporting Mayor Wheeler's proposal for hiring 200 more police officers and 100 non-police street response personnel. While I support making our police more accountable through measures such as body cameras, limiting qualified immunity, and improving the police action review process, I do not believe that "defunding the police" is a good way to achieve this goal (Just the opposite). I believe that the reduction in the number of police officers that we have seen since the start of the pandemic is a major factor in the outrageous incidence of gun violence that plagues our city.

In addition, I can attest that police officers are not available to respond to lower level crimes. My condo building in NW Portland has been burglarized at least 6 times since last June but I have never seen a police officer on-site to investigate let alone any follow up on any arrests of the intruders. I am told that there are no officer available because they are needed for crimes like homicide. I take small comfort in the fact that up to this point these burglaries have occurred in the middle of the night and have been "only" property crimes. At some point, the intruders are going to encounter and likely assault a building resident. This is unacceptable.

It is time for the Portland City Council to quit making excuses and take action to restore some semblance of security not to mention the severely damaged reputation of our city. According to surveys conducted by the People for Portland organization most Portland residents support increasing the number of police. Please listen to us.

Sincerely,  
Lance Gilmore  
Portland resident and voter since 1997

Sent from my iPhone