

Police Pursuit Policies Questioned

On July 10th, 2003, Kansas City-area resident Toni Sena, an innocent bystander who was riding her bicycle on a quiet neighborhood street in the Brookside area, was run down and killed by a motorist involved in a high-speed chase with police from both Kansas and Missouri. Now Sena's friends and family are questioning police pursuit policies.

"Since the death of Ms. Sena . . . I have become more concerned about risks to the public from these chases and the circumstances under which they happen," says Laurie Chipman, a friend of Sena.

Apparently the KCMO officers involved were in compliance with the KCMO Police Department's Pursuit Policy. Perhaps it is time to re-consider that policy.

- With the 20/20 vision of hindsight, however, **it is clear that the very thing the pursuit was trying to prevent--injury to innocent bystanders--was actually caused by the pursuit.**
- **One in four police chases ends in a collision.**
- Many of these collisions result in **serious injuries to police officers and innocent bystanders.**
- Because of the obvious dangers of high-speed chases in such areas, pursuit policies of police departments across the country have been questioned. **Many police departments have gone to a "no pursuit" policy, or very restrictive pursuit policies.**
- Police departments with "no pursuit" policies sometimes do not catch perpetrators immediately. But they usually pick them up later on. And they find that, **on balance, public safety and the safety of police officers is better served by a "no pursuit" policy.**

If you think that the current KCMO Police Pursuit policy needs to be reviewed or could be improved, please sign the attached petition.

*You **NEED NOT** be a Kansas City, Missouri, resident to sign. Friends of Toni Sena are trying gather 1000 signatures by September 23rd, 2003, to show community support for a reconsideration of the pursuit policy and to present to a meeting of the Police Board.*

*Even **ONE** or **TWO** signatures help a lot!*

