

From: "Polan, James" <James_Polan@sheriff.org>

Date: February 26, 2018 at 07:45:51 EST

To: "Dunbar, Andrew" <Andrew_Dunbar@sheriff.org>, "Cedeno, Angelo" <Angelo_Cedeno@sheriff.org>, "Hale, John" <John_Hale@sheriff.org>, "Holmes, David" <David_Holmes@sheriff.org>, "Llerena, Oscar" <Oscar_Llerena@sheriff.org>, "Osgood, Nathan" <Nathan_Osgood@sheriff.org>

Subject: Roll Calls

Majors

As the moment we find our agency up against a flurry of media allegations and a personal attack against our Sheriff.

SI stood with us now we must stand with him.

It's vital that we embrace and encourage our employees on their purpose in the community and the importance of quality customer service.

It's important that they are reminded about all of the great things that our agency has accomplished under the direction of Sheriff Israel.

It's important that they know we "stand as one" during this difficult time.

It's important that they know the majority of this community still stands behind the BSO patch.

It's important that they understand the meaning of "if not me then who".

It's important that they understand as leadership we have provided direction with best practice of policy & procedure, realistic training with tips, techniques and procedures to address potential problems and we have provided the tools to accomplish the task. The one thing that we cannot provide is the individual decision that a deputy may make when the bell rings.

It's also important that they are reminded not to speak with the media regarding this or any other incident – simply refer them to PIO.

Starting today I need you and your captains to attend all roll calls and/or meet with the specialty units and deliver this message and also allow the opportunity for dialogue.

On another note:

Our Captains meeting will continue for Wednesday for one reason SI would like to speak.

Dave:

Continue with the current agenda and when SI arrives he will have the floor.

Thank you in advance

JP

Colonel Jim Polan
Broward Sheriffs Office
954-831-~~XXXX~~