"An education won't make a good cop, but an education will make a good cop <u>better.</u>" - Chief Gary Leonard (Ret.). -

In this issue.....



Coffee With a Cop



Highlighted Volunteers

ROCKLIN PD NEWS

Rocklin Police Department

Chief's Chatter by Chief Ron Lawrence

On the morning of Saturday, August 4th, the Rocklin Police Officers Association hosted a special wreath laying ceremony at the gravesite of fallen Rocklin Officer Matt Redding. August 4th marked what would have been Matt's 37th birthday, and the Rocklin POA has held a private memorial each year on Matt's birthday, choosing to memorialize his life, rather than his tragic death. John & Marilyn Redding, their family and friends attend these private annual memorials each year and embrace the Rocklin PD family as their own. We will always remember Matt Redding and will keep the Redding family in our prayers. Matt Redding was struck and killed by a drunk driver while on-duty setting out a traffic cone-pattern during a high-risk vehicle stop on Hwy 65 at Stanford Ranch Road on October 9.2005.

Matt Redding became the second police officer killed in the line-of-duty in Rocklin, following 91 years after the first Rocklin officer was killed on February 18, 1914. Town Marshal Sam Renaldi was involved in a shootout with a drunken saloon owner in a disagreement about City curfew hours. Both Marshal Renaldi and the saloon owner shot each other and both men died the following day after being transported to a hospital in Sacramento.

Police Officer Matt Redding was 29 years old when he was killed, and Town Marshal Sam Renaldi was 26 years old when he was murdered. Both officers were killed by criminals who were intoxicated at the time of their murders. We keep both of these brave Rocklin officers in our



memories and our prayers forever.

Not the Same Old Dance by Captain Lon Milka



Captain Lon Milka

Just when you think you know the latest dance step a new one comes along. Just when you think things are in line, in check, or status quo, they change.

The same goes for each and every one of us and for our department. We work in a dynamic industry; providing service to the public. The particular service we provide is to maintain the security and safety of that public, maintain the best community in the county, and to be responsive to those we serve. We all know about the recent paradigm shift of our involvement in code enforcement issues within the city, and the creation of a new division with the department but what other gears have been changed or are changing in the machine we call

the Rocklin Police Department?

Our in-car video equipment is being modernized as we introduce new patrol vehicles into the fleet. The hard drivetechnology and the manual downloading of that type of technology will be replaced with wireless transfer capability. No longer will the patrol supervisor have to manually replace the drive and hand it over to Property/Evidence for subsequent downloading. The new system eliminates any disk handling and can automatically download data. Thanks to Officers Zack Krempin and Dan Groff for taking the lead in this project.

Our procedures manual is being completely re-written. As the department changes so must our "how-to" manual so that we can properly keep up with new technologies, new case law, or

just a better way to do things. The project has been quite time consuming and has involved the input from every unit, supervisor, and/or manager. The release of our new manual is planned for later this year and thanks should go to Lieutenant Terry Roide for formatting the manual into a readable format.

Our department gym will be going through an extreme makeover. Modernization of our workout area is our goal and Sergeant Rich Cabana will lead the transformation of the gym to make it more of a physical training area as well as an area used for department purposes. Keep your eyes on this project for exciting new changes. The department's transmission has changed gears as mentioned above. Has your transmission done the same? Do you need a tune-up?