

Date: Thu, 19 Nov 2015 10:35:41
From: Portland Copwatch <copwatch@portlandcopwatch.org>
To: Mae Wilson [REDACTED]
Subject: Re: Attn: Dan Handleman

Chair Wilson

THank you for your heads-up. However, to capture video of the CRC and the appellant, I have to be seated in between, so I will continue to find a way to do that and still accomodate your new seating pattern. It would be great if the new seating still allows for use of the Portland Building's sound system as hearing the proceedings is a challenge for audience membes.

I hope you are also considering other ideas such as having a CRC member keep an eye on the protocols and ordinance (and ground rules), maybe even have them projected on a screen or on enlarged/mounted photocopies during the meeting.

Thanks

dan handelman

portland copwatch (policies) / flying focus video collective (video)

On Wed, 18 Nov 2015, Mae Wilson wrote:

> Hi Mr. Handleman,
> I wanted to give you the heads up that we are going to do some technical
> restructuring for our upcoming appeals. As the Chair I find it difficult
> to be attentive to the other CRC members' desires to speak, the
> appellant, and the public with the way the current seating positions are.
> As such I've checked in with other CRC members and we would like to round
> out our seating to look more like a "U", which would enable me to better
> see them. It would also be helpful to have all members of the public in
> front of me so that I can better see them. That's pretty much a done
> deal
> since most people sit behind the appellant, which is the best position
> for
> me to see them from. I'm aware that you sit more towards the right so I
> wanted to reach out to you to ask that you move to sit with the rest of
> the
> public. I also wanted to reach out to you ahead of time so that you had
> time to get the necessary extension cords and such so that you can still
> film from the public seating area.
>
> Let me know if you have any questions and I hope you're well,
> Mae Wilson

Not included in original packet