



FINAL AGENDA

FORREST C. SOTH CITY COUNCIL CHAMBER
4755 SW GRIFFITH DRIVE
BEAVERTON, OR 97005

REGULAR MEETING
DECEMBER 11, 2006
6:30 P.M.

CALL TO ORDER:

ROLL CALL:

PRESENTATIONS:

06227 City of Beaverton's Community Emergency Response Team's Annual
"Glenn Perry" Award

06228 Update on Influenza Pandemic Planning

PRESENTATION/WORK SESSION:

06229 An Ordinance Regulating the Possession of Replica Firearms in Public
Places

VISITOR COMMENT PERIOD:

COUNCIL ITEMS:

STAFF ITEMS:

CONSENT AGENDA:

06230 Liquor License: New Outlet - Yasmin Restaurant & Lounge

06231 2007 Boards and Commissions Appointments

06232 A Resolution Stating the Official Results of the November 7, 2006,
General Election (Resolution No. 3884)

06233 Classification Change - Amendment

ORDINANCES:

First Reading:

06234 An Ordinance Amending Ordinance No. 4187, Figure III-1, the Comprehensive Plan Land Use Map and Ordinance No. 2050, the Zoning Map for Two Properties Located in Central Beaverton; CPA 2006-0015/ZMA 2006-0020 (Mobile Home Corral) (Ordinance No. 4416)

Second Reading:

06219 An Ordinance Repealing the 72-Hour Parking Prohibition, Section 6.02.310.F of the Municipal Court (Ordinance No. 4415)

EXECUTIVE SESSION:

In accordance with ORS 192.660 (2) (h) to discuss the legal rights and duties of the governing body with regard to litigation or litigation likely to be filed and in accordance with ORS 192.660 (2) (e) to deliberate with persons designated by the governing body to negotiate real property transactions and in accordance with ORS 192.660 (2) (d) to conduct deliberations with the persons designated by the governing body to carry on labor negotiations. Pursuant to ORS 192.660 (3), it is Council's wish that the items discussed not be disclosed by media representatives or others.

ADJOURNMENT

This information is available in large print or audio tape upon request. In addition, assistive listening devices, sign language interpreters, or qualified bilingual interpreters will be made available at any public meeting or program with 72 hours advance notice. To request these services, please call 503-526-2222/voice TDD.

AGENDA BILL

**Beaverton City Council
Beaverton, Oregon**

SUBJECT: City of Beaverton's Community Emergency Response Team's Annual "Glenn Perry" Award

FOR AGENDA OF: 12/11/06 **BILL NO:** 06227

Mayor's Approval: *[Signature]*

DEPARTMENT OF ORIGIN: Emergency Management *[Signature]*

DATE SUBMITTED: 12/1/06

CLEARANCES: Mayor's Off. *[Signature]*

PROCEEDING: Presentation

EXHIBITS:

BUDGET IMPACT

EXPENDITURE REQUIRED \$0	AMOUNT BUDGETED \$0	APPROPRIATION REQUIRED \$0

HISTORICAL PERSPECTIVE:

The City's Community Emergency Response Team (CERT) Program established an award to recognize CERT members who do the greatest good for the greatest amount of people. The award is given annually to a CERT member for exceptional contributions to the city by volunteering time and talents in helping the City of Beaverton maintain its high standards of Emergency Preparedness and Community Involvement.

The award was established to honor Mr. Glenn Perry, a member of Beaverton's CERT program, for his dedication to being the first to help, to stand up as a leader, and lend a hand to the citizens of Beaverton to become more self sufficient during times of hardships created from the havoc of disaster. Mr. Perry passed away in 2005 from natural causes.

INFORMATION FOR CONSIDERATION:

Mr. Wilbur (Bill) Fast was chosen to be the first recipient of the Glenn Perry award because of his accomplishments at increasing the preparedness of his retirement community at Seminole Mobile Estates.

RECOMMENDED ACTION:

Listen to Presentation.

AGENDA BILL

**Beaverton City Council
Beaverton, Oregon**

SUBJECT: Update on Influenza Pandemic Planning

FOR AGENDA OF: 12-11-06 **BILL NO:** 06228

Mayor's Approval: *Bob Drake*

DEPARTMENT OF ORIGIN: Emergency Management *MP*

DATE SUBMITTED: 11/17/06

CLEARANCES: Chief of Staff *la*

PROCEEDING: PRESENTATION

EXHIBITS: PowerPoint Presentation

BUDGET IMPACT

EXPENDITURE REQUIRED \$0	AMOUNT BUDGETED \$0	APPROPRIATION REQUIRED \$0
-----------------------------	------------------------	-------------------------------

HISTORICAL PERSPECTIVE:

The world has experienced an average of three pandemics (a worldwide epidemic) each century for the last 500 years. Since 2003, a growing number of human cases of the avian influenza H5N1 have been reported. More than half of the people infected with the H5N1 virus have died. Most of these cases are believed to have been caused by exposure to infected poultry. There has been no sustained human-to-human transmission of the disease, but there is concern that H5N1 may evolve into a virus capable of human-to-human transmission. Whether or not H5N1 mutates into a virus capable of causing a pandemic, we are overdue for the next pandemic to occur.

INFORMATION FOR CONSIDERATION:

A moderate or severe influenza pandemic would lead to high levels of illness, death, social disruption, and significant economic loss. Everyday life would be disrupted because so many people in so many places become seriously ill at the same time. Adequate planning and preparations are essential to minimize economic and social disruption, delay cases, and keep society intact.

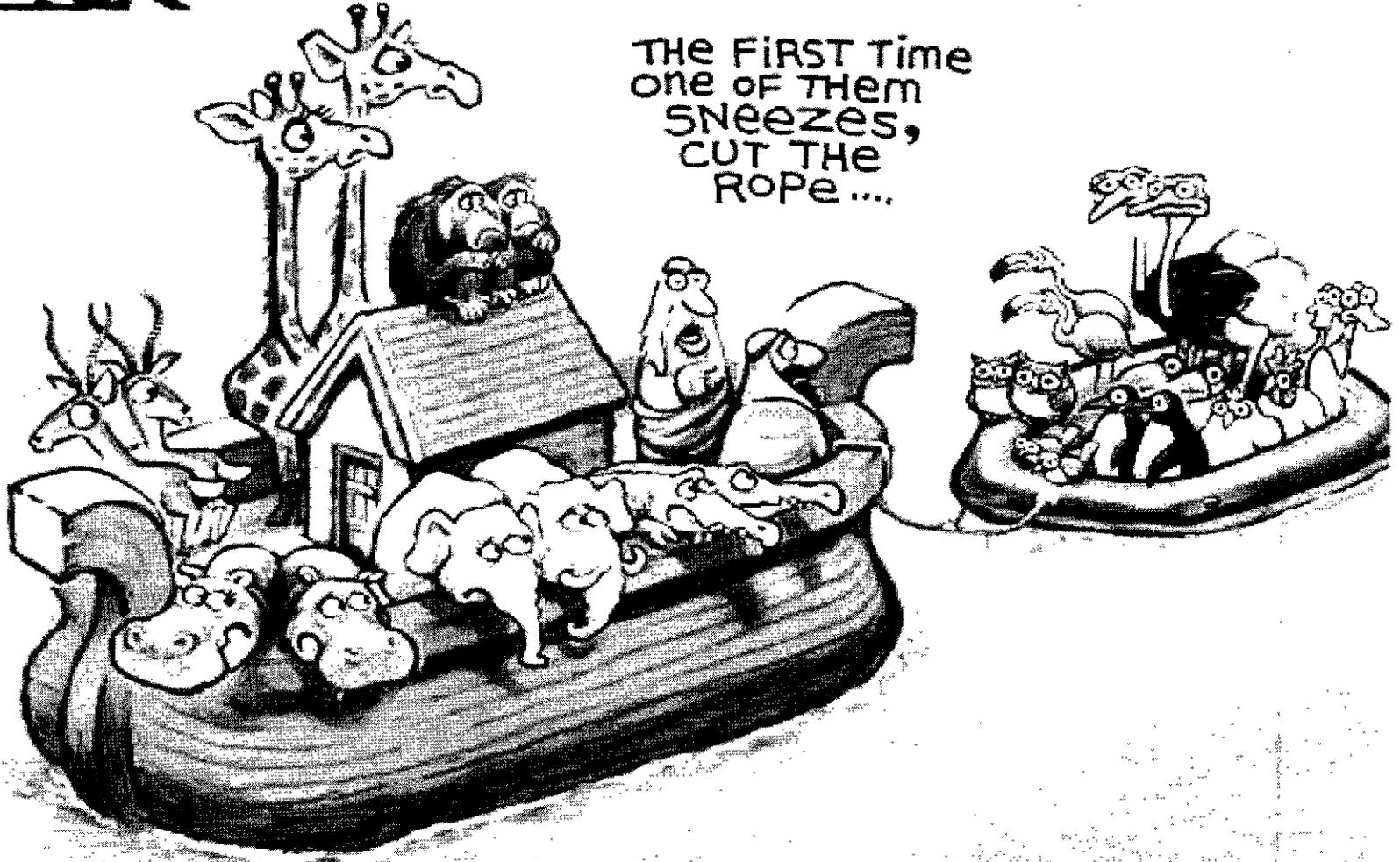
The United States has been working closely with other countries and the World Health Organization (WHO) to strengthen systems to detect outbreaks of influenza that might cause a pandemic. The effects of a pandemic can be lessened if preparations are made ahead of time. Planning and preparation information and checklists are being prepared for various sectors of society, including information for individuals and families.

The Department of Health and Human Services (HHS) and other federal agencies are providing funding, advice, and other support to states to assist with pandemic planning and preparation. State and County Health have been developing plans and procedures to be used in the event of a confirmed pandemic.

RECOMMENDED ACTION:

Listen to the presentation

THE FIRST TIME
ONE OF THEM
SNEEZES,
CUT THE
ROPE....



Pandemic Influenza – Washington County, Oregon

Washington County Public Health
October 2006

The “Flus” Unmasked

Avian flu, Seasonal flu, and Pandemic flu
are NOT the same!

Avian or 'Bird' Flu

Caused by a group of highly contagious flu viruses that are found naturally among birds.

Ongoing outbreaks of a type of bird flu virus, H5N1, among wild birds and domestic poultry in many countries around the world.

Rarely infects humans

Bird Flu, continued

250 human cases worldwide since 2003.

This virus does not pass easily from person-to-person.

- Close contact with sick birds is the main route of infection in humans.
- IF this virus mutates to become easily transmissible between humans, it would cause a pandemic.

Where Do These Non-Human Viruses Come From?

H1				
H2				
H3				
H4				
H5				
H6				
H7				
H8				
H9				
H10				
H11				
H12				
H13				
H14				
H15				

Distribution of Neuraminidases in Nature

N1					
N2					
N3					
N4					
N5					
N6					
N7					
N8					
N9					

Key Facts – October 2006

The world is not experiencing an influenza pandemic

- H5N1 is widely distributed
 - The US has no H5N1 bird flu currently, but it is expected to arrive at some point
- Bird flu is rarely spread person-to-person
- If this changes, there is a potential for a serious pandemic

What Is Human Influenza?

- Viral infection of the nose, throat and lungs (a respiratory disease) – can be mild to severe
- Easily spread between people, primarily by coughing
- Yearly epidemics in wintertime (Dec.-March)

Transmission

Incubation period
1-3 days

– Asymptomatic
shedding occurs

DROPLET spread (3
ft) most important

- Contact with
contaminated
articles possible
- AIRBORNE, a few
examples (airlines)



Seasonal Influenza

Each year, 10-20% of the US population becomes ill with the flu

About 36,000 people in the US die from the flu or its complications each year.

- Vaccines are available to prevent people from getting the common flu.

Pandemic Influenza

- Worldwide outbreak of flu in people (everyone is affected, no cavalry).
- Caused by a new flu virus to which humans have no immunity. A new flu virus could result from changes to a bird (or other non-human) virus.

Could last 12 to 18 months or more.

There is no human flu pandemic in the world right now.

Pandemic Influenza

- Average of 3 pandemics per century since the 16th century, occurring an average of every 10 to 50 years.
- 3 recent pandemics:
 - 1918—Spanish flu (most severe) est. 40 - 50 million deaths worldwide, 500,000 in the US alone
 - 1957—70,000 deaths in the US, 1-2 million deaths worldwide
 - 1968—34,000 deaths in the US, 700,000 worldwide



Pandemic Flu Planning in Washington County

Why Plan?

Individual and community-level activities will be critical for:

Keep the community intact

Delay cases

- Minimize economic and social disruption

Pandemic Planning

Plans

- Global (WHO)
- Federal (HHS)
- State (OR DHS)
- Local (LHDs)
- Hospitals and Regions

Challenges

- Short incubation period
- Asymptomatic shedding
- Hospital capacity
- No pre-existing immunity
- Rapid frequent travel
- No vaccine ahead of time
- Limited antivirals
- Unknown value of community control measures

Scenarios for Washington County

Characteristic	Moderate	Severe
Illness	157,833	157,833
Out-pt visit	78,917	78,917
Hospitalized	1,517	17,362
ICU care	226	2,604
Ventilator Use	114	1,301
Death	367	3,332

Mitigation Issues and Strategies

A pandemic will require a local response—the feds are NOT going to come in and save us!

- A vaccine will not be available for the first 6 to 9 months of a pandemic.

Antibiotics WILL NOT help, and antiviral medications may not help.

Mitigation Issues and Strategies

Public Health strategies--Prevention!

Hand hygiene

Respiratory etiquette

Social distancing (encouraging sick to stay home, may include canceling public social events such as churches, Blazer games, theaters)

Vaccines and Antivirals

- Determining priority populations

Prophylaxis versus treatment

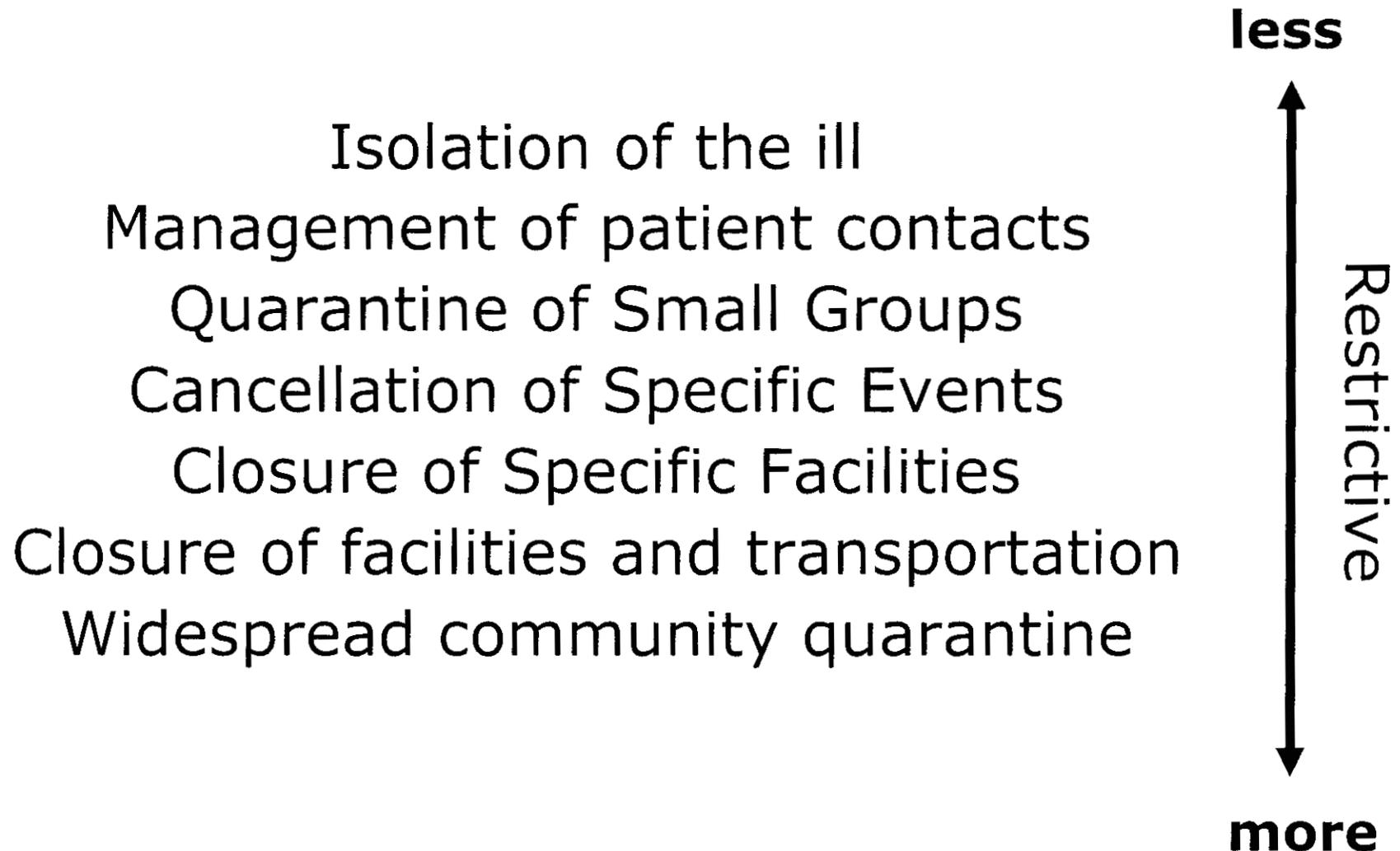
Allocation and distribution

Hospitals and Health Care Systems

Surge capacity for hospital beds, ventilators, and appropriately trained staff

- Alternative standards of care
- Alternative sites of care
- Mortuary capacity

Community Control Measures



Business Continuity Planning

We are advising our local businesses to consider the following potential issues:

Identify Core Operations

Identify needed supplies to assure continuity of operations

How to assure COOP with 20% to 40% reduction in staff

Business Continuity Planning

Policy and Workforce issues:

Leave Policies

Alternate Work Options

Financial Implications for Employees

Healthy Work Environment Policies

Employee Support Activities

Communication with employees and clients

Emergency Response Policy Issues

A few potential policy issues in a pandemic:

Closure of businesses and schools

Involuntary quarantine and closures

Prioritization of scarce resources--
hospital beds, vaccine and
antivirals

Questions?

AGENDA BILL

Beaverton City Council
Beaverton, Oregon

SUBJECT: An Ordinance Regulating the Possession of Replica Firearms in Public Places **FOR AGENDA OF:** 12-11-06 **BILL NO:** 06229

Mayor's Approval: 

DEPARTMENT OF ORIGIN: City Attorney 

DATE SUBMITTED: 12-01-06

CLEARANCES: Police 

PROCEEDING: PRESENTATION/WORK SESSION

- EXHIBITS:**
1. Ordinance (p. 1)
 2. Ordinance with Explanatory Notes (p. 6)
 3. Wikipedia Articles (p. 13)
 4. Beaverton Background Information (p. 39)
 5. Background from Other Jurisdictions (p. 44)

BUDGET IMPACT

EXPENDITURE REQUIRED \$0.00	AMOUNT BUDGETED \$0.00	APPROPRIATION REQUIRED \$0.00
--------------------------------	---------------------------	----------------------------------

HISTORICAL PERSPECTIVE:

In Summer, 2006, the Chief of Police asked the City Attorney to study and draft an Ordinance regulating the possession of realistic-appearing toy guns in public places. The Police Department furnished a copy of New York City provisions pertaining to such regulations. The Police Department and the City Attorney's Office compiled information and drafted legislative provisions.

INFORMATION FOR CONSIDERATION:

This Ordinance applies to imitation guns which substantially duplicate the look of a real firearm. One very common term for such replicas is an "AirSoft," gun. Despite their appearance as a real gun, these replicas discharge a non-lethal plastic pellet. The Ordinance forbids visible possession of replica firearms in public places. A first offense is punishable as a civil violation, however repeat offenses and offenses upon school premises are misdemeanors.

Council's packet contains a proposed Ordinance, a copy of the Ordinance with explanatory comments, and background information in support of the policy directions contained in the Ordinance.

This Agenda Bill pertains to both the presentation and hearing associated with the Ordinance. The public hearing will be held in January.

RECOMMENDED ACTION:

Listen to presentation and conduct work session.

Exhibit 1

Ordinance

PROPOSED

ORDINANCE NO.

AN ORDINANCE REGULATING THE POSSESSION OF REPLICA FIREARMS IN PUBLIC PLACES

WHEREAS, non-projectile toys and non-lethal projectile weapons such as one commonly known as an "AirSoft" gun, can be manufactured with coloring and dimensions identical to genuine, lethal firearms; and

WHEREAS, such replica firearms can be indistinguishable from authentic weapons, even to a trained and knowledgeable observer such as a police officer; and

WHEREAS, the appearance of a replica firearm in a public place can create a public disturbance or alarm, which distress can escalate into an unnecessary fatality if deadly force is employed to overcome the perceived lethal threat; and

WHEREAS, it is appropriate to regulate the appearance of replica firearms in public places to reduce the possibility of unnecessary harm or death; and

WHEREAS, Council instructs city staff to create an information program about the public risks of imitation firearms, which program shall precede full implementation of this ordinance; now, therefore,

BE IT ORDAINED BY THE CITY OF BEAVERTON,

Section 1. The Beaverton Code is amended in Chapter 5 by adding the following sections.

"5.08.250 Unlawful possession of a replica firearm.

A. For the purposes of this ordinance the following terms have the stated meanings:

1. Blaze orange tip - Either a plastic plug or a permanent marking which is colored blaze orange, which covers the barrel of a replica firearm from the muzzle end for a depth of at least 6 millimeters, the placement of which is required by Federal law.
2. Firearm - A weapon, by whatever name known, which is designed to expel a projectile by the action of powder and which is readily capable of use as a weapon.
3. Laser pointer - A device that emits light amplified by the stimulated emission of radiation that is visible to the human eye.

4. Public place - A place to which the general public has access and includes, but is not limited to, hallways, lobbies and other parts of apartment houses and hotels not constituting rooms or apartments designed for actual residence, and highways, streets, schools, places of amusement, parks, playgrounds and premises used in connection with public passenger transportation.

5. Replica firearm

a. Definition. Any toy or imitation which substantially duplicates a firearm or can reasonably be perceived to be an actual firearm unless:

(1) The entire exterior surface of such toy or imitation is colored bright red, bright orange, bright yellow, bright pink or bright purple, either singly or as the predominant color in combination with other listed colors; or such toy or imitation is constructed entirely of transparent or translucent materials which permit unmistakable observation of the replica or imitation's complete contents.

(2) The qualifications of subsection (1), above, and the affirmative defense of 5.08.250(C)(1) do not apply to replica firearms present on school premises in the possession of persons under 25 years of age.

(3) Imitation guns which may lawfully be seen in public nonetheless may not bear an attached laser pointer.

6. Replica firearm merchant. A retail operation such as a hobby shop, sporting goods store, or firearms store, which is a place of sale to ultimate consumers of replica firearms for direct consumption, operating in a commercial structure or storefront, with premises open to the general public during business hours.

B. No person shall:

1. Possess a replica firearm in a public place; or
2. Intentionally, knowingly, recklessly, or with criminal negligence point or discharge a replica firearm at another person, said other person being located in a public place.

C. In any action under this ordinance, it is an affirmative defense to be established by a preponderance of the evidence by the defendant that:

1. A person is transporting the replica firearm in a public place and the replica firearm is completely concealed within an opaque container;
2. A person is employed as a peace officer as defined in ORS 133.005 and is acting within his or her official duties;
3. The replica firearm, if present in a public place, is being used for or in the production or television programs or theatrical or motion picture presentations if one of the following is present:
 - a. the possession is taking place on a stage in an auditorium for which admission requires purchase of a ticket; and it is acceptable that this stage may be located within school premises notwithstanding subsection 5.08.250(A)(5)(a); or
 - b. all the persons involved in the acting and production or recording are at least 18 years of age; or
 - c. one person involved in the production holds a valid membership in either of the following organizations:
 - (1) The International Alliance of Theatrical Stage Employees, Moving Picture Technicians, Artists and Allied Crafts of the United States, Its Territories and Canada (IATSE); or
 - (2) The Associated Actors and Artistes of America.
4. The replica firearm is possessed in a situation where all the following conditions are present:
 - a. the replica firearm is possessed in the course of commerce, or for service or repair, by a replica firearm merchant, or a patron or wholesaler of such a merchant;
 - b. the replica firearm is possessed within the merchant's commercial storefront or structure in which the merchant's business is located; and
 - c. the replica firearm merchant holds a current, valid City of Beaverton business license.

D. Replica firearms used in violation of this Ordinance shall be seized as contraband or for their evidentiary value, whichever may be applicable, and may be subject to forfeiture to the maximum extent allowed under law.

E. Penalties.

1. Violations of this ordinance are non-criminal violations punishable by a fine of no less than \$250. If the offense involves a replica firearm on which the blaze orange tip has been removed or covered with paint, tape, or similar opaque substance, the offense is punishable by a fine of no less than \$500.

2. Notwithstanding subsection 1, above, violation of this ordinance upon school premises is a Class C misdemeanor.

3. A violation of this ordinance is a Class A misdemeanor if the defendant has been previously convicted of violating this ordinance within five years prior to the date of the current offense.”

Section 2. This Ordinance shall take effect on _____, 2007. A 60-day public information campaign shall precede the effective date of this Ordinance to inform citizens about the issues addressed in this Ordinance.

Section 3. Section 5.08.225, the crime of discharging a weapon, is amended to read:

“5.08.225 Discharging a Weapon.

A. No person shall intentionally discharge a firearm into or across a public place or while located in a public place.

B. No person shall intentionally discharge a pellet gun, BB gun, bow and arrow, sling shot, or other similar weapon that expels a projectile by means other than by the action of smokeless powder.

C. This section shall not prohibit the discharge of a firearm or other weapon while at a reasonably safe and regularly operated firing range.

D. This section does not prohibit the discharge of a weapon otherwise lawfully displayed in accordance with the Replica Firearms Ordinance, so long as the projectile thus expelled is one of the following:

1. A commercially-manufactured spherical projectile which contains paint and which is designed to break and splatter upon impact, commonly known as a “paintball;”

2. A commercially-manufactured spherical projectile with a diameter between and including 5.98 and 8 millimeters, constituted of common styrene plastic or biodegradable plastic, weighing no more than .36 gram per sphere.

E. A person who violates this section commits a Class B misdemeanor.”

Section 4. This ordinance may be cited by the short title of, “~~Replica Firearms Ordinance.~~”

First reading this _____ day of _____, 200_.

Passed by the Council this _____ day of _____, 200_.

Approved by the Mayor this _____ day of _____, 200_.

ATTEST:

APPROVED:

SUE NELSON, City Recorder

ROB DRAKE, Mayor

Exhibit 2

Ordinance with Explanatory Comments

000006

ORDINANCE NO. _____

AN ORDINANCE REGULATING THE POSSESSION OF REPLICA FIREARMS IN PUBLIC PLACES

WHEREAS, non-projectile toys and non-lethal projectile weapons such as one commonly known as an “AirSoft” gun, can be manufactured with coloring and dimensions identical to genuine, lethal firearms; and

WHEREAS, such replica firearms can be indistinguishable from authentic weapons, even to a trained and knowledgeable observer such as a police officer; and

WHEREAS, the appearance of a replica firearm in a public place can create a public disturbance or alarm, which distress can escalate into an unnecessary fatality if deadly force is employed to overcome the perceived lethal threat; and

WHEREAS, it is appropriate to regulate the appearance of replica firearms in public places to reduce the possibility of unnecessary harm or death; and

WHEREAS, Council instructs city staff to create an information program about the public risks of imitation firearms, which program shall precede full implementation of this ordinance; now, therefore,

BE IT ORDAINED BY THE CITY OF BEAVERTON,

Section 1. The Beaverton Code is amended in Chapter 5 by adding the following sections.

“5.08.250 Unlawful possession of a replica firearm.

A. For the purposes of this ordinance the following terms have the stated meanings:

1. Blaze orange tip - Either a plastic plug or a permanent marking which is colored blaze orange, which covers the barrel of a replica firearm from the muzzle end for a depth of at least 6 millimeters, the placement of which is required by Federal law. *(Definition adapted from 15 U.S.C. Sec. 5001, and rules promulgated thereunder. Federal law requires a 6 millimeter tip be present on the barrel end of a toy, imitation, or look-alike firearm. The tip identifies the object as a look-alike or replica and must be present for the item to be placed into commercial sales or transportation. End users of a toy gun may remove or obscure the orange tip, as is the case at present, but if a weapon so modified is used in an offense of this Ordinance then that offense is punishable by a higher minimum fine. See the Penalty subsection for more information.)*

2. Firearm - A weapon, by whatever name known, which is designed to expel a projectile by the action of powder and which is readily capable of use as a weapon. *(Definition found in Oregon Criminal Code, ORS 166.210 [2].)*

3. Laser pointer - A device that emits light amplified by the stimulated emission of radiation that is visible to the human eye. *(Definition adapted from ORS 163.709.)*

4. Public place - A place to which the general public has access and includes, but is not limited to, hallways, lobbies and other parts of apartment houses and hotels not constituting rooms or apartments designed for actual residence, and highways, streets, schools, places of amusement, parks, playgrounds and premises used in connection with public passenger transportation. *(Definition found in Oregon Criminal Code, ORS 161.015 [10].)*

5. Replica firearm

a. Definition. Any toy or imitation which substantially duplicates a firearm or can reasonably be perceived to be an actual firearm unless:

(1) The entire exterior surface of such toy or imitation is colored bright red, bright orange, bright yellow, bright pink or bright purple, either singly or as the predominant color in combination with other listed colors; or such toy or imitation is constructed entirely of transparent or translucent materials which permit unmistakable observation of the replica or imitation's complete contents.

(This definition is modeled after the definition for a toy or imitation firearm found in New York City's ordinance.)

(2) The qualifications of subsection (1), above, and the affirmative defense of 5.08.250(C)(1) do not apply to replica firearms present on school premises in the possession of persons under 25 years of age. *(Replica firearms are forbidden on school premises no matter their color, concealment or transparency and there is hereby reiterated in this ordinance a "zero tolerance" approach to firearms of any kind on school premises. The only exception is if a person over the age of 25—which would be faculty members or staff person—wishes to transport a replica firearm to*

an auditorium stage and display it there for a bona-fide, ticketed production of a dramatic performance such as a school play.)

(3) Imitation guns which may lawfully be seen in public nonetheless may not bear an attached laser pointer. *(This section makes impermissible the attachment of a laser pointer to any imitation firearm visible in public, whether or not the imitation is colored and designed to duplicate a genuine gun. The thinking is that the laser pointer, being specifically designed for the pinpoint delivery of lethal force, ought not be present in public and cause an alarm thereby, even if it is merely attached to a toy. The prohibition complements statewide law, which prohibits pointing a laser sight at another person. See ORS 163.709.)*

6. Replica firearm merchant. A retail operation such as a hobby shop, sporting goods store, or firearms store, which is a place of sale to ultimate consumers of replica firearms for direct consumption, operating in a commercial structure or storefront, with premises open to the general public during business hours.

B. No person shall:

1. Possess a replica firearm in a public place; or
2. Intentionally, knowingly, recklessly, or with criminal negligence point or discharge a replica firearm at another person, said other person being located in a public place.

C. In any action under this ordinance, it is an affirmative defense to be established by a preponderance of the evidence by the defendant that:

1. A person is transporting the replica firearm in a public place and the replica firearm is completely concealed within an opaque container;
2. A person is employed as a peace officer as defined in ORS 133.005 and is acting within his or her official duties;
3. The replica firearm, if present in a public place, is being used for or in the production or television programs or theatrical or motion picture presentations if one of the following is present:
 - a. the possession is taking place on a stage in an auditorium for which admission requires purchase of a ticket; and it is acceptable that this stage may be located within school premises notwithstanding subsection

5.08.250(A)(5)(a); or

b. all the persons involved in the acting and production or recording are at least 18 years of age; or

c. one person involved in the production holds a valid membership in either of the following organizations:

(1) The International Alliance of Theatrical Stage Employees, Moving Picture Technicians, Artists and Allied Crafts of the United States, Its Territories and Canada (IATSE); or

(2) The Associated Actors and Artistes of America.

(The defenses listed under this subsection allow use of a replica firearm in bona fide commercial dramatic performances. The presence of a person belonging to one of the listed unions of the entertainment industry constitutes adequate assurance as to the genuine nature of the performance.)

4. The replica firearm is possessed in a situation where all the following conditions are present:

a. the replica firearm is possessed in the course of commerce, or for service or repair, by a replica firearm merchant, or a patron or wholesaler of such a merchant;

b. the replica firearm is possessed within the merchant's commercial storefront or structure in which the merchant's business is located; and

c. the replica firearm merchant holds a current, valid City of Beaverton business license.

(This subsection maintains free commerce of replica firearms within commercial storefronts where such goods may be bought and sold. Sales and service which occur among private parties only, will have to be conducted on private premises or, if in a public place, with a replica firearm which is within its container or other suitable opaque covering.)

D. Replica firearms used in violation of this Ordinance shall be seized as contraband or for their evidentiary value, whichever may be applicable, and may be subject to forfeiture to the maximum extent allowed under law. *(This subsection does not actually create any new rights, remedies or prerogatives. Police have always had the duty to investigate*

offenses and seize items of evidentiary value, and to get contraband out of the hands of wrongdoers. The purpose of this section is to identify these practices for the benefit of the reader.)

E. Penalties.

1. Violations of this ordinance are non-criminal violations punishable by a fine of no less than \$250. If the offense involves a replica firearm on which the blaze orange tip has been removed or covered with paint, tape, or similar opaque substance, the offense is punishable by a fine of no less than \$500.
2. Notwithstanding subsection 1, above, violation of this ordinance upon school premises is a Class C misdemeanor.
3. A violation of this ordinance is a Class A misdemeanor if the defendant has been previously convicted of violating this ordinance within five years prior to the date of the current offense.”

Section 2. This Ordinance shall take effect on _____, 2007. A 60-day public information campaign shall precede the effective date of this Ordinance to inform citizens about the issues addressed in this Ordinance.

Section 3. Section 5.08.225, the crime of discharging a weapon, is amended to read:

“5.08.225 Discharging a Weapon.

A. No person shall intentionally discharge a firearm into or across a public place or while located in a public place.

B. No person shall intentionally discharge a pellet gun, BB gun, bow and arrow, sling shot, or other similar weapon that expels a projectile by means other than by the action of smokeless powder.

C. This section shall not prohibit the discharge of a firearm or other weapon while at a reasonably safe and regularly operated firing range.

D. This section does not prohibit the discharge of a weapon otherwise lawfully displayed in accordance with the Replica Firearms Ordinance, so long as the projectile thus expelled is one of the following:

1. **A commercially-manufactured spherical projectile which contains paint and which is designed to break and splatter upon impact, commonly known as a “paintball;”**

2. A commercially-manufactured spherical projectile with a diameter between and including 5.98 and 8 millimeters, constituted of common styrene plastic or biodegradable plastic, weighing no more than .36 gram per sphere. *(This category includes almost every kind of AirSoft projectile commercially produced, according to readily-available information. Not included [on the basis of their greater weight, and hence increased danger] are AirSoft projectiles made from metallic substances or coated with graphite.)*

(The amendment contained in Section 3 appears in bold/strikethrough format. Section 3 harmonizes the Replica Firearms Ordinance with the existing offense of Discharging a Weapon. Section 3 allows discharge of common plastic spheres from a replica such as an AirSoft, however, this is provided that the replica is in the first instance brought out into view in accordance with the Replica Firearms Ordinance.)

~~E.~~ E. A person who violates this section commits a Class B misdemeanor.”

Section 4. This ordinance may be cited by the short title of, “Replica Firearms Ordinance.”

First reading this _____ day of _____, 200_.

Passed by the Council this _____ day of _____, 200_.

Approved by the Mayor this _____ day of _____, 200_.

ATTEST:

APPROVED:

SUE NELSON, City Recorder

ROB DRAKE, Mayor

Exhibit 3

Wikipedia Online Encyclopedia Materials

000013

Airsoft

From Wikipedia, the free encyclopedia

Airsoft refers to a sport or recreational pastime in which players participate in the simulation of military- or law enforcement-style combat using smoothbore airsoft guns designed as replicas of real firearms.

Airsoft has its roots in late-1970s Asia, specifically Japan where firearms were difficult or impossible to obtain due to local laws and gun hobbyists sought a legal alternative for enjoying their passion. It is therefore unsurprising that airsoft is still today most popular in several Asian regions, such as Japan, China, Hong Kong, Taiwan, Macau, South Korea, and to a certain extent, the Philippines and Indonesia. There is information that shows Airsoft is gaining popularity in Vietnam, although toy guns were banned. The vast majority of airsoft guns, accessories, and aftermarket upgrade parts are also manufactured in these countries.

There is also a growing interest in North America and Europe, especially in the United States, Canada, United Kingdom, Germany, Austria, Switzerland, France, Spain, Poland, Lithuania, Portugal, Sweden, Finland, Norway, Italy, Belgium (which is also visited by Dutch players, as the game is illegal in the Netherlands), Denmark, and Chile, bolstered by an active and expanding Internet scene.



A player with an airsoft G36E takes aim during a game

Contents

- 1 Methods and structures of play
 - 1.1 MilSim
 - 1.2 Re-enactment
 - 1.3 Game modifiers
 - 1.3.1 Respawn
- 2 Safety Precautions
 - 2.1 Personal Protective Gear
 - 2.1.1 Eye and Face Protection
 - 2.2 Other Safety Precautions
 - 2.3 Blind Man
- 3 Comparisons with paintball
- 4 Legal issues
 - 4.1 Sample airsoft laws from around the world
 - 4.2 Hazards of being mistaken for a real firearm
 - 4.3 Airsoft in schools
- 5 Airsoft equipment
 - 5.1 Airsoft guns
 - 5.2 Airsoft projectiles
 - 5.3 Clothing
 - 5.4 Tactical gear
 - 5.5 Pyros
 - 5.6 Other equipment
- 6 See also

000014

- 7 External links
- 8 References

Methods and structures of play

Fundamentally, airsoft is a game played within a reasonably large predetermined area - generally outdoors as in paintball, where the objective is to "hit" or "tag" other players with the projectile fired from an airsoft gun (termed a "BB"). Unlike paintball or laser tag where hits are almost always obvious, however, airsoft games usually function on an "honor system" - airsoft BBs are made of plastic and generally do not leave any visible marks on clothing, and although they can sometimes cause welts on the skin, this is not a practical or reliable method of judging hits. It is generally accepted that when a player is hit, they will declare it, usually by raising their hand, shouting something like "Hit!", and then leaving the area, or sometimes merely sitting or lying down and remaining "dead in place", depending on the specific rules of the match.



Classic Army M15A4 Automatic Electric Gun

MilSim

MilSim (MILitary SIMulation) generally combines airsoft play with some military live action role-playing elements. Several goals or missions are assigned to each team as a foundation for confrontation in firefights and othkugiuuyving quarters, maintaining perimeter security and the like are added to the experience.

Another aspect of MilSim-style airsoft gaming that ties into the live action element is the global desire for players to look and feel the part they are playing. Hence, MilSim-style games may have uniform or clothing requirements specific to the scenario being played.

One variation of the MilSim-style is that of Spies and Mercs.

Re-enactment

On occasion, airsoft games will be played in which the structure and/or conditions are designed to emulate a specific real-world battle as a form of historical or modern reenactment, depending on the historical period. This type of play can vary from a simple skirmish emulating a small-scale battle (like that of Pegasus Bridge) to a full reenactment of the Battle of Mogadishu ^[1] or the Battle of the Bulge.

For earlier historical eras such as that of World War II, equipment restrictions may be imposed on players for some historical accuracy. This may include restricting players to the use of replica firearms that were available during the historical battle. To include players without the correct airsoft guns, organizers may set up rules restricting them to semi-automatic fire or restricting the amount of ammunition they may carry (to better simulate firearm performance of that era and ensure equal capability among players).

How closely the historically-based airsoft game replicates the historical battle is up to the game organizer. Sometimes a historic battle will merely be inspiration for the structure of a standard skirmish, while sometimes the players may be actual reenactors seeking another way to enjoy their hobby.



Airsoft players in a World War II reenactment are guarding a piece of mock artillery. Note that while the player's uniform is designed to resemble that of the time period, the SIG 552 he is holding is not.

000015

Game modifiers

It is often the case that specialized rules are implemented to introduce certain tactical or strategic elements to gameplay. These can vary widely from game to game.

Examples of popular game rule modifiers include:

Medics

Selected players are able to "revive" "dead" team mates, who must usually stay "dead" in place until they are "healed".

Weapon hits

Players are required to switch to their side arm if they take a hit to their primary weapon.

In many airsoft environments, you are not constituted as "dead" if your weapon is hit.

Ammo limits

Restrictions are made on the amount of ammo available per each team, player, base or round of play.

Immortals

Specific players are chosen who cannot "die" or die only under special conditions.

Mercy rules

Players who sneak up on opponents are given the option of eliminating them without firing by simply calling out, "mercy" or some other code word.

Respawn

Respawn is usually used to allow players who have been hit to return to their starting position and re-enter the game. Usually this rule is used if there is a large amount of people, or if the scenario is planned to last for a long time. There can be modifications to this rule, such as the "medic spawn". "Medic spawn" negates the player from having to spawn in their base and instead can respawn at the nearest medic. This modifier is often used when the playing area is very large. If respawning is implemented, the event organizers must be careful not to produce a scenario in which *spawn camping can occur*.

Safety Precautions

A direct hit from a BB on bare skin is usually only mildly painful, but can be dangerous to areas of soft tissue. Therefore, a standard of safety guidelines and equipment has evolved in the airsoft community. Like many competitive sports, airsoft inherently involves a certain risk of injury, but it is the consensus of most players that airsoft is a fairly safe activity when appropriate precautions are observed. It is important to note however that when playing it is the responsibility of the participants to make conscious decisions about where their shots will land. This means avoiding shots to places such as the head when possible.



Airsoft player shooting from behind cover
Note the safety gear; the goggles that fully seal the area around the eyes, and the balaclava to keep the face protected.

000016

The minimum safe level of gear required to participate in most games includes a pair of impact-rated goggles to protect the eyes of the participants. Traditional prescription glasses or sunglasses are almost never accepted as they can cause a serious injury, and the player runs the risk of permanently losing their vision in that eye.

For this reason nearly all organized groups of airsoft players and fields require that eye protection fully seals the area around the eyes, and also meets or ANSI's Z87.1-2003 goggle standard for eye protection (resists 3 joules of impact energy without damage). However, it is not uncommon for players in less organized games to use shooting glasses, which do not provide complete protection from projectiles. Some players will opt for paintball goggles, which are held to higher impact rating standards, ASTM's F1776. [2] It is worth noting, however, that Z87.1-2003 rated goggles are specifically intended for use in industry and manufacturing, and are not for use in sports.

According to ANSI publications as of June 2006, The ASTM is currently developing a more specific standard for the sport - ASTM Z1535Z - Standard Specification for Eye Protective Devices for Airsoft Sports. [3]

The best overall protection is offered by paintball masks. These masks provide an additional level of protection by creating a full seal around the face and ears. The lens is a solid piece of impact resistant plastic. Some airsoft masks are made with mesh screens, though these screens do not offer protection from cheaper BBs that fragment upon impact of hard objects.

Other Safety Precautions

Some other rules such as a maximum BB velocity and distance guidelines are used in different ways by groups depending of their location. For more information regarding velocity limits and BB ballistics refer to Airsoft pellets#Pellet ballistics.



Airsoft replica of a H&K G36C. Note that this replica is not in use on a field, and therefore has the magazine removed (and the chamber cleared), and has a barrel bag placed over the muzzle

When not actively playing, many fields require barrel blockers, such as "barrel bags" or "barrel condoms" first introduced in paintball. Many airsoft guns (especially AEGs) come with small red plastic barrel blockers that fit over the muzzle, but these can be shot off the gun, and it doesn't provide for the very quick visual check that a barrel bag does. The magazine is usually removed as well, and the gun fired to clear the chamber. Many fields also require players to leave their guns set to the safety position when they are not shooting, even during active gameplay.

Blind Man

One commonly adopted practice is for players to shout the words "Blind Man" and halt an ongoing game if a player or bystander is seen in the designated gameplay area without proper eye protection, proper eye protection being goggles and helmet. Any player hearing the words must in turn stop and also shout the words, resulting a chain reaction which halts and alerts the whole game. Once the situation is resolved (by properly protecting the person from harm and/or "removing" them from harm), the game is usually resumed at the same point at which it was stopped.

A player is required to keep thier face mask/goggles/shooting glasses on at all times. This is basic safety upon an airsoft site and this law is always enforced by the marshall in charge to ensure that all players remain safe and no accidents occur during the gameplay

Comparisons with paintball

000017

Airsoft was developed in Japan in the late 1970s to provide an alternative for gun hobbyists because local laws prevented individuals from privately owning firearms. A heavy emphasis was therefore placed on making accurate replicas of real firearms. In contrast, paintball was developed in the United States in 1976 as a variation of hide and seek tag, through the use of utility companies' paint marking guns, which mark power/utility poles, and continues to focus more on their function than their form or aesthetic qualities. Paintball has quickly gained greater popularity than airsoft in the United States. However, in Asia, airsoft is much more popular and paintball is nearly non-existent. In the interests of a more family-friendly image, paintball as an industry usually avoids direct analogies to the military and war (seen by the movement towards spectator-friendly speedball). Similarly airsoft has taken a dual route, moving away from this (as seen in airsoft) as well as embracing them. This sometimes extends to full MilSim play.

For more information, see Public Perception of Paintball.

Sometimes questions arise on how airsoft players know when they have hit a target, and when they have been hit by a BB themselves. Unlike paintball, where paint splatter clearly identifies hits, airsoft BB's leave no such marks. Furthermore, since airsoft BB's are much lighter than paint balls, sometimes a player can take a hit from an airsoft BB without feeling anything, depending on the thickness of apparel and gear they are wearing. The audible sound a hit can make or seeing a BB bounce off from a player are often used as alternative indicators. However, in all cases, an honor system is required to be used among players. Further incentive to abide by such rules of the game is added by close-knit airsoft communities that often have little tolerance for cheating. On some sites, blatant cheating will lead to players being banned. In many cases, paintball requires the same honor system, since paintball hits can be hard to see in the heat of battle and can be wiped off by dishonest players.

Kinetic energy transfer is relatively minimal in Airsoft compared to that of Paintball. A standard 0.68 caliber paintball averages a weight of 2.84 grams. Paintball fields limit the maximum allowable muzzle velocity to be 300 feet per second in most events. A paintball projectile weighing approximately 2.84 grams and traveling at 300 feet per second is able to transfer approximately 11.8 joules of energy. Although there is a considerable difference between airsoft and paintball energy levels, the type of collisions that occur must also be considered (refer to Airsoft pellets#Pellet ballistics for more information).

To a new player choosing between airsoft and paintball, a beginning package for either is roughly equivalent in terms of apparel and cost. One major difference, however, can be seen in the cost of ammunition and upkeep of the packages - due to the type of ammunition used, airsoft guns are less prone to "jamming", and airsoft BB's are considerably cheaper to manufacture than paintballs.

There is considerable debate between players of the two sports over which is preferable, though overall the two communities function separately.

Legal issues

Airsoft guns and playing airsoft is legal in many parts of the world, but not all. Some countries have specific restrictions such as maximum muzzle energy, rules against using the trademarks of real firearms, and special marking requirements (such as brightly colored barrel tips). This can sometimes draw airsoft into the "grey area" of law, where airsoft gun occupies a niche in between toy guns and firearms.

Sample airsoft laws from around the world

In Japan and the United States, the restrictions on airsoft guns are fairly light, while in Canada and other countries, airsoft is much more strictly regulated.

000018

- As of August 1, 2006, Japanese airsoft guns are legal but may not shoot with a muzzle energy above point nine eight (.98) joule.
- Airsoft guns entering the United States are considered to be "toy guns" for legal purposes, and therefore must have a blaze orange tip present during sale and transport. All Airsoft replica bb guns include a safety orange muzzle tip (at least 1/4 of an inch) in accordance with Federal law. Any attempt to remove the orange tip is a violation of Federal law. ^[4]
- In Australia, Airsoft guns are much more heavily regulated, as they are imitation firearms according to law, which means that, they cannot look like a real firearm, and if a replica looks like a real weapon, it is legally restricted (You need a Class A firearms Licence and written consent from police to import and hold the replica in your state or territory.)
 - Airsoft Australia (<http://www.airsoftaustralia.com/>) is aiming to get airsoft redefined as a sport and allow it to be legally accepted. This will only be possible by restrictions on how replicas can be obtained (Over 18 and an airsoft specific license (is hoped) to be required of the player), for protection of the sport in general and others.
- In Canada, airsoft guns are considered replica firearms, not a toy nor an airgun, which is illegal in the general sense, importation and acquisition requires a license. If an airsoft gun fires above a specific muzzle velocity (500 ft/s) **and** delivers a specific kinetic energy on impact (5.7 joules) then it is classified as a Firearm under the Criminal Code of Canada.
- In the United Kingdom, the purchase, sale and import of replica firearms has recently become the subject of a proposed bill which may stop the importation of new weapons, essentially killing off the sport as new players will only be able to borrow existing weapons. However the UKASGB (UK Airsoft Sites Governing Body) and other airsoft organizations are negotiating with the government hoping to come to a compromise, possibly by raising the legal purchase age of airsoft replicas to 18 (Currently 14 for all but the most powerful airsoft guns) and even introducing a airsoft license much like what has been suggested in Australia.
- In Hong Kong, all airsoft guns are legal but may not shoot with a muzzle energy above two (2) joule.
- In the Netherlands airsoft is illegal and owning a airsoft gun is a violation of Federal law.

Hazards of being mistaken for a real firearm

There have been many cases of airsoft guns being mistaken for real firearms, and some cases where armed law enforcement units have responded to tips of unlawful firearm use. In rare cases, individuals have also been shot by police officers after failing to yield to warnings because of airsoft guns' focus on realistic weapon reproduction. This is the main reason that laws require orange tips to be present on all "toy guns" (including airsoft replicas) imported into the United States. However, the effectiveness of such measures remains open to debate, because these tips can be easily removed or painted away. Furthermore, their use means that criminals can attempt to disguise real firearms as toys by painting the tip of the barrel orange. A measure that is often employed by airsoft players is informing local law enforcement officials where and when airsoft games will take place, so that such misunderstandings can be avoided.

In many jurisdictions, using an imitation firearm to commit a crime (which often includes the generic term of "brandishing") carries the same penalty as if a real firearm were used.

Airsoft in schools

Perhaps the most common legal issue involving airsoft guns in the United States involves possession in schools. The punishment can depend on the intention and use, but common actions include a temporary suspension or permanent expulsion. The worst known case occurred in Longwood, Florida when 15-year-old Chris Penley threatened students with an airsoft pistol at his middle school and was subsequently shot dead when he aimed it towards an officer. The orange tip mandated by US Federal law had been painted black. ^[5]

Airsoft equipment

000019

Airsoft equipment encompasses many types of equipment used in the sport of airsoft, including the gun used to shoot airsoft pellets at opponents, safety goggles, and all sorts of tactical gear including vests, equipment holders, and gun accessories.

Airsoft guns

The guns used in airsoft are typically **replicas** of real firearms. Airsoft guns can be divided into three groups by what powers them: spring-, electric- or gas-powered.

The choice of airsoft guns is determined by either the performance (e.g. battery life, range, pellet magazine capacity) or the realism required (players might want to recreate a specific military force with the correct clothing and equipment). While the first line of airsoft guns were gas-powered from an external tank (this style is now known as *classic airsoft*), the most popular choice at the moment is electric, as reliability and range are often better from a stock electric rifle than any other form of power.

The most popular airsoft guns are replicas of the real firearms; the AR-15 and its variants, guns in the Kalashnikov family, the FAMAS, the G36 series, the Sig Sauer assault rifles, or the MP5

Many airsoft guns can also be fitted with accessories designed for their real counterparts, such as fore grips and receivers. However, this does not mean that airsoft guns can be converted to fire actual ammunition used by real firearms.

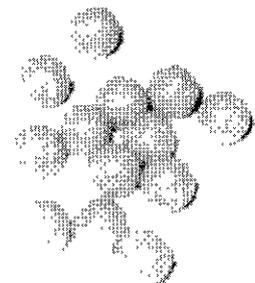
Airsoft guns have three general classifications depending on their use in the game. These classifications are generally dependent on the speed of the BB's and energy generated. CQB (Close Quarter Battle) is a type of situation used to simulate close combat such as house entry and ranges of 20 feet or less. The airsoft guns used in these scenarios typically fire less than 300 FPS for safety reasons and the participants wear appropriate clothing. Most airsoft guns typically fire 300-400 FPS, since they are used outdoors for most operations, balancing good speed and range with energy generated. A sniper's gun is typically upgraded to fire over 400 FPS (often 500 and sometimes up to 600 FPS). These generate greater range and consequently energy giving somewhat sniper range in a close game. As a general rule they are commonly not used under a 100 feet for safety reasons (energy generated).

Airsoft projectiles

Most airsoft models use plastic projectiles ranging from 0.12 to 0.88 grams in weight, though the most popular weights are between .20 and .30 grams. The pellets are usually approximately 6 mm in diameter, but some guns shoot 8 mm pellets instead. There are small paintballs for airsoft guns, but although they do prevent cheating, they are prone to breaking in the gun and sometimes cause damage.

While airsoft projectiles are often called "BBs", the BB gun is so named because it originally fired BB sized shotgun shot or metric Ball Bearings of .177 caliber (steel "BBs" are actually sized .174 inches (4.3 mm) in diameter).

Airsoft hop-up devices apply a backspin to the pellet so that the pressure force acts on the pellet opposite to the direction that gravity is pulling it. This causes the pellet to fall less over a given distance than it would without the spin applied to it.



6mm plastic pellets. (the edges on the sides of some, which is indicative of low quality.)

Clothing

000000

Most players typically wear BDUs consisting of separate pants and shirts or jackets when playing, because it not only provides protection against the impact of the plastic pellets, but also, just as with real soldiers, helps conceal oneself from opponents. Some participants also aim to faithfully replicate one or other military force by their choice in clothes, equipment and weapons.

The choice of camouflage pattern of the BDUs are normally determined by which pattern suits an area best or simply by what is locally available. Typically military surplus stores are a good source for such items and in the U.S. this is normally in the "American Woodland" camouflage pattern, but recently MARPAT (as used by the United States Marine Corps) and the ACUPAT (as used by the United States Army) have also become popular choices in North America.

Similarly in Europe their local military uniforms are more readily available and probably more suitable to local conditions. Popular patterns include the German Flecktarn, British DPM, or Swiss alpenflage (http://www.kamouflage.net/camouflage/en_00014.php) would be more popular.

Tactical gear

It is fairly common for players to wear tactical clothing such as vests and holsters using the MOLLE or ALICE systems. Drop-leg and belt holsters are also quite common. Although most gear used by airsoft players looks realistic, sometimes gear is made with low-quality materials. Although this replica-style gear typically is much cheaper, durability can be largely sacrificed. However, there are a couple of exceptions, one of Guarder's FSBE, a replica of the Full Spectrum Battle Equipment, have been said to have durability and quality that is significantly better than most other similar replica-style tactical gear.

Along with vests, holsters, and magazine holders, other gear utilized by real soldiers in the field is often employed by airsoft players. One such example is the Camelbak (<http://www.camelbak.com/>) system, best described as a canteen worn on one's back with a "bite" that leads to the player's mouth that allows drinking on the move. Other pieces of equipment used by airsofters are handles or vertical grips, and stock accessories like a telescoping stock.

Most players carry multiple magazines per game. Hi-cap magazines carry more ammunition than standard magazines, generally 40-50% more, although in some instances this amount can be much higher. For example, a standard magazine on an AK-47 replica holds around 68 BB's, while a high-capacity magazine on this gun can hold up to 600 BB's. Hi-cap magazines generally do not feed as efficiently as standard magazines. While standard magazines use a spring under constant tension to feed BB's into the airsoft gun, hi-cap magazines must be wound up after a few dozen rounds are fired to keep the loading spring under enough tension to fire the gun. For some players this not only can be an inconvenience, but also can reveal their position with the clicking sound made from winding the magazine. Most of this can be solved by using magazines made by high-end companies which only need around 1-2 extra winds to empty 300 rounds. A very few such as the TM P90's hicap need only one wind to fire all their rounds.

Pyros

Some airsoft sites allow the use of pyros, which are small explosive-driven replicas of ordinance such as grenades. There are several types: BB grenades which fire out BBs to replicate the shrapnel of a fragmentation grenade; smoke grenades which provide cover to move and fire from behind; and flashbangs/thunderflashes which lets out a very bright light, sometimes accompanied by loud sound, for the purpose of disorientating the opponent.

Other equipment

000021

Airsoft players usually buy other types of equipment that help them play more effectively, including clothing, tactical gear, gun accessories, and even items like night-vision goggles. Another common item is a Balaclava, or Ski Mask. Players use a Balaclava/Goggle combination sometimes rather than a paintball mask because of the MILSim aspect, and freedom of movement while protecting the face.

See also

- Airguns
- Airsoft pellets
- Airsoft guns
- BB gun
- Classic airsoft
- Firearm
- Laser tag
- Legal issues in airsoft
- List of Airsoft Manufacturers
- Paintball
- Spies and Mercs



Wikimedia Commons has media related to:
Airsoft

External links

- [Airsoftgunguide.net](http://www.airsoftgunguide.net/) (<http://www.airsoftgunguide.net/>) - Guide on getting started with airsoft, links to retailers and local leagues.
- [National Airsoft Association](http://nationalairsoftassociation.co.nr/) (<http://nationalairsoftassociation.co.nr/>) Website for the protection of airsoft rights and education of new players.
- [Airsoft Safety Manual](http://www.mnairsoft.info/safety/Safety_Manual.htm) (http://www.mnairsoft.info/safety/Safety_Manual.htm)
- [Mechbox.com](http://www.mechbox.com/) (<http://www.mechbox.com/>) - Airsoft upgrade, repair and maintenance tips

References

1. ^ Operation Irene: <http://www.oplionclaws.com/irene/irene-index.php>
2. ^ ASTM F1776 standard for paintball goggles: http://www.medem.com/MedLB/article_detaillb.cfm?article_ID=ZZZD5TRRSKC&sub_cat=32
3. ^ ASTM Z1535Z: Proposed standard for airsoft eye protection: <http://public.ansi.org/ansionline/Documents/Standards%20Action/SAV3723.pdf> (see page 12)
4. ^ Penalties for entering into commerce of imitation firearms: http://www4.law.cornell.edu/uscode/html/uscode15/usc_sec_15_00005001----000-.html
5. ^ The real problem with fake guns: <http://www.recordonline.com/archive/2006/03/19/news-ralfakedraft2-03-19.html>

Retrieved from "<http://en.wikipedia.org/wiki/Airsoft>"

Categories: Articles lacking sources | All articles lacking sources | Wikipedia articles needing factual verification | Pneumatic weapons | Outdoor locating games | Gun politics

-
- This page was last modified 20:39, 28 November 2006.
 - All text is available under the terms of the GNU Free Documentation License. (See **Copyrights** for details.)
- Wikipedia® is a registered trademark of the Wikimedia

000022

Foundation, Inc.

000023

Airsoft guns

From Wikipedia, the free encyclopedia

Airsoft guns (also known as **Soft Air guns** by some manufacturers, such as Cybergun and Crosman) are spring, electric, or gas powered air guns that fire small spherical plastic pellets of either 6 mm or 8 mm diameter (0.24 or 0.32 inches). Inexpensive airsoft guns are often used as toys, while more expensive modes may be used for firearms training or in the sport of Airsoft, which is similar in concept to Paintball.

Generally they are replicas (in appearance only) of real firearms, but occasionally fictional firearms are available, such as the M41A Pulse Rifle from the *Aliens* films. Some very inexpensive airsoft guns are reduced scale models (such as the *Boys* models by some makers) or characatures (like the *mini-electrics*) of firearms.



Classic Army M15A4 AEG

Because airsoft guns are visually accurate replicas they are often used as movie props.

While in essence the three types of airsoft guns, spring, gas, and electric, all work on the same principle of compressed gas expanding to force a BB down the gun's barrel, each type has its own advantages and disadvantages.

Contents

- 1 Types
 - 1.1 Spring powered
 - 1.2 Gas powered
 - 1.3 Electric powered
 - 1.3.1 LPEG
 - 1.3.2 AEP
 - 1.3.3 Mini Electrics
 - 1.3.4 Classic Guns
 - 1.4 BB Guns
- 2 Components
- 3 Sights
- 4 Magazines
 - 4.1 Standard
 - 4.2 Medium capacity (Mid-Cap)
 - 4.3 High capacity (Hi-Cap)
 - 4.4 Real capacity (Low-Cap)
- 5 Performance
- 6 Airsoft gun care
- 7 Trademark Problems
- 8 Misconceptions
- 9 See also
- 10 External links

Types

000024

Spring powered

Spring-powered airsoft guns are single-shot devices that use potential energy stored in a spring to launch an airsoft pellet down the barrel of the gun. The user must cock a spring gun prior to each shot much as you would a real shotgun or bolt-action rifle. This is typically achieved by pulling back the slide (pistols) or bolt (rifles), which in turn compresses the spring and makes the gun ready to fire. Because of this, these guns are by definition incapable of automatic or semi-automatic fire.

While most electric guns also use springs for propulsion of the airsoft pellet, they are not considered to be in the same category as the single-shot spring-powered guns. Low-end spring guns tend to be much cheaper than their electric-powered equivalents due to their simplicity and cost of components (spring assembly, electric motor, battery, and battery charger) and thus are widely available. These guns are less suited for competition because they are at a disadvantage against automatic guns in close combat and do not provide enough accuracy and power for long-range uses. Some exceptions: higher-end spring-powered airsoft rifles can be quite expensive; these guns are typically suited for "marksman" applications in airsoft matches and can provide competitive muzzle velocities. Additionally, pump shotguns are sometimes used, especially in CQB (Close Quarters Battle). In colder weather, spring pistols may actually be the best possible backup gun, as gas pistols function very poorly (see below), and even the batteries on AEPs (Automatic Electric Pistols) won't do too well in extremely cold weather.

This represents one of the major advantages of a spring powered airsoft gun, as it can be fired in any situation, without the need of an outside force. In a situation where the user is either out of gas or his/her batteries have died, it renders their selected weapon useless whereas one using a spring-powered weapon is not hindered by problems such as this. Also, while not often thought of or even considered, a spring gun may be completely immersed in water and still function with little or no effect on the weapon's performance. In the case of an electric or gas weapon, the concept would be unthinkable and would cause the obvious damage one would expect that water would cause, but in the case of a springer, the only real damage that the gun can suffer is possible rusting of metal parts which can be avoided by thoroughly drying the weapon.

The other major advantage that spring weapons hold over other powered airsoft guns is price. True AEGs can range from \$200-\$500 and high-end gas pistols can cost well over \$120, each also requiring extra equipment; gas, batteries etc. Spring guns tend to not exceed \$50 except in cases of high end "sniping" rifles and average out to be around \$100-\$370 in price. Most players start with a spring pistol as their first, which will usually cost about \$20-\$30. Because of their price spring's tend to act as "training guns" to bring new players to airsoft games and are considered the primary weapon of "backyard skirmishes." Almost all airsoft players at one point in their interest in the sport own a spring weapon, whether for its actual application or for the replica value as there are examples of certain firearms that only exist in airsoft renditions as spring weapons.

Traditionally, spring pistols or low quality rifle are used as low-end side arms, and high end sniper rifles used for marksman applications.

Gas powered

Gas-powered airsoft guns use pressurized gas to propel pellets. These guns are capable of automatic and semi-automatic operation. The most common gases used are "green gas" (which consists of a mixture of propane and a polysiloxane lubricant) and HFC-134a. Less commonly used gases include "red gas" (which is actually HCFC-22), CO₂ and nitrogen/high pressure air. Red gas is usually avoided unless the airsoft gun has undergone modification, as its relatively high critical pressure can cause damage to the airsoft gun. CO₂, nitrogen, and high pressure air are less common because they need to be stored at higher pressures than "green gas" or HFC-134a.



A gas blowback Heckler and Koch USP Compact replica, made by KSC.

The first ever gas powered airsoft gun are commonly referred to as 'classic' guns, owing to their age. These guns were most commonly powered by liquid propellants such as R-12 (Which was marketed by the Japanese as FLON-12 or brand name Freon-12) freon feed system with a majority of the configurations containing two tanks, one containing the R-12 and one used as an expansion tank, and the gun itself. R-12 was commonly used in car air conditioning systems. It is also illegal in some states and parts of the world because it is not environmentally friendly. Later users modified these old guns to be powered by regulated CO₂ canisters or nitrogen/high pressure air bottles to increase power and consistency. However, these guns have largely been superseded by the newer and more versatile AEGs, or automatic electric guns. One of the reasons for this is because the most commonly available propellant, R-

12, is costly. Additionally, at high flow rates, liquid propellants tend to cool down, eventually freezing. As cooldown progresses, the rate of fire gradually decreases until the gun ceases operation. The user would then be forced to wait for the propellant to warm up again. CO₂ is not affected as badly by this tendency, and nitrogen/high pressure air is immune to it. Furthermore, if liquid propellant is introduced into the gun's mechanism, rubber parts can freeze and eventually damage the gun.

Gas power tends to be used in airsoft pistols where size constraints make electric-powered mechanisms impractical. Other instances where gas is favored are where adjustable velocities are required or where a blowback feature is desired. A blowback feature is a mechanism which cycles a slide or bolt to better simulate a real firearm's operation. Because of the mechanical complexities involved with distributing and regulating gas, these guns have largely given way to electric guns for less specialized applications, however, they still remain a favorite amongst airsofters and no competitive airsoft game is ever complete without a 'pistols-only' match. They are not just limited to pistols; submachine gun airsoft replicas and sniper rifle airsoft replicas commonly use gas mechanisms. Whilst the submachine gun replicas typically feature a blowback mechanism similar to the pistol replicas, sniper rifle replicas usually omit the blowback mechanism in favour of reduced recoil and increased muzzle velocity.

Along with using gas to power guns, it is also applied for use in replica grenades. These grenades are both projectiles, fired from a grenade launcher such as the M203 or GP-25, or throw able. The shells work on the system of an internal piston, filled with gas. Either a series of BBs or in some cases a rubber or soft foam head is seated in or on top of the shell. When the pressure is released the projectile(s) are shot from the launcher sent downrange.

In the case of the throwable grenades, inside the grenade there is a similar piston to the one used in the shells, but is on a literal "timer" that allows the user to clear the area of effect. BBs or powder act as the projectile in the case of these grenades. Currently both types of grenades are not very common, mostly because grenade launchers quite expensive and the throwable grenades are not very reliable; but with innovations in design they are becoming a much more promising concept and may soon become part of an airsofter's stock arsenal.

Electric powered

Electric-powered airsoft guns typically use a rechargeable battery to drive an electric motor, which cycles an internal piston/spring assembly in order to launch pellets. Automatic and semi-automatic operation is possible which gives these guns the popular name "automatic electric guns" or AEGs. These guns often attain muzzle velocities of 200 to 400 ft/s (60 to 120 m/s) and rates of fire of between 300 and 1000 rounds per minute. They are the most



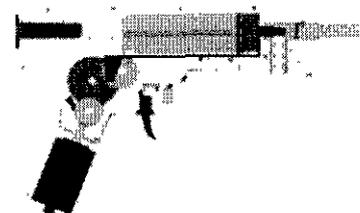
000026

commonly used and widely available type of airsoft gun.

An AEG modeled after an AK-47

These type of guns were developed in Japan and the Japanese company Tokyo Marui dominates the market. In a Tokyo Marui AEG, the motor drives a series of 3 gears mounted inside a gearbox. The gears then compress a piston assembly against a spring. Once the piston is released, the spring drives it forward through the cylinder to push a pellet into the chamber, through the barrel, and forward from the muzzle. Many manufacturers have now more or less replicated this basic model, adding reinforced parts or minor improvements.

These guns are powered primarily by nickel cadmium (NiCad) or nickel metal hydride (NiMH) with varying voltages and milliampere hours ratings. The most common battery is an 8.4 V large battery (usually about 2400 mA•h.) Also available are 8.4 V "mini" batteries, which generally have 600 mA•h capacities. Voltages for large batteries range from 7.2 V, all the way up to 12 V. The rule of thumb usually is the higher the mAh, the longer the battery lasts while the higher voltage, the higher Rate of Fire (RoF).



An illustration of the gearbox's workings

External modifications, such as metal bodies and reinforced plastics that make AEGs look and feel even more realistic, have become very popular. AEG manufacturers such as Classic Army (Yick Fung) produce replicas that are visually nearly identical to their real counterparts, boasting metal bodies and stronger furnishings. Most AEGs produced as of late are designed to be as visually realistic as possible.

The two most common AEGs fielded by players are the AR-15 series (M16 rifle, M4 carbine, etc.; sometimes referred to as the Armalite or Colt series) and the Heckler & Koch MP5 series, because parts for repairs or modifications/customization are commonly available. Also popular are the AK or Kalashnikov and FAMAS and more recently the Heckler & Koch G36 and even more recently, the springfield M14.

LPEG

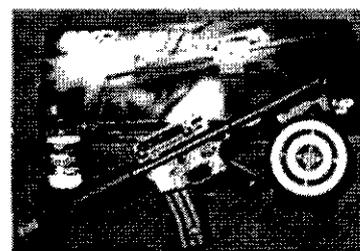
Some cheaper and lowered powered AEGs are called *low powered electric guns* (LPEGs) to distinguish them from the original, more expensive and more powerful AEGs even though their mechanical/electrical design and operation is similar and are not to be confused *Mini Electrics* (described below). Originally they were only of novelty value, often regarded below spring operated guns due to their cheap building materials and extremely poor performance (attributed to velocities under 100 ft/s).

Some companies - like UTG with their popular MP5 and AK47 models - have improved their quality to such an extent that some models are now considered simply as mid ranged AEGs that are more affordable but still effective.

Since there are spring action guns that can notably outperform the true low end LPEGs and can be found at comparable prices, they are generally considered to be better choices.

AEP

Automatic Electric Pistols (AEP) was first introduced by the Tokyo Marui company with their Glock-18C



KWA selective fire "Boys" Colt Commando electric rifle, approx. 3/4 scale, pictured with .12 gram Crosman ammunition and Cybergun sticky target

000037

(followed later by a Beretta 93R model). They were the first handguns to incorporate an electric powered system, capable of full-automatic operation.

In cold weather, they are considered better sidearms than gas powered pistol, because batteries are not as badly affected by very cold weather. Gases like CO₂ and green gas are stored in liquid form and require heat in order to turn into a gaseous form. A gas pistol in 10°F will usually only get one to two usable shots from a full magazine.

Because the AEP technology is relatively new, the velocity of the pellets is considered slow for airsoft play. The velocity of the AEP is usually between 200 to 225 ft/s. However, the advanced hop up units on these new guns tend to compensate for the low power and can produce an effective range comparable to those of an AEG.

An AEP differs from what is commonly known as an "Electric Blow Back" or "EBB" in that the mechanical operation of an EBB attempts to simulate of the "blow back" in the slide experienced in a real pistol or Gas Blow Back (GBB). An AEP, however, has a fixed slide where there is no external movement by the slide during operation. At present, Marui Glock 18C is the only EBB pistol which provides full-auto fire power. Like all other Marui EBBs, it is marketed towards beginners and thus has a lower power, using four AAA batteries.

The latest AEP style gun is the Marui replica of the Heckler & Koch MP7. It is considerably larger than either of the other guns, but uses the same system and is therefore classified as an AEP not an AEG. It is slightly more powerful than the others and is a suitable choice for CQB (Close Quarter Battle) games due to its small size and decent barrel length relative to its size.

Mini Electrics

Recently, the company UHC, well known for its spring guns, began manufacturing a range of electric guns in miniature size that fire only full automatic. They differ from LPEGs in that they are not replicas of real firearms, being miniturized version of real fireams - sometimes also in clear plastic - suitable for playing indoors or in neighborhoods where a real looking gun is unacceptable. They have a small ammo capacity (50 or so rounds), but they have good range and functional hop-up. Even among experienced airsofters, they are great for impromptu games and for kids. They have become very popular in recent years, and are now being imitated by the Taiwanese company HFC, which are still functional but less sturdy. These "minis," as they are referred to, are not a viable option in games against AEGs since their small ammo capability and short range would be a huge disadvantage. Tokyo Marui also makes these "minis."

Classic Guns

Classic airsoft guns are usually older variety airsoft guns which are gas powered. Unlike gas pistols of today can run on a either an internal tank using conventional airsoft gas, or use a external CO2 tank much like a paintball gun. They generally cost more than the standard AEG but provide a more realistic approach to airsoft. There is usually a little bit of "recoil" provided by these guns. These guns also have a lot more power than the average AEG, usually reaching up to around 500 fps stock. They also have a higher rate of fire because a spring doesn't need to be pulled back each time a shot must be fired.

BB Guns

This pneumatic gun is usually powered by a compressed gas, an electric revolution, or a spring. Most BB guns are shaped like normal guns but can look like toys. BB guns are never used in airsoft skirmishes, because they fire at an unsafe velocity, despite sharing a similar design to some airsoft pistols.

The name of the gun is due to the original ammunition it used, which came from the lead shot used in a shotgun shell. "BB" (0.18 inch) was the size between "B" and "BBB"; modern rounds are made of non-toxic steel, lead or

000028

copper, and are usually .177 caliber (4.5 mm).

Components

The various internal components of airsoft guns can usually be replaced or upgraded. The following is a short list of commonly referred to parts. Not all of these parts apply to all airsoft types (spring and gas-powered guns don't use batteries, for example).

- Barrel - Serves the same purpose as in real firearms: guides the pellet and maintains the stream of pressure behind it. Upgraded versions are of a tighter bore, sometimes as close to exactly 6 mm as .02 mm.
- Battery - Powers the motor that moves the spring assembly. These are typically NiCad rechargeable batteries but may also be NiMH. There is also a growing trend towards Lithium Polymer batteries, which have the advantage of high capacity and high discharge packaged in cells of a smaller dimension. In an airsoft gun that contains upgraded internals a larger, more powerful battery maybe required, either in higher voltage and/or mAh.
- Gearbox - Also referred to as the * Mechbox (<http://www.mechbox.com/>). Typically a metal housing that contains a gear assembly that transfers the electric motor's drive to the air piston assembly. There are many versions in existence, the difference referring to the receiver that it is inside, i.e. the Mechbox of a P90 is going to be very different from that of a M4A1. In the case of Mid-Range AEG's or LPEG's, the Mechbox is typically plastic instead of metal, and hence does not react to upgrades as well and can wear out and break eventually from simple use of the weapon.
- Hop-up - A small rubber bucking that applies a backspin to the pellets to improve range and accuracy. The level of hop-up is adjustable on many models of airsoft guns. The hop-up adjustment can be mostly found on the ejection port of the guns on most AEGs.
- Electric motor - Used to provide rotational energy to turn the gearset in AEG's, ultimately compressing the spring and firing the weapon. Aside from the standard, default motor that comes with stock AEG's, upgraded high-torque or high-speed motors exist to create either a stronger spring pull or a faster spring pull, respectively.
- Gearset - Airsoft guns contain a set of 5 gears used to fire the weapon. The first gear, the pinion gear, is located on the tip of the motor. The immediate gear it connects to is the bevel gear. The bevel gear connects to the spur gear, which, in turn, connects to the sector gear. The sector gear has a set of half teeth, which pulls and releases the final gear, which is a rack gear. The rack gear is the piston assembly, which displaces the air from the cylinder assembly through the nozzle in order to fire the projectile. Gearset with different ratio is used in a upgraded gun. A higher torque gearset is used for higher power while a high speed gearset is used for higher rate of fire.
- Air nozzle - A plastic or metal piece that connects the hop-up assembly to the air piston. This too can be upgraded and can, although argued among "airsmiths," have a significant effect on weapon performance.
- Spring - Spring and electric guns both use springs to propel the pellets. The stronger the spring, the more powerful a gun will be, but rate of fire will decrease with the spring's stiffness increasing. In AEG's springs rarely exceed 190% of a stock gun's spring, but a spring-powered sniper may extend as far as 300%.
- Valve - high-flow valves are often added to gas guns to increase power (although on blow back guns these usually need to be coupled with a metal slide upgrade, as the high-flow valve increases blow back power as well as bb velocity and will break a plastic slide)

Sights

Optical sights are fairly common for use on rifles; mostly red dot sights for short-range use, and telescopic sights for longer-range use. These range from inexpensive sights designed for use on BB guns and .22 rifles, to mid-range sights, usually inexpensive replicas of actual rifle sights (such as replicas of the famous M68 Aimpoint), to actual sights designed for use on rifles, including the EOTech Sights, and the Trijicon ACOG TA01NSN. Most of these sights are mounted on a MIL-STD-1913 Rail.

000029

Magazines

Magazines are realistic looking replicas of real firearm's magazines and as such are made of the same materials like stamped metal or high impact plastic occasionally also featuring markings and/or engravings that match or mimic their real counterparts.

Gas blowback magazines are usually made out of thicker metal, since they contain compressed gas, and not just pellets. They are designed to be similar in weight to a fully loaded magazine from a real firearm.

Airsoft Magazines are divided into the following classes according to the number of pellets they hold:

Standard

These type of magazines aren't classified according to their capacity (in some cases up to 300 rounds), but by the fact that they are the standard unmodified magazines originally included with the weapon itself. They are normally loaded by inserting BBs down a shaft compressing a spring held inside.

Standard magazines offer quiet operation (no rattle or manual winding of *high-capacity* magazines) and are sometimes the only alternative available for certain airsoft gun models. They are also useful to help players limit their ammunition consumption.

Standard magazines almost only come with Tokyo Marui guns whereas some companies like Classic Army or ICS supply *high-capacity* magazines with their guns. However, most magazines will not feed every single pellet, making some magazines not feed 2-3 pellets at the end of the magazine.

Medium capacity (Mid-Cap)

This is a loose category used to describe a *standard* type of magazine that has been modified to hold more rounds - usually between 100 and 200.

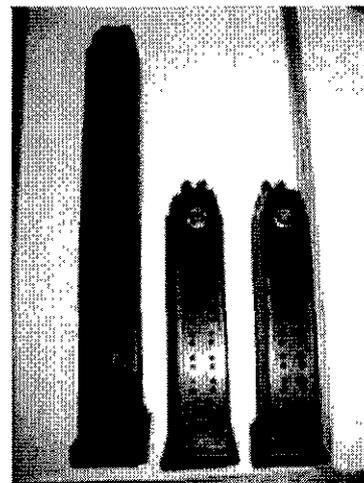
Mechanically they still function like a standard magazine and as such keep the advantage of quiet operation over *high-capacity* magazines (that also require a winding mechanism), but minimize the disadvantage of a *standard* magazine's lower number of rounds.

High capacity (Hi-Cap)

This term is used for all magazines with capacities in excess of 250 pellets (some up to 20,000) and can be one of two types, manual or battery controlled.

With both types a toothed wheel is rotated to bring pellets from a reservoir, along a track and up into a channel into the gun. With one type this gear is turned manually while in the other a pressure sensitive pad is used to operate a battery powered electrical motor to perform the same function.

These magazines are almost exclusively used in AEG type of guns and the obvious advantages is the greater



KSC Glock magazines for their gas blowback models. Interesting features: the valve up top which releases gas when depressed by the hammer, and the lack of Glock logo on the right-hand magazine, as it came with a KWA Glock

000030

number of rounds, which can be especially useful for automatic fire. The disadvantage is that the loose pellets can rattle and the noise could betray a player's position to other competitors. Also, Hi-cap magazines are not allowed at most major airsoft events, where realism is often looked for.

Real capacity (Low-Cap)

Real-Caps, or Low-Caps are identical in operation compared to standard magazines, but they carry the same amount of ammunition that the real version of the magazine can carry, which is often much less than the standard magazine, e.g. an M-16 Real-Cap will hold 30 rounds instead of 68 of a standard magazine.

These tend to be used solely by those wanting the most realistic MILSIM games. Again they offer the stealth of no rattling rounds, but their main use is for the realistic qualities.

Performance

Airsoft guns shoot 0.2 g BBs at velocities from 100 ft/s (30 m/s) for a low-end spring pistol, to 550 ft/s (170 m/s) and beyond for heavily-upgraded customized sniper rifles. Most non-upgraded AEG's using the Tokyo Marui system are in the middle, producing velocities from 270 to 300 ft/s (80 to 90 m/s), but upgrades to the internal components can increase the pellet velocity significantly.

Internal modifications revolve around increasing the rate of fire and the velocity of the pellets. The velocity of the pellets is increased by installing a stronger spring. M120(120m/s) is a common upgrade around the world. The rate of fire is increased by using a battery with a voltage of 9.6 volts or higher and high speed ratio gears, together with a high speed motor, ROF25 can be easily achieved. In extreme case, some guns are modified to ROF50. As with any modification, an upgrade on one internal part means the other internal components might have to be upgraded as well.

If done by a professional, most guns take upgrades quite well, often changing the weapons performance enough that the user is compelled to continue upgrading. There are however certain guns that not only are hard to upgrade, but shouldn't be. Airsoft guns made by ICS Olympic Arms are noted to be very well made and very reliable in stock form, but when a user attempts to do even minor upgrades, such as a higher-pressure spring, the rest of the AEG can break. Also, Mid-Ranged AEG's and LPEG's don't take to upgrades well. While it is becoming a common thing for people to attempt to upgrade the newer, better made Mid-Ranged AEG's such as the UTG MP5 or CSI XM8, the nature of the cheap plastics, and in the case of the CSI XM8's plastic gearbox, these weapons do not take upgrades well and can damage the gun. If one does feel the need to attempt an upgrade on one of these lower-end AEG's it is only suggested that the piston head, piston, and possibly the spring are replaced. In any case though, upgrades can alter the performance of any airsoft gun if done correctly and is something that every airsofter should at least look into to if he/she plans to use it in a real competition.

Airsoft guns commonly come with mounts on which you can add external accessories. Some common upgrades added are flashlights, scopes, lasers etc. Since some airsoft guns have the exact external frame as real guns you can use these external upgrades meant for real guns. This is not the case going the other way. In no way can an airsoft rifle be modified to shoot real ammunition. In most cases, scopes and flashlights have little effect on the performance of the airsoft gun itself, rather the user's ability to use their gun effectively in different situations. In most cases these types of add-ons are more for aesthetics rather than performance.

Airsoft gun care

Barrels should be cleaned after every use especially in sandy environments. After playing airsoft, you should fire

000031

two to three shots in semi-automatic mode to decompress the gearbox spring. Empty the magazine in order to preserve the strength of the magazine spring. For guns with Hop-Up, you should turn off your Hop-Up if you are not planning to use your gun within two to three days. Not doing so may cause the O-Ring to expand and eventually break. It is also smart to spray a non-corrosive silicon spray into the gun barrel and hop-up chamber from time to time, as suggested in most AEG and other airsoft gun manuals.

Magazines for gas guns should be left pressurized so that all of the internals stay functional. If the gas used has silicon lubricant in it, then further lubrication usually isn't necessary; if not, a drop or two on the internals will do. Enough gas should be stored in the magazine to last, at most 5 shots, and at minimum, 2 shots.

Some longtime airsoft gun owners complain about their gun's paint either scratching or wearing off. While in most situations its a bad idea to do "touch ups," if a full repainting is needed it is suggested that you use spray paint, preferably an enamel paint, and that it is a flat. More and more airsoft online stores are offering custom paint jobs as well and for guns that have seen many skirmishes this can be a very good way of returning it to its original glory.

Another important part of gun care, specifically in the case of AEG's, is using the correct battery. A too strong or too weak battery can severely damage your gun's motor, gears, and piston. A battery which is too weak will not be able to pull back the spring enough and will put strain on the motor. A battery which is too strong may strip gear teeth or piston teeth. It is highly recommended that a player make certain what the appropriate battery voltage is, depending on what, if any, upgrades an airsoft gun contains.

Trademark Problems

Some airsoft guns can be such accurate replicas that they violate intellectual property laws (specifically those regarding trademarks), most notably some models from Tokyo Marui bearing Colt or Heckler & Koch trademarks that may not be imported into the United States. Certain companies such as Classic Army or ICS avoid this problem by licensing their replicas from the original manufacturers like ArmaLite or Olympic Arms. Trademark problems are usually avoided through the removal of trademarks with a sander, such as a Dremel, or having them covered up.

Misconceptions

There are rumours - driven by the realistic look of airsoft guns - that they can be modified to kill. There are also rumors that the Japanese Yakuza and Chinese Triad converted airsoft guns to fire real pistol cartridges, but are limited to a single shot.

Airsoft guns are also occasionally confused with other, higher powered types of air guns which are dangerous and potentially lethal. BB Guns and other Air guns use actual BB's which are metal pellets and are not to be confused with the plastic ones airsoft guns use. BB's that are used in air guns have a much, much higher velocity and can break the skin and can possibly be fatal. Airsoft guns do not have as high velocities and the plastic pellets do little except leave a sting. However, proper protection is recommended in any type of skirmish like paintball and the like.

It is, however, impossible to convert or modify any airsoft replica to fire a real bullet due to the materials (mostly plastic), internal design (battery/gas powered) and construction that differ completely from real firearms.

See also

000032

Airsoft related

- Airsoft
- Airsoft pellets

Other air powered guns

- BB gun
- Airguns
- Paintball

Manufacturers

- List of Airsoft Manufacturers
- Classic Army
- Tokyo Marui
- Sheriff

External links

Manufacturers

- Guay&Guay (G&G) (<http://www.guay2.com/>)
- ICS (<http://www.icsbb.com/>)
- KSC (<http://www.ksc-guns.co.jp/>)
- KWC (<http://www.kwc.com.tw/>)
- Systema Engineering (<http://www.systema-engineering.com/>), airsoft guns designed for realistic firearms training.
- Tokyo Marui (<http://www.tokyo-marui.co.jp/>)
- Umarex (<http://www.umarex.com/>), officially licensed airsoft and airgun replicas of Colt, Beretta, Walther and Smith and Wesson.
- Western Arms (<http://www.wa-gunnet.co.jp/>)

- Airsoft Safety Manual (http://www.mnairsoft.info/safety/Safety_Manual.htm)

How-to Guides

- Mechbox.com (<http://www.mechbox.com/>) - Airsoft repair, upgrade and modification tips

Retrieved from "http://en.wikipedia.org/wiki/Airsoft_guns"

Categories: Articles lacking sources | All articles lacking sources | Articles with unsourced statements | Pneumatic weapons | Airsoft Guns | Recreational weapons

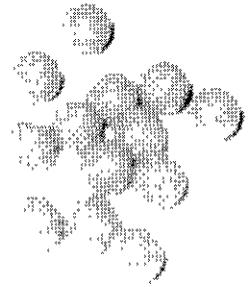
-
- This page was last modified 22:28, 27 November 2006.
 - All text is available under the terms of the GNU Free Documentation License. (See **Copyrights** for details.) Wikipedia® is a registered trademark of the Wikimedia Foundation, Inc.

000033

Airsoft pellets

From Wikipedia, the free encyclopedia

Airsoft pellets are spherical projectiles used in Airsoft models. Typically made of plastic, they typically range in size from 5.98 to 6.00 mm in diameter, though some long range models use 8 mm pellets. Often called "BBs", after the ammunition for BB guns, this is a misnomer; true BBs are named for BB sized shotgun shot, which is 0.18 inches (4.5 mm) in diameter, much smaller than an airsoft pellet.



Some 6 mm plastic airsoft pellets. (Note the edges on the sides of the pellets, indicating that they are not of the best quality)

Contents

- 1 Composition
- 2 Varieties of pellets
- 3 Pellet weights
- 4 Pellet ballistics
 - 4.1 Pellet velocity, energy and weight
 - 4.2 Dangers to humans
 - 4.3 Hop-up & Bernoulli's principle
- 5 External links

Composition

In addition to (crude oil derived) plastic, starch-based biodegradable plastic, metal or graphite-coated and solid-steel pellets are also available. Pellets other than 6 mm, 0.12 g, 0.20 g, or 0.25 g plastic or biodegradable pellets are not commonly used outside of Japan, where the sport of Airsoft skirmishing originates. Pellets are most commonly found in white and yellow, but since the plastics most commonly used are readily colored, many other colors are produced. Such colors include green, blue, orange, gold, red, and phosphorescent colors. Non-plastic pellets are generally the color of the material used for the exterior of the pellet.

Varieties of pellets

Glow-in-the-dark pellets, known colloquially as *tracer*, can be used in conjunction with a device that "charges" the pellets by flashing them with a burst of visible light on leaving the barrel, so that they remain luminescent in flight for use during nocturnal games/operations. This tracer unit is usually hidden from view, often disguised as a suppressor (silencer).

There have also been airsoft models that use non-spherical pellets. The best known of these is the Asahi "Blade Bullet", which are now extremely difficult to find and quite expensive to buy. These were designed to be shot from the short-lived Asahi M700 and M40 premium grade rifles, which were produced in 1993. Compatibility with other airsoft guns is highly limited, especially due to their incompatibility with hop-up features.

Paint-filled pellets are also available. Airsoft models equipped with the HOP-Up projectile stabilising system are not able to use these, as the thin shells are liable to break in the barrel, soiling it with paint. These special pellets are also incompatible with Airsoft models using mechanised feed systems, such as clockwork magazines, for the same reason.

Also, during the early 1980s, most airsoft makers used their own proprietary pellets. Companies such as

000034

Masudaya and tradeMark Airguns had varieties of ammo, such as the flat-headed "Long Range" ammo used in the Masudaya Bolt series, or the soft rubber conical pellets used in the tradeMark Falcon-077.

Pellet weights

Heavier pellets retain velocity better than lighter weight pellets, but require a more powerful gun. In guns with adjustable power, such as a gas gun, a lighter pellet can give more shots per charge than a heavy pellet, but with a corresponding loss in range. Heavier pellets retain their velocity better due to higher sectional density (see external ballistics) but will have a lower muzzle velocity and a more curved trajectory.

6 mm pellet weights and their usage

- 0.12 g - Used by some gas and spring weapons. High velocity and low stability. Not to be used in high end AEGs such as Tokyo Marui and Classic Army
- 0.15 g - Same uses as 0.12 g. Uncommon. Not to be used in high end AEGs such as Tokyo Marui and Classic Army
- 0.20 g - Standard weight for most weapons. AEGs use these or slightly heavier pellets.
- 0.23 g - Heavier pellets for AEGs. Blends speed of 0.20 g with range and accuracy of 0.25 g. Made popular by Tsunami Airsoft.
- 0.24 g - An oddity. Only known manufacturers are Airstrike (a subsidiary of Daisy) and Crosman.
- 0.25 g - Heaviest weight for standard AEGs, blowback and spring guns. Tokyo Marui standard AEG, gas, and spring guns are set at the factory for 0.25 gram BB's, and they usually include a package of 200 of these with the gun.
- 0.28 g - For highly upgraded AEGs or sniper rifles. Significantly cheaper than 0.30 g but yields similar performance
- 0.29 g - Maruzen Super Grandmaster BBs, designed for their Air Precision Shooting series of guns. One of the most precisely ground and accurate BBs available, but cost more than other alternatives.
- 0.30 g - Standard weight for most sniper rifles. Western Arms pellets for their gas blowback pistol series. Uncommon.
- 0.36 g - Heavier pellets for sniper rifles. Very slow but have high stability.
- 0.43 g - For the highest level of upgrades in spring and gas sniper rifles. Usually graphite coated.
- 0.88 g - Possibly the heaviest type of BB available. Usually made of steel and comes with a polished finish. Rarely used and often hard to find. Can only be used on extremely high power (usually CO2 based) guns.

8 mm pellet weights

- 0.27 g - Low weight
- 0.34g(Normal)0.35g(Biodegradable)- Standard weight
- 0.45 g - Heaviest weight

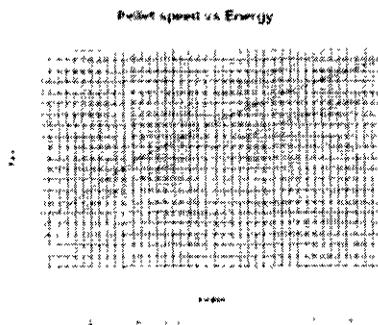
Pellet ballistics

Pellet velocity, energy and weight

The pellet velocity of automatic electric guns is determined in large part by the tension of their main spring and so there tends to be a stratification of values. The most common airsoft velocity limits are between 300 to 400 ft/s for AEGs and 400 to 500 ft/s for single shot guns (sniper rifles). Below are some common speeds of airsoft pellets.

- As for comparison purposes, 3.00 g is the typical weight for a paintball pellet. At this weight a pellet flying at 90 m/s results in 12.54 J and 14.99 J for 100 m/s. Such energy levels and weight are not used on Airsoft, but comparing them with airsoft energy levels is useful to show the presence of different collisions in these sports. Higher energy but

000085



Velocity vs. energy chart for 6 mm Airsoft pellets.

different collisions read Elastic collisions (airsoft) and Inelastic collisions (paintball) topics for further information. Red line in speed vs energy image is the usual Crony (chronograph) weight for 6 mm (0.20 g).

Dangers to humans

Airsoft pellets typically leave small welts on human targets. While mildly painful, pellets are not especially damaging to the skin. Eye protection is universally required to prevent damage to eyes. It is also often recommended that full face masks be used during airsoft matches to protect the players' teeth and ears. On very rare occasions players have had teeth chipped or knocked out or ears injured by a pellet.

Although there have been no documented cases in airsoft, there is a possible hazard when dealing with graphite-coated pellets. In the early days of paintball some players would coat their rounds with graphite so that they would feed into the gun better. Players started to find that if any rounds broke the skin the wound would not properly heal, leaving a scar. Players and field owners should be aware that this problem may exist in the realm of airsoft as well.

The following excerpts are from the United Kingdom Parliament's "Principles of firearms control", Home Affairs Select Committee Second Report, 6 April 2000, expound on the level of danger involved with low-energy projectiles:

"25 The Firearms Act 1968 defines a firearm "a lethal barreled weapon of any description from which any shot, bullet or other missile can be discharged".[51] In this context, a "lethal weapon" means a weapon capable of firing a projectile with sufficient force to inflict more than a trivial injury, i.e. with a force sufficient to puncture the skin.[52] The force with which a firearm is able to deliver a projectile is normally expressed in terms of the kinetic energy it generates at its muzzle—the "muzzle energy". This energy is normally expressed in units of foot-pounds (ft·lbf) or joules (J).[53]

"26. The Home Office and the Forensic Science Service considers that the lowest level of muzzle energy capable of inflicting a penetrating wound is one foot pound force (1.35 J): below these power levels, weapons are "incapable of penetrating even vulnerable parts of the body, such as the eye".[54] However, more recent analysis by the Forensic Science Agency for Northern Ireland has indicated that a more reasonable assessment of the minimum muzzle energy required to inflict a penetrating wound lies between 2.2 and 3.0 ft·lbf (3 to 4 J).[55] We will deal more fully with this discrepancy at paragraphs 123 to 130 below."

"123. The power level at and above which an air weapon is considered a firearm in law is presently set at 1 ft·lbf. However, we note above that the Forensic Science Agency of Northern Ireland has more recently assessed the power level at which a barreled weapon is capable of inflicting a lethal wound as between 2.2 and 3 ft·lbf, and the Secretary of State for Northern Ireland has proposed that the law relating to firearms in Northern Ireland be amended to take this into account [201]"

On another document also regarding firearms, "The Eleventh Annual Report of the Firearms Consultative Committee", the penetration levels lies between 2 and 3 J based on a research for US Army and DiMaio's work in "Minimal Velocities Necessary for Perforation of Skin by Air Pellets and Bullets, Journal of Forensic Sciences".

Date	Reference	Energy level	Observations
April 2000	Principles of firearms control [paragraph 26], Home Office and the Forensic Science Service;	1,35J	penetrating wound (later changed by paragraph

000036

			123, see below)
April 2000	Principles of firearms control [paragraph 123], Forensic Science Agency for Northern Ireland;	3,00J~4,00J	penetrating[26]/lethal [123] wound
March 2002	The Eleventh Annual Report of the Firearms Consultative Committee DiMaio's work in Minimal Velocities Necessary for Perforation of Skin by Air Pellets and Bullets,Journal of Forensic Sciences;	2,00J~3,00J	penetration level

Hop-up & Bernoulli's principle

The term **Hop-up** describes the back-spin put on airsoft pellets and BB's to increase their range and (vertical) accuracy via Bernoulli's principle. Hop-up acts somewhat like the rifling on the barrel of a firearm, but without the increase in horizontal accuracy. Also, being light-weight, airsoft pellets are still affected by wind when fired.

Airsoft hop-up devices apply a backspin to the pellet so that the pressure force acts on the pellet opposite to the direction that gravity is pulling it. This causes the pellet to fall less over a given distance than it would without the spin applied to it.

In airsoft guns this is often implemented as a rubber piece at the rear of the barrel that is thicker at the top of the barrel than the bottom. As the pellet moves past this piece it tends to roll, inducing a backspin. This is usually adjustable so that the effect can be tuned to suit the weight or speed of the pellet, and each player's preference.

Bernoulli's principle as applied to an airsoft pellet is as follows. As a spinless spherical pellet flies along its trajectory through the air (the air being the "fluid" in this case) the pressures on all sides of the pellet are equal because the air is traveling the same velocity relative to the surface of the pellet. If a spin is applied to the pellet about an axis perpendicular to the velocity vector (for example a backspin) the air will be rushing slower (relative to the pellet surface) on the side that is spinning away from the velocity vector and faster on the side that is spinning towards the velocity vector. Bernoulli's principle says this difference in fluid velocity implies a difference in pressures, which is a force that will cause the pellet to move in a direction perpendicular to the velocity vector.

Another cause of the apparent lift on an airsoft pellet is the Magnus effect. There is a layer of non-moving air on the surface of the pellet (boundary layer). This is why a golf ball has dimples; this layer acts like ball bearings. In the case of a spinning ball, this layer gets thrown off at an angle. Newton's laws say that in order for air to be thrown in one direction, the ball has to move in the other direction. According to the Magnus explanation, the rotating ball would throw air downward and to the rear, thus giving lift. The air on the bottom of the ball is slowed down, so when the separated air comes back together, it is lower than the middle of the ball, appearing like a comet's tail pointing down. This can be verified in wind tunnels and is very well documented in fluid dynamics textbooks.

External links

- U. Va. site (<http://landaul.phys.virginia.edu/classes/311/notes/aero/node2.html>)
- Airsoft Gun Pellet (<http://www.theairsoftgun.net/airsoft-equipment/airsoft-gun-pellet.php>)
- Tsunami Airsoft (<http://tsunamiairsoft.com/>)

Retrieved from "http://en.wikipedia.org/wiki/Airsoft_pellets"

000037

Categories: Articles with unsourced statements | Wikipedia articles needing factual verification | Pneumatic weapons

-
- This page was last modified 06:35, 24 November 2006.
 - All text is available under the terms of the GNU Free Documentation License. (See **Copyrights** for details.) Wikipedia® is a registered trademark of the Wikimedia Foundation, Inc.

000038

Exhibit 4

City of Beaverton Background Materials

060039

MEMORANDUM

Beaverton Police Department



DATE: 29 November 2006
TO: Mayor Drake and City Council
FROM: Officer Andrew Halber *AH*
SUBJECT: Replica Firearm Statistics

The following incidents occurred between July of 2005 and July of 2006 within the city limits of Beaverton. These two pages summarize what occurred during each incident. Of the below listed incidents police arrested four people, some on unrelated charges.

- 06/10/06 A vehicle occupied by three juveniles was driving at the intersection of Cedar Hills Blvd. and Walker Road. One juvenile male was standing outside the vehicle pointing a gun at passing motorists. The juveniles were later contacted by police and it was determined that the weapon was an AirSoft gun.
- 05/30/06 A Citizen spots an 11 year old juvenile walking down the street at Gleneden and 155th. The juvenile is observed tucking a gun into his shorts. The gun was later determined to be a replica.
- 05/10/06 A passerby observed a 13 or 14 year old male in the area of 170th and Ivy Glen riding a bike. The passerby observed a gun sticking out of the backpack. The juvenile then gathered with a group of other juveniles displaying the gun. The weapon was later determined to be an AirSoft.
- 04/24/06 An anonymous citizen spots a group of boys in front of Conestoga Middle School. One of the males has his face painted red and black with a gun in his back pocket. Conestoga was then locked down (at that time school was being released). The male was later contacted by police and the weapon turned out to be an AirSoft gun.
- 02/12/06 A Tri Met employee is notified by a citizen who spotted a juvenile male at the Beaverton Transit Center with a gun. A juvenile male was subsequently contacted, police determine the gun was an AirSoft.
- 02/10/06 Two Juvenile males on skateboards near Hwy 26 and 185th are spotted placing a gun into their back pocket. The juveniles were then seen entering the Tanasbourne shopping complex.
- 01/01/06 A neighbor spots three people standing in front of a house near Trigger and 130th. The neighbor stated the people had silver and black guns. The involved individuals placed the guns into their pants and departed the scene. The neighbor then heard

yelling and popping sounds. The subjects were later contacted and it was determined they were teenagers displaying AirSoft guns.

- 11/12/05 An apartment complex manager in Northwest Beaverton observes two kids shooting "pellet guns" at vehicles that drive by. A second caller also observes the same situation.
- 11/12/05 Two males are seen pointing handguns at each other at Schendel and Walker. It was later determined that the males were play fighting with AirSoft Guns.
- 10/31/05 A citizen observes a male pointing a gun at another male at Walker Road and Cedar Hills Blvd. Upon contacting the individuals it was determined that the males were taking pictures for a Halloween prank.
- 10/14/05 A citizen at the intersection of Farmington Road and Menlo observed two males flash a silver gun whilst walking. The males continue towards a convenience store in the area. The males are contacted and the weapon is determined to be a replica.
- 09/15/05 Eight males with guns are seen in the Barrows area. The caller describes the guns as possibly being automatic. The guns were later determined to be AirSoft and paintball guns.
- 09/25/05 A thirteen year old male is spotted in front of a convenience store in Southwest Beaverton adjusting a gun into his pants. The male was said to be walking back and forth in front of the convenience store. The juvenile was contacted and an AirSoft gun was found in his possession.
- 09/03/05 A group of juveniles is spotted in Central Beaverton pointing guns at each other. The witness stated that the juveniles were pulling the trigger and there was distinct click with no projectile.
- 09/03/05 A 15 year old male is seen walking around an apartment complex in North Beaverton with a gun. The caller stated that they were unable to tell if it was real or fake.
- 08/25/05 Two juvenile males are seen in the Vose area of Beaverton. One is described to be carrying a rifle and one hid a handgun in his pants. The juveniles continued down the street with the rifle in the air. The males were contacted and it was determined that they were AirSoft guns.
- 08/25/05 A male was observed walking past a house with a carrying a handgun in plain view. The male was then seen pulling the magazine from the weapon and loading ammunition. The male was later contacted and observed with an AirSoft gun.
- 08/05/05 A juvenile male is observed placing a hand gun in his pocket in the area of SW 144th Ave. The witness observed the gun to be black in color and remove and replace the gun in his pocket several times. The male then entered a house and was then seen shooting the gun. The gun was later determined to be a replica.

MEMORANDUM

Beaverton Police Department



DATE: July 10, 2006

TO: Alan Rappleyea, City Attorney

Chief David G. Bishop

FROM: David G. Bishop, Chief of Police

SUBJECT: Gun Replica Ordinance

Alan,

I would appreciate consideration in adopting a toy or imitation gun ordinance for the City of Beaverton. I have attached a copy of the ordinance New York uses as I feel this is the most effective.

Unfortunately, we are seeing an increase in the number of these incidents, and I would like us to be proactive on this issue and not wait until the worst case scenario occurs.

If you have any questions, please advise.

DGB/cr

000012

d or nailed in violation of section 10-119 of the faced or destroyed in violation of section 10-120 seemed to be the subject of a separate violation for a fine or civil penalty shall be imposed.

HISTORICAL NOTE

L. 2/2003 § 3, eff. Jan. 7, 2003. L. 29/2003 § 1, eff. July 10, 2003. L. 2/2003 § 3, eff. Jan. 7, 2003. 2/2003 § 3, eff. Jan. 7, 2003.

s for providing information leading to criminal for unlawful posting. The mayor, upon the recitation commissioner, the transportation commissioner, the citywide administrative or the police commissioner, shall be authorized to in an amount not exceeding five hundred dollars des information leading to the criminal conviction have violated the provisions of section 10-119 or d. No police officer, peace officer or any other and no officer, official or employee of the city titled, directly or indirectly, to collect or receive

HISTORICAL NOTE

2003 § 4, eff. Jan. 7, 2003.

of bathing suits on streets prohibited.

HISTORICAL NOTE

15/1997 § 1, eff. Apr. 1, 1997. 17/1985 § 1.

DERIVATION

8/1942 § 1

on of alcohol on streets prohibited.

CASE NOTES

in effect, for a mandamus order, directing the po- ply with the statute, which requires it to submit for contents of any container seized under the Open unt refused to grant the relief sought. Where, as and in a public place having a container with the rowery company, the police had reasonable cause olation of the law. However, although petitioner lanket injunction, he could challenge a particular d that the liquid in the container was not tested. the police department failed to adhere to proper as also potentially liable to petitioner in damages. L.J., Nov. 21, 2000. ment under this section must allege that defen- med an open container containing alcoholic bev- : 2003 WL 23100935 (App.Term 1st Dept.).

and over the city.

CASE NOTES

(Federal Aviation Admin.) which refer to para- takoffs and landings, do not pre-empt the City

from enforcing its own regulations as to where parasail planes can take off and land. People v. Santoriello, 180 Misc.2d 533, 689 N.Y.S.2d 388 (Crim.Ct. New York Co. 1999).

¶ 2. Santoriello was later charged with a violation of 10-126(d)(1), which prohibits advertising in the form of towing banners from or upon an air- craft within City limits. However, the court declared this statute to be unconstitutional as pre-empted by federal laws which (under certain con- ditions) permitted this type of towing banner. The court said that if the City statute had merely provided safeguards to prevent hazards in con- gested areas, it might have survived, but a statute that completely prohib- ited the towing banners conflicted directly with federal law and could not stand. People v. Santoriello, 183 Misc.2d 54, 702 N.Y.S.2d 539 (Crim.Ct. New York Co. 1999).

§ 10-131 Firearms.

[Subdivision a]

2. Every license to carry or possess a pistol or revolver in the city may be issued for a term of no less than one or more than three years. Every applicant for a license to carry or possess a pistol or revolver in the city shall pay therefor, a fee of three hundred forty dollars for each original or renewal application for a three year license period or part thereof, a fee of ten dollars for each replacement application of a lost license.

3. Every applicant to whom a license has been issued by any person other than the police commissioner, except as provided in paragraph five of this subdivision, for a special permit from the commissioner granting it validity within the city of New York, shall pay for such permit a fee of three hundred forty dollars, for each renewal a fee of three hundred forty dollars, for each replacement of a lost permit a fee of ten dollars.

g. 1. It shall be unlawful for any person to sell or offer for sell, possess or use or attempt to use or give away, any toy or imitation firearm which substantially duplicates or can reasonably be perceived to be an actual firearm unless:

(a) the entire exterior surface of such toy or imitation firearm is colored white, bright red, bright orange, bright yellow, bright green, bright blue, bright pink or bright purple, either singly or as the predominant color in combination with other colors in any pattern; or

(b) such toy or imitation firearm is constructed entirely of transparent or translucent materials which permits unmistakable observation of the imitation or toy firearm's complete contents; and

(c) the barrel of such toy or imitation firearm, other than the barrel of any such toy or imitation firearm that is a water gun, is closed with the same material of which the toy or imitation firearm is made for a distance of not less than one-half inch from the front end of said barrel, and;

(d) such toy or imitation firearm has legibly stamped thereon, the name of the manufacturer or some trade name, mark or brand by which the manufacturer can be readily identified; and

(e) such toy or imitation or firearm does not have attached thereto a laser pointer, as defined in paragraph one of subdivision a of section 10-134.2 of this code.

2. Paragraph one of this subdivision shall not apply to:

(a) the possession or display of toy or imitation firearms by a manu-

New York

000043

Exhibit 5

Background Materials from Other Jurisdictions

METRO

B

NEWSROOM • 503-221-8100
NEWSROOM@NEWS.OREGONIAN.COM

+c W SW-T SW-O 2M

NEWS FROM THE PORTLAND AREA AND THE NORTHWEST

Man with fake gun killed by police

Vancouver | The victim points what turns out to be a “replica” weapon at an officer, who fires one fatal shot

By **PAIGE PARKER**
THE OREGONIAN

VANCOUVER — A Vancouver police officer shot and killed a man who pointed a fake gun at him Sunday morning.

The shooting happened just before noon on a grassy slope behind the Wal-Mart on Northeast 104th Avenue at Interstate 205, said Acting Chief Mitch Barker of the Vancouver Police Department.

The officer, whose name was not immediately released, responded about 11:35 a.m. to a report of an unwanted person behind the store. He found the man seated on the ground with his back to the officer, Barker said.

The officer told the man at least three times to show him his hands, which were not visible under a bulky coat. When he finally did, the man turned toward the officer with what appeared to be a handgun in one hand and pointed it at the officer, Barker

said. The officer fired his weapon once, killing the man.

The victim's identity had not been confirmed by late afternoon. Police believe he was a transient who may have been camping behind the store.

The black and silver “replica gun” had no colored markings to identify it as a fake, Barker said.

“If someone turned toward me with that weapon, I would have fired on him,” Barker said.

Police did not immediately identify the type of replica gun.

Toy aisles inside the store on Sunday carried the “Legends of the West replica series,” a line of toy shotguns and pistols with names such as Durango, Laramie and Montana. The toys' muzzles are outfitted with bright orange pieces of plastic and are shelved six aisles down from the real guns that Wal-Mart sells from behind locked glass cases.

Police said they did not know whether the replica gun came from Wal-Mart. Store officials referred questions to a media hot line, and a phone call to it was not returned.

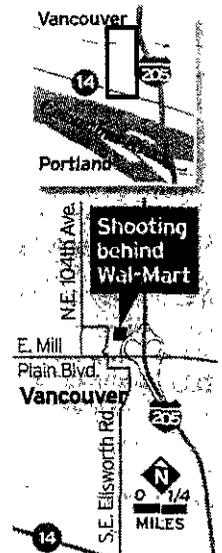
Wal-Mart paid \$200,000 in civil penalties to settle a

Please see **SHOOTING**, Page B3



Courtesy KATU-TV

A man identified by a friend as Douglas Damon was photographed late Saturday or early Sunday by the friend after the pair found a fake gun, displayed on Damon's shoulder.



000045

Shooting: Police chief repeats warning on replica guns



OLIVIA BUCKS/THE OREGONIAN

Chalin Dickens, 31, talks about the man he identified as Douglas Damon, who was shot and killed behind a Vancouver Wal-Mart on Sunday. Dickens said the pair camped out behind the store and panhandled at the nearby I-205 exit ramp.

Continued from Page B1

lawsuit brought by the state of New York in 2003 over toy guns that had been sold without non-removable orange strips along the length of the barrel. The settlement prohibited the store from selling toy guns in realistic colors.

Law enforcement officials in Clark County warned parents in particular about replica guns when highly realistic ones entered the market. The fake guns look so real that law enforcement officials have been concerned that a child playing with one would be injured or killed by police.

Barker repeated the warning Sunday. "We don't want another tragedy."

Chalin Dickens, 31, a man who identified himself as the victim's friend, said he and Douglas Damon had camped behind the Wal-Mart and panhandled at a nearby I-205 exit ramp for about a week. He estimated Damon's age at 62, though public records Sunday showed a Washington-based Douglas Damon at 64.

Dickens said he and Damon found the fake gun, which he called a toy, lying in the street behind the store Saturday night.

Dickens said he and Damon drank a couple of beers when they woke up Sunday morning, then Dickens left the camp to get them something to eat.

"I went to go get my (friend) a cheeseburger, and came back and was confronted by police," Dickens said.

The officer, whom Barker described as a veteran answering a

routine call, was not injured and was placed on paid administrative leave. He will be interviewed by detectives within 48 hours of the shooting. Barker said the time was "to decompress."

The case is being handled by the Vancouver Major Crime Team and by detectives from the Clark County Sheriff's Office. An autopsy by the Clark County medical examiner is planned.

A store employee, who was at an unspecified distance behind the officer, witnessed the shooting, Barker said. Video cameras mounted on the Wal-Mart building recorded at least some of the incident, but the quality of the tapes is poor, Barker said.

Dickens described Damon as soft-spoken and witty. He said the two had traveled together for about three years and had been arrested in the past for unlawful camping.

Dickens said he wasn't sure where he would spend Sunday night. "Somewhere where there's music and beer and a couple of cigars," he said.

Holly Gilbert and Bill Stewart of The Oregonian staff contributed to this report.

Paige Parker, 503-221-8305, paigeparker@news.oregonian.com

Oregonian
Fri Aug 18

TRO
La Grande

Police shot kills man said to be holding a BB gun

A man was shot to death Thursday as he apparently brandished a BB gun in a confrontation with police in a rural home on Pumpkin Ridge north of La Grande.

Mark A. Harrell, 43, was pronounced dead at the scene, said Monte G. Ludington, a Union County deputy district attorney in La Grande.

Oregon State Police, Union County Sheriff's deputies and officers from nearby cities converged shortly after 10 p.m. on the home where Harrell was with his mother.

Without incident, a police officer told Harrell to get out of the house. Harrell refused to leave, and officers entered the home. Harrell was shot in the chest.

Officers only entered the home after Harrell had shot himself and was bleeding, Ludington said. Harrell continued to them carrying what appeared to be a rifle and was shot to death when he refused to drop it, he said.

Harrell's mother, Elaine Campbell, said her son had a BB gun.

A spokesman for the district attorney's office refused to identify the officer or agency involved in the shooting.

The shooting was being investigated by the Oregon State Police Criminal Investigation Division with help from the Union County Sheriff's Office and the Oregon State Police Department.

Links for Airsoft Headlines

<http://www.latimes.com/news/local/la-me-fakegun27jul27,1,70191.story?coll=la-headlines-california>

Ontario Officer Shoots Teenage Boy Holding Toy Gun

Four youths were reportedly aiming the replicas at cars. A youth fled, then was shot after beginning to pull out what appeared to be a handgun.

By Maeve Reston, Times Staff Writer
July 27, 2006

An Ontario police officer shot and wounded a 15-year-old boy Tuesday night after chasing the youth behind a Kmart where officials say the boy pulled out what appeared to be a .44-caliber magnum handgun. The weapon turned out to be a toy.

The chase began shortly before 9 p.m. after a witness reported four boys hiding in bushes, pointing guns at motorists.

When police arrived, two of the juveniles fled, ignoring the officers' order to halt and drop their weapons. The other two surrendered.

One youth scaled a wall and initially escaped. The other dropped what appeared to be a black Uzi-style gun, but he refused to follow an officer's command to lie on the ground, Officer Anthony Ortiz said.

Instead, the boy lifted his T-shirt and began pulling out what appeared to be a large black handgun from the waistband of his pants, Ortiz said. The officer fired two rounds, striking the boy in the thigh.

Ortiz could not say how far the officer was from the boy at the time of the shooting.

"The kid made a threatening move. The officer is in fear for his safety, so he shoots," Ortiz said. "You have to assume it's a real one. If you wait a split second, you're dead."

Police later determined the weapons were Airsoft replica guns, which generally shoot rubber or plastic pellets.

A 1988 federal law requires fake guns to have an orange tip to help officers determine which guns are real, but Ortiz said the orange tip of the Chino boy's air gun was not visible to the officer.

Police confiscated seven Airsoft guns at the scene, including four fake handguns, two imitation rifles and one replica shotgun.

In photos released by Ontario police, most of the confiscated air guns appeared to have bright orange tips.

Ortiz said officers in his department had recently received crime-trend bulletins warning that "bad guys are painting the tops of real guns orange to make them look like toy guns."

Municipalities across the nation have passed ordinances banning the realistic-looking guns within city limits. The 15-year-old was handcuffed at the scene and then treated at Arrowhead Regional Medical Center in Colton for non-life-threatening wounds, police said.

The Chino boy faces misdemeanor charges of exhibiting an imitation firearm at another person and of violating an Ontario law that bars minors from having air guns within city limits.

Shortly after the shooting incident, police found the boy who had fled. The four boys were released after being issued citations for having air guns.

The Ontario Police Department was investigating the incident, and the officer involved in the shooting was put on three days' paid administrative leave, which is customary for officers involved in shootings.

The officer, who has not been identified, has worked at the Ontario Police Department for seven years.

Police did not release the teenagers' names because they are juveniles.

Close Window

Send To Printer

Article Launched: 1/13/2006 11:00 PM

Dangerous game

Florida 8th-grader wielding pellet gun shot down

Selcia Kennedy-Ross, Staff Writer
San Bernardino County Sun

A 15-year-old Florida boy who brandished a pellet gun at school was on life support Friday after he was shot by a deputy during a confrontation.

Last week, a fourth-grader in San Bernardino brought a similar gun to school and sprayed plastic pellets at his classmates during recess. No lives were lost, but some of the students hit had bruises.

There's no waiting period, no background check, no license needed to own one of these guns -- but even retailers say they should not be considered toys. They look, feel and operate like the real thing. The difference is, these guns aren't lethal -- although some say they are still dangerous.

A growing number of homicides involving children and teens in San Bernardino and surrounding cities has heightened awareness of violence in the community and also what prompts it -- including whether having children familiar with deadly weapons, fake or real, is a contributing factor.

Considered a sport by some and a dangerous pastime by others, the growing popularity of so-called ``airsoft'' pellet or BB guns have made them a favorite with all ages. But even airsoft enthusiasts and retailers say the guns are not toys and should be treated with safety in mind.

It was an airsoft pellet gun a fourth-grader at Davidson Elementary School in San Bernardino brought to campus last week. He shot at some classmates during recess. Although none of the children were seriously injured, several were hit by the plastic rounds from the imitation gun, leaving some students bruised and many parents shaken.

The heightened awareness of violence in homes, schools and the community in recent months has prompted school officials to take the incident at Davidson seriously, said Art Delgado, superintendent of the San Bernardino City Unified School District.

School officials are sending out a districtwide mailer to parents asking them to monitor students' backpacks and what they are bringing to school.

Delgado said he was concerned many pellet guns are being sold at swap meets or 99-cent stores that do not have the type of regulations in place such as Wal-Mart.

``I don't think any parent would buy it with the thought in mind that their child is going to take it to school,'' he said.

Christopher Penley, the eighth-grader shot and wounded by a SWAT team officer in a suburban Orlando school bathroom, brought the gun to school in his backpack, authorities said.

Sheriff Don Eslinger said two Milwee Middle School students saw the toy gun and one persuaded the other to report it, causing a scuffle.

Penley allegedly ordered one of the students into a closet, dimmed the lights and ran from the classroom. Deputies eventually isolated him in a restroom, and the school was evacuated. Negotiators tried unsuccessfully to start a dialogue with the boy, Eslinger said.

The boy did not respond, Eslinger said.

When the boy raised the gun at a deputy, he shot the youth, the sheriff said. Penley was taken to a hospital, where he was on ``advanced life support.''

000050

No one else was injured. The sheriff's office later confirmed the weapon was a pellet gun fashioned to look like a 9-mm handgun. The tip of the gun had been painted black, covering brightly colored markings that would have indicated it was nonlethal.

Delgado called the incident in Longwood, Fla., ``every parent's and community's nightmare."

For some, "airsoft" guns are simply recreational equipment that can be used responsibly.

The sport originated in Japan in the 1980s and the guns are used in marksmanship or recreational training games similar to paintball. Depending on the model, the replica guns are spring-loaded and gas- or battery-powered.

``It's the fastest-growing action pursuit sport," said Joe Hulog, manager of the Airsoft Extreme shop in San Diego.

Safety is key when handling even imitation firearms, said Hulog, who runs an airsoft team known as Omega Force Airsoft.

Safety is the ``No. 1 priority" for most airsoft enthusiasts, who follow the same regulations as with paintball, using full face masks and sealed goggle protection.

``We emphasize safety," said Hulog, whose team has played with children. ``Any time you handle a replica firearm, you have to teach the children about gun safety because it looks and feels and works the same as a regular firearm and must be taught about the dangers."

Customers must also sign a waiver stating they are 18 and will play only on private property or a regulated sporting facility or field, Hulog said.

Wal-Mart also sells the Airsoft pellet guns in its sporting goods section but raised the age restriction for buying them from 16 to 18 in 2003, said Karen Burk, spokeswoman for Wal-Mart's corporate office. Prices are \$15 and up.

``We certainly recognize that this item is not a toy," Burk said. ``As a responsible retailer, we treat them with the same respect as a firearm."

The store's cash registers are even set to prompt the cashier to ask for identification verifying a customer's age when purchasing the product, she said.

``This is an item that you want to make sure does not get into the wrong hands," Burke said.

Yucaipa resident Larry Brewer, who has two sons, said he has never allowed his children to play with imitation or toy guns.

Children who play with pellet guns ``have no regard for what a weapon can do," Brewer said. ``If you give your kids that kind of a gun, you're teaching your kids how to use a weapon."

In September 2004, Gov. Arnold Schwarzenegger signed legislation prohibiting pellet or BB guns from being displayed in public, unless they are made of clear plastic or painted a bright color to ensure they won't be mistaken for real firearms.

The law allows prosecutors room to bring extra charges if a toy gun is displayed at a public building, airport or a school campus.

The mandate also requires that imitation guns manufactured and sold in California after July 1, 2005, come with a warning label informing the purchaser about the law. Breaking the law can result in consequences that range from a fine of \$100 to a misdemeanor.

Federal law also requires retailers to sell guns outfitted with a plastic orange tip that keeps it from being mistaken for a real weapon. Altering or removing markings on a replica gun, such as the orange tip, is illegal.

John Lovell, a lobbyist for California Police Chiefs Association and a former Los Angeles County prosecutor, said even markings like the orange tip may not be enough because they can be removed.

Jeanie Kocher, whose daughter was hit by the plastic rounds her classmate fired at Davidson Elementary, had bought her own son a similar pellet gun. She now regrets buying it and has since destroyed it.

``Oh, my God," she said. ``What was I thinking?"

000051

Police Warn Of Airsoft Gun Dangers

July 25, 2006

By Akiko Fujita

BELLEVUE - Bellevue Police issued a warning Tuesday about Airsoft guns, after officers pulled their guns on teenagers who were playing with the realistic looking pellet guns last week

On Friday, the six teenaged boys were shooting pellets at cars near Southeast Newport Way and 129th Place Southeast. When police arrived on scene, they ordered the boys to lie on the ground.



"Basically took them down at gun point," said Bellevue Police spokesman Greg Grannis. "Officers had their guns ready not knowing whether or not they were real."

The teens were eventually released and nobody was injured, but Grannis says this raises concerns about the way people are using the weapons.

"Those juveniles got an eye opening experience and it reiterated the problem we've historically had with airsoft weapons," he said.

The replica guns were first introduced in Japan but they've gained popularity in the U.S. in recent years. "It's just exploded in the last two years," said Erik Fenner, an Airsoft gun user.

Fenner also sells the guns at the Sir Plus store in Woodinville. He says children as young as nine years old buy guns at the store to take part in military type combat games.

"You can sit in a chair and play a video game or go out and be physical," he said.

The replicas have all the markings of the real guns including the trademarks of the real gun manufacturers.

The only thing that distinguishes them are the orange tips on each Airsoft gun. Police say that orange tip isn't always visible and they're concerned they won't recognize the difference in time.

"This is happening at a frequency that is alarming," said Bellevue Police Lieutenant Dan Mathieu.

Customers at Sir Plus can't buy the guns unless they're at least 18 years old, or have written permission from parents. The store also has strict restrictions in place.

"It has to be on private property, you always have your eye protection on, and if you take it out in public and someone gets a little scared, you immediately drop it on the ground, you let it break," Fenner said.

But Grannis says the restrictions aren't required by law, and firearm legislation doesn't apply to Airsoft guns.

He says some children color the orange tips to make the guns look more real. Gangs in some cities are joining the trend, by painting the tips of real guns orange to confuse police officers.

000052

Grannis says that increases the risk for officers responding to shootings, whether they involve airsoft guns or real guns.

000053



Deputy shoots teen wielding pellet gun

Teen painted weapon to make it look real, sheriff says

(CNN) -- A sheriff's deputy shot a 15-year-old he believed was armed with a 9 mm handgun at a Florida middle school Friday only to learn later that the weapon was a modified pellet gun, the Seminole County sheriff said.

The student is on "advanced life support" at Orlando Regional Medical Center, Sheriff Don Eslinger said, adding, "It was a terrible situation."

Eslinger said that the student, Christopher David Penley, painted the brightly colored tip of the pellet gun black to make it look like a real gun.

The sheriff's deputy was a member of the SWAT team and shot the eighth-grader only after the student raised the gun and threatened officers, Eslinger said.

The shooting occurred about 9:30 a.m. at the 1,100-student Millwee Middle School in Longwood, Florida. ([Watch the aftermath of the shooting -- 1:54](#))

The suburban Orlando school was evacuated after the shooting.

The incident began when the teen's fellow students saw a gun in his backpack. The students were planning to tell a teacher about it, the sheriff's office said.

One of the students confronted the teen, who responded by pointing the weapon at the student and putting him in a closet, Eslinger said. The armed teen then fled, and a school resource officer and others gave chase.

Deputies were called to the scene, and the teen led them on a foot chase across campus to an isolated alcove area where police cornered him in a bathroom, the sheriff's office said.

Deputies tried to talk the teen into surrendering, but he refused to speak with them, Eslinger said.

"I'm going to kill myself or I'm going to die somehow," Eslinger quoted the boy as saying. "He refused to even comment. All he said was his first name. He did not drop the firearm."

The student eventually exited the bathroom and pointed the gun at his own head and throat. When he "raised the firearm in a tactical position and pointed it" at one of the SWAT team members, the officer "decided to use deadly force," Eslinger said.

"From what the deputies explained to me, (the teen) was suicidal," the sheriff said.

Florida Department of Law Enforcement investigators, who respond any time an officer fires a gun, determined the teen's weapon was an airsoft pellet gun, which shoot BBs or small paintballs, Eslinger said.

Authorities showed the gun alongside a real 9 mm handgun, and there appeared to be little difference between the two.

000034

The teen's motive was not clear, but authorities were looking into some things from his past, Eslinger said without elaborating.

Find this article at:

<http://www.cnn.com/2006/US/01/13/teen.shot/index.html>

Check the box to include the list of links referenced in the article.

000055

This article can be found online at:

<http://www.leesburg2day.com/news/2006Jul/qwss.cfm> Copyright 1998-2000 leesburg2day.com. All Rights Reserved.

Sheriff's Office Issues Warning On BB Gun Use After School Trespassing Case

Dan Telvock

07/11/2006 -- When a group of armed teenagers stormed into Potowmack Elementary School last month, sheriff's office deputies had no idea what to expect.

It turned out that the incident was not a Columbine-like attack, but just a few students playing with Airsoft BB guns in the empty hallways and rooms after school hours. Now those students face criminal charges.

Loudoun Sheriff's Office spokesman Kraig Troxell said deputies were warned about the June 2 incident by the school's alarm system and 24-hour security center. Surveillance video released Monday showed five teenagers dressed in dark clothing, some with hoods or masks on, entering the school carrying what looked like rifles. The sheriff's office responded to the school at about 10:27 p.m. with three deputies, one armed with an assault rifle.

□The school can monitor the surveillance remotely. They could see that someone was in there, unknown ages, with what appeared to be assault rifles,□ Troxell said. □It turned out to be 14-year-old kids playing an Airsoft game. We had no idea what was going on in there. You see these images and the way they are dressed. You look back now and you see they are playing a game.□

No students or teachers were in the building and school was out of session.

□The teens had been playing on the grounds of the school when it started to rain and they found an unlocked door into the school,□ Troxell said.

A source familiar with the incident said the teens staked out the school and waited for the janitor to leave before they were able to enter the school by keeping a door unlocked with a piece of cardboard.

Troxell said Airsoft BB guns are replicas of firearms and can be divided into three groups by what powers them: spring powered, electric powered, and gas-powered.

Troxell said the BB guns can be discharged only in the unincorporated areas of Loudoun County in areas zoned A-3, A-10, or A-25 under the Loudoun County Zoning Ordinance. Those zoning classifications for the most part fall west of Rt. 15, he said.

The five teens were located and released to their parents. No one was injured.

000056

Petitions have been obtained for each teen for unlawful entry and trespassing and weapons violations.

School system spokesman Wayde Byard said, contrary to some news reports, none of the teenagers had been expelled. He did say that the charges are expellable offenses. Since the incident, Byard said school administrators conducted a security check of the school, met with principals to show them the video and discussed the incident.

Byard praised the sheriff's office response, saying the situation could have ended much worse.

"We are very thankful it ended the way it did," he said. "They showed real professionalism with what they were faced with and they did not overreact."

In May, the Leesburg Police Department responded to a school bus stop on Heritage Way where a student had shot a 10-year-old girl several times with an Airsoft BB gun. Punishment for the Smarts Middle School student who had the gun was done internally through the school system.

000057

Petty crimes plague campus

by Jill Beaudry

A recent increase of crime on campus, including Airsoft gun shootings and seven smashed car windows in the last week, has heightened security on campus and frustrated students and staff.

The first weapons episode occurred May 10. Linfield Campus Safety Director Mike Dressel said he received a report from a student who explained two male students were shooting at the Hewlett-Packard Park Apartments with Airsoft or BB guns from the area of the soccer and baseball fields.

The next morning, junior Kyle Williams posted an angry message about the shootings on StudentForum.

"Whoever thought it was a fun idea to throw rocks or shoot a pellet gun at people's windows in the HPs at midnight is a moron," Williams wrote.

Dressel said campus safety went looking for evidence in the area of the HP Apartments but didn't find any.

Associate Dean of Students and Director of Residence Life Jeff Mackay said the next incident occurred May 12 when a male Linfield staff member reported to campus safety that his car had been shot at by a person with a pellet gun while driving on Linfield Avenue in front of Miller Hall. A search was conducted outside of Miller, and Mackay said plastic pellets were found on the ground.

Mackay and Dressel speculate that the guns were being shot out of a window in Miller toward the street. Mackay said this was a very serious situation because it could have caused a traffic accident.

He sent an e-mail to the residents of Miller notifying them that Residence Life would be conducting room searches soon and reminding students of Linfield's weapons policy.

The 2005-06 Linfield Residence Life Student Policy Guide states that "firearms, dangerous weapons and ammunition may not be kept or taken into the halls...Use of propellant guns of any kind, including Airsoft guns, BB guns and paint guns, are prohibited on campus and within city limits."

Area Director for Volunteer Services Tina Dumonceaux and a member of Linfield Campus Safety led the search of four rooms on the third floor southeast side of Miller.

Miller third floor residents freshmen Rich Minice and Eric Miller said their room was searched last Friday at 2 or 3 in the afternoon.

"[The search] totally took us by surprise," Minice said. "My room was a total mess."

Minice and Miller explained that the search was extremely thorough, looking under mattresses, through garbage cans and through dirty laundry. They said they had pellets found in their room, but Dumonceaux was nice about it and she didn't think that they were the boys shooting out of the window.

After 40 minutes of searching, pellets were found in the hall, in three of the four rooms searched in places such as in closets and on dressers, but no actual guns were found.

Many residents on the third floor play with the guns, Minice and Miller said, and that when they received Mackay's e-mail about the searches, they got rid of the guns.

Mackay explained that because no guns were found, the male residents could not be found in

000058

violation. He had a meeting with the residents and told them to spread the word about Linfield's policy.

"[The search] was really effective because of the psychological impact of it," Miller said.

If a student is found guilty of having a weapon such as this in his or her room, Mackay said it would be confiscated, and the student would be held responsible for damages. In addition, the student could be removed from college housing and recommended for suspension or expulsion by the college president.

Mackay said there may be a connection between the shooting from Miller and the shooting at the HP Apartments.

"[The incidents] happened so close together that there has to be a link," he said. "But we don't know for sure, and we probably never will."

Minice and Miller said they don't think the incidents are connected because they asked the other residents, and as far as they knew, the guns were never taken out of the building.

Mackay explained that the students were lucky the police were not called because they may have made arrests. He said there have been other occasions of weapons like Airsoft guns on campus.

"We tell students, and they're fairly compliant," Mackay said. "Typically [students are] just playing around with them in the halls."

According to the Office of PostSecondary Education's Web site, there were not any Linfield students arrested or disciplined through the school's judicial board for illegal weapons possession from 2002-2004. The Linfield College Crime Statistics Web site, part of the Campus Safety Web site, said that there were also no arrests made for weapons violation between 2000 and 2002.

Dressel said there were two other weapons incidents two years ago during summer, but neither involved Linfield students.

"I'm hoping that the students get the message that [guns are] not allowed on campus," Mackay said. "Our main concern is the safety of students and everyone on campus."

Another frightening occurrence was vandalism last Saturday night, when someone smashed the windows of seven cars on campus. Dressel said Campus Safety investigated and didn't find any pellets or BB's in the area.

Campus Safety received a report of a broken window, and the McMinnville Police Department was called.

Dressel said one patrolman was driving around on campus looking for suspects and took note of a brightly colored car that stood out from the others. It did not have any windows broken at the time. However, later that evening they found the car's window smashed, and the others followed.

"They were very opportunistic," said Dressel. "Someone was waiting for [Campus Safety] to be gone, and then [began] breaking the windows."

Dressel said the windows were broken with a blunt object like a bat or hammer. He also suggested that it may have been a car escape tool, which he described as a small tool used to break windows and small enough to conceal in a pocket.

Senior Alexandra Jacobs was dropping a friend off after a party Saturday night and left her Toyota Corolla on the side of the Miller Fine Arts Center for about 20 minutes. When she

000059

returned, the glass on her car was broken. She said she believed that someone was targeting newer cars.

Jacobs also said she is upset because Linfield Campus Safety and the police can't do anything about the situation.

"It's frustrating because I have to pay \$275 to fix it," she said. "It is money gone to waste for no reason. You would think that things would be more secure [at Linfield] than at a state school or university campus."

Dressel said campus safety increased patrols on campus and asked the police department to do the same.

He said he has lived in McMinnville for 30 years, and vandalism often occurs in spurts in neighborhoods.

"We've had cases of cars broken before, graffiti and plants uprooted," Dressel said "Pick vandalism, and [Linfield's] had it."

Currently, there are no leads, and Dressel said the general community is not reporting similar occurrences.

"You don't come [to Linfield] to get your car vandalized, and finals are coming up," Dressel said.

"This isn't something you need to deal with right now."

Because of the recent incidents on campus, Dressel urges students to report suspicious activity to Linfield Campus Safety at 503-883-5300, and take prevention measures to stay safe.

000030



Chino teen shot after waving fake firearm

By Sara A. Carter, Staff Writer

Article Launched: 07/27/2006 12:00:00 AM PDT

ONTARIO -- Even fake guns can kill.

A Chino teenager and his friends came uncomfortably close to finding out how Tuesday night, after the 15-year-old refused to drop two replica handguns and was shot by an Ontario police officer in a Kmart parking lot.

The boy, who was shot in the leg, did not sustain a life-threatening injury, Ontario police Officer Dereck Anthony said Tuesday night.

Related Article:

- Ontario officer shoots teenager in leg

Others who have pulled out fake guns in front of police have not been so lucky. Recent history is peppered with examples:

- In January, 15-year-old Christopher Penley was gunned down by Florida SWAT officers after brandishing a pellet gun. Officers didn't know it wasn't the real thing.

- At a Halloween party in October 2000, actor Anthony Dwain Lee, 39, who appeared in the movie "Liar, Liar" and television shows such as "ER" and "NYPD Blue," was shot numerous times after pointing a fake weapon at an LAPD officer who had been called to the rowdy party. Lee died that night.

CHILDREN AND TOY GUNS

- Children with fake guns should be supervised at all times by adults.
- The fake guns should not be taken out to public places.
- Local police departments should be notified by parents if their children are playing with the fake guns outside or at a nearby park.
- All fake guns must have an orange cap on the front of the barrel.
- Parents should check with their city of residence to see if possession of Airsoft shotguns or handguns, or similar products, are prohibited.
- Police officers recommend that the guns should not be purchased at all.

— Source: Ontario Police Department

Hundreds of other people across the nation have been killed because they've made the mistake of brandishing replica weapons or air guns at law enforcement officials, Ontario police Officer Anthony Ortiz said Wednesday.

"These types of fake guns should be banned," he said of authentic-looking weapons like the ones the Chino boy

Site Tools

- Make daily home
- Sign up for News deliv
- Subscribe f Daily Bulle
- Search for .
- Contact Us
- Place an Ad Sponsore

4099681

and three of his friends were carrying Tuesday. "As an officer and a parent, I would not want to put my children's safety in jeopardy. Once you fire a bullet, it doesn't come back

"Still, stores everywhere sell these types of fake guns," he said. "(They) look almost identical to the real thing, and in the heat of the moment, it's impossible to tell the difference.

"This situation could have ended much worse than it did."

The boys, ages 14 to 16, were reported to police about 8 p.m. Tuesday by a passerby in the 200 block of Euclid Avenue. The caller said the boys were running through the Kmart parking lot with what appeared to be a handgun and a shotgun, pointing the weapons at passing vehicles.

The boys ran away when they were confronted by the first officer who responded to the call. When a second officer found the group behind the store about 8:45 p.m., he saw what appeared to be handgun in one of the boy's hands, and another in his waistband, according to police reports. The officer ordered the boy to drop the guns. When he did not comply, the officer -- who also has not been identified -- fired a single shot.

The boy was taken to Arrowhead Regional Medical Center in Colton. His condition could not be checked because he has not been identified by police.

One of the other three teens was taken into custody at the scene. The other two turned themselves in later that evening, Ortiz said.

The boys -- none of whom were identified because they are under 18 -- will face misdemeanor charges of drawing and exhibiting an imitation firearm against another person, police said. They also will be charged with violating a city code that prohibits minors from possessing or using air rifles/guns in the city.

Officers found seven Airsoft air guns at the scene, Ortiz added, including four handguns, two rifles and a shotgun. Airsoft replicas resemble real firearms, but shoot only rubber or plastic balls and pellets. They can be purchased at any local sporting goods store or retailer.

"There is no way to know if they are real or fake," Ortiz said.

States and cities have taken legal steps the past few years to prevent the needless deaths caused by fake firearms.

In February 2001, New York State Attorney General Elliot Spitzer and Manhattan Borough President C. Virginia Fields sued three Manhattan stores -- one of them a major retailer -- for selling toy guns in violation of state law.

Under New York law, plastic, wood or metal imitation guns must have a non-removable orange stripe to clearly distinguish them from real weapons.

"Our children and our communities are at risk when illegal guns, which are indistinguishable from the real thing, are being sold," Spitzer said at the time. "We are trying to make parents and kids aware of the dangers these fake guns present, especially when a police officer may believe his life is in danger."

In California, a bright orange cap is required on fake guns sold at retail stores, Ortiz said. But children -- and criminals -- frequently thwart the system: Criminals paint orange "caps" on their weapons to make them look like toy guns, and children frequently remove the orange cap and paint their toys to make them look real, he said.

"It's just impossible for the officer to know," Ortiz said. "All the four juveniles would have needed to do was just listen to the officer. They may have received just a citation, if that. But instead they chose to run, point the gun at the officer and disobey the officer's orders."

[Print Friendly View](#) [Email Article](#) [Return to Top](#)

More News

- Ontario hospitals in works
- Question of penalty for 60 Slayer
- Man found dead in Ontario park

000032

- DNA links Oyler to fire
- Law enforcement officials prepare for worst
- Smaller than life, Jesus returns to Christmas display
- R.C. businessman helps return sports to Big Easy
- Officials look for sexual assault suspect
- Plane crash kills three in Big Bear Lake
- Study reports ways to live to a healthy 85

Sponsored Links

Discount Offers
Storm Panels
Accordion Shutters

Animal & nature gifts
Mesothelioma Diagnosis

California Home Loan
Auto Insurance Quotes
Auto insurance
Payday Loan

Office Partitioning
Platinum Wedding Ring
Credit Repair
Diamond Stud Earrings

Copyright Notice
Privacy Policy

Copyright © 2006
Los Angeles Newspaper Group

Info

| MNG Corporate Site Map

BALTIMORE
HARTFORD, CONN
AKRON, OHIO
CAL.
MICH.

- WEBSITES FOR
RETRIVAL OF ORANGE TIP
- WICHITA, KA

000053

WWW.PLANETAIRSOFT.NET

Walther P Airsoft Gun Air Soft Guns W Target Trap

[Ads by Google](#)

Personalized Assistance

Services made to fit your needs. Unique Travel Assistance!

www.rizroberts.com

Personal

Browse profiles & photos for free. Email, Chat, IM.

True.com

Is Airsoft Better Than Paintball?

By Niall Roche

This question is bound to stir debate and controversy amongst the most ardent of airsoft or paintball fans.

Both airsoft and paintball are both hobbies based on replica firearms and wargames. Is this unhealthy? That depends moreso on the person themselves rather than the hobby. An interest in pursuing a hobby that involves weaponry only becomes unhealthy if taken to extremes - which is true of most things in life. Paintball and airsoft are not morbid hobbies and only run the risk of being dangerous when participated in by dangerous people.

Paintball itself is a more mobile sport. It requires a certain level of physical fitness, mobility and skill - if you paintball then you gotta be able to move fast. The weapons themselves are functional and are only designed to serve the purpose of the sport as opposed to looking good. Paintball rifles are designed to take a real beating when it comes to their use. Paintball fans fall into the 'extreme sport' category and enjoy the pure adrenaline of each paintball match and are driven by the desire to win.

Airsoft is a somewhat different sport. The guns used in airsoft are both conversation pieces and are also functional sports 'weapons'. Airsoft rifles and pistols are capable of firing both small plastic pellets and paint filled pellets so are useful both in the sport itself and also for backyard target practice.

The major difference is the power of the guns themselves. Paintball guns are driven by high powered gas cylinders whereas airsoft guns fire projectiles either through springs, electronic firing mechanisms or with compressed gas. The issue is that most airsoft guns lack the range and accuracy of the larger paintball guns simply because

000064

they were never designed with long range fire in mind.

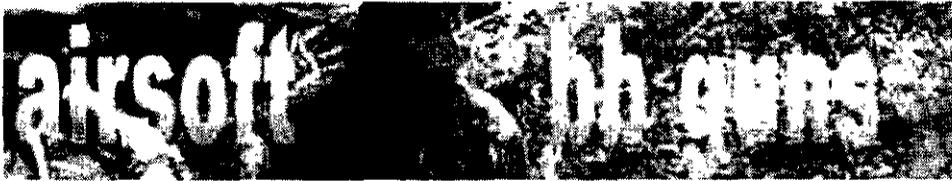
Conversely airsoft guns are available in a huge range of styles and models. Everything from a Glock handgun to a sniper rifle to a CAR15 assault rifle. Airsoft guns are equally at home hanging in your livingroom or at use on the airsoft playing field. You can even go as far as buying an airsoft minigun. Many airsoft fans simply collect the guns and never get involved in airsoft wargames at all. This is the much the same as many sword collectors - they display the weapons at home but don't go running around waving them at people.

The truth is that neither airsoft nor paintball is superior. They're both a case of personal preference. If you're the extreme sports type then paintball will suit you more. If you're more of a collector then airsoft will be more your thing.

Regardless of whether you're a paintball fan or an airsoft fan it's essential to take proper safety precautions when using these guns. Proper eye protection in the form of safety goggles should always be worn and suitable protective clothing to cover your neck and upper torso should also be worn. Even though some people see these as guns as toys they are capable of causing injury either through accident or even deliberate malice.

This article was written by Niall Roche and provided courtesy of Airsoft-Guns-Guide.com where you can find lots of information on air soft guns.

000035



Welcome to our BB Guns Shop. Buy airsoft guns, pistols, rifles, bb ammo and gun accessories online.

[Home](#) [Types](#) [Law](#) [Safety](#) [Links](#) [Shop](#)

Quick search

Airsoft Guns, Air Pistols BB Guns Rifles, Paintball Equipment

Buy online Airsoft Guns, Air Pistols, BB Guns and Rifles, Paintball Equipment from our UK online gun shop

■ ENTER SHOP

- Secure  online ordering
- Standard shipping £4.50
- No minimum order
- An instruction manual is included with each airsoft gun.



BB Guns

Hundreds of airsoft bb guns manufactured by such famous names as Colt, Smith & Wesson, Desert Eagle and Walther plus CO2 guns bb co2 guns



BB Rifles

BB rifles from the famous Colt M16 bb rifle to bb sniper rifles from Sig Sauer and airsoft gun rifle sniper



Paintball Equipment

Paintballing gear from SMK and Winchester Paintball



BB Gun Ammunition

Gun ammo, paintballs, air gun pellets, ammunition bb and more...



Shooting Targets, Gun Targets

Shooting targets, gun targets suitable for airsoft and metal targets for air guns...

000066



Airsoft Guns & Paintball Masks

Protective airsoft and paintball masks and buy essential safety goggles...



Gun Holsters and Cases

Leg gun holsters, thigh gun and leather shoulder holsters, rifle cases and stands....



Desert Eagle

Fine looking pistols from desert eagle the hollywood favourite desert eagle...



© Airsoft-Guns.co.uk. 2004, 2005, 2006. All rights reserved.
VAT Number: 842 7043 37.

[Contact](#) | [Site Map](#) | [T-shirts](#)

000057

Monitor Mall. Shop for a cause - support The Christian Science Monitor.

Choose Online Degree Program



University of Phoenix
ONLINE

Earn a degree and get ahead in your career

Bachelor's Degree

Business

THE CHRISTIAN SCIENCE MONITOR

csmonitor.com

WORLD

USA

COMMENTARY

WORK & MONEY

LEARNING

LIVING

SCI/TECH

A & E

[Home](#) | [About Us/Help](#) | [Archive](#) | [Subscribe](#) | [Feedback](#) | [Text Edition](#)

USA

from the January 02, 2003 edition



NOT CHILD'S PLAY: New York police officer Eric Adams talked about toy-gun dangers after a fatal misunderstanding in 1998. GINO DOMENICO/AP/FILE

New York's latest crime-buster: muzzling toy guns

By Ashley Chapman | *Special to The Christian Science Monitor*

NEW YORK – Her voice is impish and feminine, but her gun is menacing. "Give me your money," she says through a ski mask to a bank teller in New Jersey. The teller hands over \$3,050, and the robber and another female speed off in a getaway car.

But this wasn't exactly a *Thelma & Louise* duo. These robbers were 14-year-old twin girls who held up a bank with a toy air-pellet gun this fall.

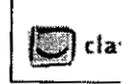
Their crime added fuel to a toy-gun scare that's sweeping the country. Baltimore just passed a law that makes it a misdemeanor to sell a BB gun to a minor; Chicago has introduced a bill to ban toy-pellet guns; Wal-Mart recently raised its age restriction for air-powered paint guns to 18; and Carrollton, Texas, has banned the public use of replica guns.

000038

E-mail this story

Write a letter to the Editor

When you can go to or go



Monitor
Subscribe
Treeless
Give a gift
Free search
Search the

And in New York, the site of many toy-gun fatalities, City Council members have introduced a bill to ban the sale of all toy guns - a ban that has not yet passed anywhere in the US. If the bill is approved, officials think it could help blaze the trail for the state, as well as cities nationwide.

"We recognize that you can't pull all guns off the streets: If people have a criminal mind, they'll make a gun out of a stick," says Bill Wren, deputy chief of staff for Brooklyn Councilman Al Vann, who coauthored the bill. "But the bill is about how [a toy gun] makes people feel. If I feel threatened, I'm threatened."

According to the most recent study by the Bureau of Justice Statistics in 1990, police departments nationwide reported 31,650 imitation guns seized between January 1985 and September 1989 during crime-related incidents. In New York City alone, more than 1,400 toy guns were used in crimes in 1987, 80 percent more than four years earlier.

New York City's current law, signed in 1998, prohibits the sale of toy guns unless they are brightly colored or transparent or have a prominent trademark. But some City Council members think the law is ineffective: Kids can make toy guns look real simply by spray-painting a gun black, or hiding the toy trademark with tape. And even though Toys "R" Us and KB Toys removed realistic-looking weapons from shelves in 1994, some manufacturers still sell replica guns elsewhere.

"If a kid has a toy gun that looks real, he could be in danger," says David Weprin, a Queens councilman and co-author of the bill. "We shouldn't glorify guns by giving them to our kids as toys," says the father of five.

Toy manufacturers are opposed to the outright ban, since there is already a federal restriction on toy guns. Current federal law prohibits manufacturers from selling imitation firearms unless there is a orange plug in the barrel or a marking designated by the Commerce secretary. According to the law, imitation firearms include BB guns, air rifles, and pellet guns. The bill in City Council, on the other hand, would ban anything that can "reasonably be perceived to be an actual firearm," which would mean a total ban on imitation firearms - regardless of color or markings.

"If the federal law needs to be strengthened, we support it," says Tom Conley, president of the Toy Industry Association. "But if a product in no way resembles a real gun, we want to ensure that it reaches the market."

Still, grass-roots interest in a blanket ban on toy guns is growing. "Giving our kids toy guns and then telling them to stay away from the real thing sends a mixed message," says Farideh Kioumehri, founder of the Anti-Violence Campaign in Sherman Oaks, Calif. She encourages children to turn in toy guns, which are then used in pieces of art. The program, Replacing Violence With Art, has collected more than 20,000 toy guns.

Meanwhile, the impact of deaths from toy guns is ricocheting across the country, and more people in New York are thinking twice about buying them.

Christopher Industrious of Manhattan, who was shopping in Times Square, would support the new ban. "Kids are imitating whatever they see in the movies and on TV," he says, motioning to his 3-year-old son. He says that one time when disciplined, his son "pointed his water gun at me."

"Like toy cigarettes, they're promoting something violent," adds Donna Csolak of Princeton, N.J.,

000059

-  Printer-friendly version
-  Permission to reprint/republish

monitor talk:

Vote in the MonitorTalk poll:

[If passed, will the New York City law banning toy guns go too far?](#)

Monitor |
Receive
newsletter
Enter e-r
Your email

Donate to

Hot Stock
Get on the
investing
www.Roc

Refinance
\$300,000
Bad credit
www.Refi

Your Ap
IBM can
value.
www.ibm

Capital I
Competi
www.cap

Sponsored

Appare
Buy Sho
Custom
T-Shirts

Automc
New Car

Busine
Business
Custom

Educati
MA in Dr
MA in Pl
Perfect y

Financi
Car Insu
Gifts

Engager
Gemstor

Graphic
Logo De

who was at the Times Square Toys "R" Us But she concedes she's against the ban because people should have a choice in their purchases "Everyone has a right to buy what they want, but parents should have control over what [their kids] buy."

For Maurice Davis, a salesman at Toys "R" Us, his unfortunate childhood encounters with both real and toy guns are seared on his memory. Growing up in Brooklyn, Mr. Davis was forbidden to play with toy guns. But when he was 11, a playmate pointed a toy gun at a police car. The cops mistook the toy for a real weapon, and sprinted toward them, brandishing guns. "I told my friend, 'Just drop the gun!'" says Davis.

Now, standing next to a shelf of oversize paint guns, Davis says, "If they're gonna ban some, they might as well ban them all."

Home F
Home R
Legal S
Find Law

Subscribe
Stay up to

Top S
 Terror
 World

For further information:

- * [Local Law.. in relation to banning the sale of toy guns](#) Council of the City of New York
- * [Is New York turning into bright lights, dull city?](#) Straits Times
- * [Toy Guns: A Deadly Game](#) Oxnard Police Department

Please Note: The Monitor does not endorse the sites behind these links. We offer them for your additional research. Following these links will open a new browser window.

E-mail this story Print this story Write a letter to the Editor Reprint / republish

USA Stories: for 11/29/2006

- Bush reaffirms push for Mideast democracy
- Police shootings and New York: lessons learned
- After Atlanta raid tragedy, new scrutiny of police tactics
- At Jordan summit, Bush and Maliki search for allies
- Key test of state power for Supreme Court
- Can Florida's new marine reserve replenish the Gulf's fish?

What is this?

Links of interest

- Books:** The best Fiction and Nonfiction from 2006
- Mountain unicycling takes skill – and courage
- Photo gallery: One-wheel drive
- Movies:** Vote in the Monitor's Movie Poll for 2006.
- Guide to giving:** Websites make donating easy; Rich to the rescue; 50 largest charities
- [Give good news. Save on gift subscriptions to the Monitor](#)

Most-viewed stories (for 11/27/06)

- America the charitable: a few surprises (11/27/06)
- L.A.'s hot videos. controversial arrests (11/24/06)
- When will Iraqi troops be ready? (11/27/06)
- Latin left's latest victory: Ecuador (11/28/06)
- US works to bridge its Muslim trust gap (11/27/06)



AGENDA BILL

Beaverton City Council
Beaverton, Oregon

SUBJECT: LIQUOR LICENSE

FOR AGENDA OF: 12/11/06 BILL NO: 06230

NEW OUTLET

Yasmin Restaurant & Lounge
8635 SW Beaverton-Hillsdale Highway

MAYOR'S APPROVAL: 

DEPARTMENT OF ORIGIN: Police 

DATE SUBMITTED: 11/28/06

PROCEEDING: Consent Agenda

EXHIBITS: None

BUDGET IMPACT

EXPENDITURE REQUIRED \$ 0	AMOUNT BUDGETED \$ 0	APPROPRIATION REQUIRED \$ 0
------------------------------	-------------------------	--------------------------------

HISTORICAL PERSPECTIVE:

A background investigation has been completed and the Chief of Police finds that the applicant meets the standards and criteria as set forth in B.C. 5.02.240. The City has published in a newspaper of general circulation a notice specifying the liquor license request.

INFORMATION FOR CONSIDERATION:

Yasmin Restaurant & Lounge, LLC is opening a new establishment and has made application for a Full On-Premises Sales License under the trade name of Yasmin Restaurant & Lounge. The establishment will serve Middle Eastern food. It will operate Monday through Sunday serving lunch from 11:30 a.m. to 2:00 p.m., and dinner from 5:00 p.m. to 2:30 a.m. They will offer live and recorded music and dancing as entertainment. A Full On-Premises Sales License allows the sale of distilled spirits, malt beverages, wine and cider for consumption at the licensed business.

RECOMMENDED ACTION:

The Chief of Police for the City of Beaverton recommends City Council approval of the OLCC license.

AGENDA BILL

Beaverton City Council
Beaverton, Oregon

SUBJECT: 2007 Boards and Commissions
Appointments

FOR AGENDA OF: 12-11-06 **BILL NO:** 06231

Mayor's Approval: 

DEPARTMENT OF ORIGIN: Mayor's Office/Neighborhood Program 

DATE SUBMITTED: 12-05-06

CLEARANCES:

PROCEEDING: CONSENT AGENDA

EXHIBITS: Applications for new appointments

BUDGET IMPACT

EXPENDITURE REQUIRED\$0	AMOUNT BUDGETED\$0	APPROPRIATION REQUIRED \$0
----------------------------	-----------------------	-------------------------------

HISTORICAL PERSPECTIVE:

Opportunities to volunteer on the City of Beaverton's Boards and Commissions were advertised through city-wide postcards, the *Your City*, local media, and the City's website. Citizens were encouraged to apply and interested individuals forwarded their applications to the Neighborhood Program. A total of 58 applications were received. Several applicants were interviewed by Mayor Rob Drake and staff liaisons. Mayor Rob Drake is forwarding the following recommendations for terms commencing January 1, 2007.

INFORMATION FOR CONSIDERATION:**TERM EXPIRES****Arts Commission**

Joyce Kurtz (new appointment)	12/31/08
Laura Rawlins (new appointment)	12/31/09
Don Scorby (new appointment to alternate position)	12/31/07
Diana Sullivan (new appointment)	12/31/08
Stephen Thompson (new appointment)	12/31/09
Robert Brummitt (reappointment)	12/31/07
Eric Lindstrom (reappointment)	12/31/09
Carol Rogat (reappointment)	12/31/07

Bicycle Advisory Committee

Mary Elizabeth Smith (new appointment)	12/31/08
Bjoern Brunner (reappointment)	12/31/09
Ernie Conway (reappointment)	12/31/09
William Cortez (reappointment)	12/31/09
Richard Hoge (reappointment)	12/31/09
Keith Thomas (reappointment)	12/31/09

Board of Construction Appeals

Karl Anderson (reappointment to permanent public position)	12/31/09
Mike Arnett (reappointment to permanent builder position)	12/31/09
Gerald McKee (reappointment to alternate building official position)	12/31/09
Robert Pike (reappointment to permanent position representing disabled community)	12/31/09

Board of Design Review

Lynne Sherley (new appointment to alternate position)	12/31/07
Hal Beighley (reappointment)	12/31/09
Jason Ridge (reappointment from alternate to permanent position)	12/31/09
Nancy Scott (reappointment)	12/31/09
Forrest Soth (reappointment)	12/31/09

Budget Committee

Randy Blake (reappointment)	12/31/09
Don Walton (reappointment)	12/31/09

Citizens' with Disabilities Advisory Committee

Irwin Caldwell (new appointment)	12/31/09
Janette Hatcher (new appointment)	12/31/09
Richard Miller (new appointment)	12/31/09
LeRoy O'Brien (reappointment)	12/31/09

Committee for Citizen Involvement

Holly Isaak (reappointment)	12/31/09
-----------------------------	----------

INFORMATION FOR CONSIDERATION:

TERM EXPIRES

Human Rights Advisory Commission

Muna Hamzeh (new appointment to alternate position)	12/31/07
Brian Sikora (new appointment)	12/31/09
Francisco Ravelo (reappointment)	12/31/09
Sierra Redwine (reappointment)	12/31/09

Library Advisory Board

Kimberly Hurd (new appointment)	12/31/09
Robert Becker (reappointment)	12/31/09
Dorothy Lukins (reappointment)	12/31/09

Planning Commission

Jolin Berestoff (new appointment to alternate position)	12/31/07
Marc San Soucie (new appointment)	12/31/09
Jack Platten (reappointment from alternate to permanent position)	12/31/09

Senior Citizens Advisory Committee

Gayle Campbell (new appointment)	12/31/09
John Livingstone (new appointment)	12/31/09
Helen Mason (new appointment)	12/31/09
Julie Ferguson (reappointment)	12/31/09
Gloria Miller (reappointment)	12/31/09
Jacqueline Stovall (reappointment)	12/31/09

Traffic Commission

Patrick Reynolds (new appointment to alternate position)	12/31/07
Ramona Crocker (reappointment)	12/31/09
Thomas Wesolowski (reappointment from alternate to permanent position)	12/31/09

RECOMMENDED ACTION:

Confirm recommended appointments to the Boards and Commissions.



2006-2007 BOARDS AND COMMISSION APPLICATION

DATE: 10/3/06

Board /Commission applying for:	<u>Beaverton Arts Commission</u>
1st Choice	
2nd Choice	

Name	<u>Joyce Kurtz</u>	Employer	<u>retired</u>	Position	
Address		City		Zip	
Home Phone		Business Phone	<u>Cell</u>		
E-mail Address					
How did you hear of the opening?	<u>mailer</u>				
Are you a City resident?* If yes, how long have you lived in the City?	<u>26 years</u>	May we keep your name on a list if not appointed at this time?	<u>yes</u>		
Briefly describe your background and experience:					
<p><u>Art, advertising, marketing background.</u> <u>Owned and operated arts and crafts store for 20 years in Beaverton "The Peddler's Pack".</u> <u>Sold the business, now retired, do art full-time.</u></p>					

* The charter for the City of Beaverton, Chapter V, Section 19, C.2., provides that:
"Unless waived by a majority vote of the entire council, a member of any committee, board or commission shall be a resident of the City."

JOYCE KURTZ

List any special training, skills or experience you may have that are pertinent to the Board/Commission to which you are applying:

excellent promoter, event planner, art teacher, mixed media artist.

Discuss your motivation for serving on this Board/Commission:

Art!

State your goals for the City:

to help promote all forms of art by local artists in our community. I foresee a "Beaverton Arts Center" someday in our great city to promote both visual and performing arts and would enjoy being involved with that project!

Have you ever been convicted of a felony or a crime? A conviction record will not necessarily disqualify you for appointment to a board/commission. Yes No

If you answered yes, please describe fully the criminal conviction(s), listing the nature of the offense, year occurred and outcome.

For additional information, please call the Neighborhood Program at 503-526-2543.

Return application to: Neighborhood Program, City of Beaverton

P.O. Box 4755

Beaverton, OR 97076-4755

Fax: (503) 526-3730

You may also apply on our website at www.beavertonoregon.gov

Community Database
Web Application Request Detail Listing
 Application # 145

Status: **Processed**

Choice #1: **Beaverton Arts Commission**

Choice #2: **Beaverton Arts Commission**

First Name: **Laura**

Last: **Rawlins**

Customer #: _____

Street: _____

Home Phone: _____

City: _____

Work Phone: _____

Extension: _____

State: _____

Zip: _____

E-Mail: _____

City Resident: How Long: **19 years**

Employer: **Tualatin Hills Park & Recreation District**

Keep Name on List (if not appointed)

Position: **Dance Instructor/Artistic Director Topsy Tappers**

Heard How? **Mailing and online post**

Background **With a degree from PSU in Marketing & Advertising Management, I have served as a Marketing & Public Relations professional for the past 11 years in both corporate and agency settings, and a professional consultant for the past six years with an emphasis in the non-profit sector. In 2003, I co-founded an award-winning, elite preschool facility, Funny Farm Early Learning Center, which I have also served as a key member of its Board of Directors.**

Juggling my professional expertise in marketing and my hands on work in education, I have simultaneously served as a dance instructor for the Tualatin Hills Park & Recreation District (THPRD) for the past 10 years, specializing in classes for adults. With significant interest and a lack of offerings in the Portland metro area for adult dance programs, I founded an Adult Tap Dance performing company, The Topsy Tappers Performing Company, in 2003 as a special program of the THPRD. The troupe has performed in several community events, and each year performs its "Holiday SpecTAPular," which serves to raise funds for other local charitable organizations

Skills: ***Tap Program Director, THPRD, 10 yrs.
 *Dance instructor (tap, theater dance, ballet, jazz)
 *Artistic Director/Founder, Topsy Tappers Performing Company, 4 years
 *Co-Founder/Corporate secretary, Funny Farm Early Learning Center (Board of Directors), 3 years
 *Passionate about performing arts and arts education**

Motivation: **My motives are simple. With my experience in both the performing arts and marketing, it is my desire to be able to provide my counsel and make suggestions regarding the arts in our community. I would also look forward to meeting and working with other community members who share a common interest. I also would welcome the learning opportunity that would come from working with members of the Commission and would hope to play a vital role in helping to get things done.**

Goals: **As a member of the BAC, I would like to see more opportunities and emphasis placed on the performing arts in our community. Right now, I feel that the Commission has a stronger focus in visual and fine arts and performing arts is usually limited to promoting ACMA. It would be my desire to create programs and opportunities to strengthen the City's performing arts community.**

Felony / Crime?

Description: _____

Community Database
Web Application Request Detail Listing
Application # 120

Status: Processed

Choice #1: Beaverton Arts Commission

Choice #2: Beaverton Arts Commission

First Name: Don Last: Scorby Customer #: _____

Street: _____ Home Phone: _____

City: _____ Work Phone: _____ Extension: _____

State: _____ Zip: _____ E-Mail: _____

City Resident: How Long: 8 years in unincorporated Washington Employer: Portland Center for the Performing Arts

Keep Name on List (if not appointed) Position: Operations Manager

Heard How? Flyer in the Mail and talked with Lori Kramer

Background: 11 years as Operations Manager PCPA
over 30 years in the performing arts Worked as an actor, technician, Owned and produced a theatre company(Cascade Balzac Co),
production manager for East West Pictures, and much more

Skills: Member of International Association of Assembly Managers
Graduated from Public Assembly Facility Management School and was accepted to the first Graduate Institute of Facility Management
which was held earlier this year

Motivation: I believe that the stronger the arts scene, the stronger the city and region.

Goals: Concentrate on Arts Education, both in schools and the city in general

Felony / Crime? : _____

Description: _____

4

Community Database
Web Application Request Detail Listing
Application # 130

Status:	Processed		
Choice #1:	Budget Committee		
Choice #2:	Beaverton Arts Commission		
First Name:	Diana	Last:	Sullivan
Street:			
City:			
State:		Zip:	
		Customer #:	
		Home Phone:	
		Work Phone:	
		Extension:	201
		E-Mail:	
City Resident:	<input type="checkbox"/>	How Long:	I have lived 11 years in an unincorporated area
	<input checked="" type="checkbox"/>	Keep Name on List (if not appointed)	
		Employer:	Paramount Graphics Inc.
		Position:	Chief Financial Officer
Heard How?	Mailing		
Background:	I have been a Controller and Chief Financial Officer for total of 16 years in relationship for Budget Committee. I am an art collector and donate to performing arts facilities. My philosophy is to encourage a well rounded life perspective that includes science and art.		
Skills:	Undergraduate in Business (BS--1990) with accounting concentration, from University of Portland. MBA (2003) with finance concentration from University of Portland. Part of my "well rounded education" is Art History, and I have toured countries in Asia and Europe that offer numerous perspectives on art history and diversity.		
Motivation:	Budget--I live in an unincorporated area that most likely will become part of the City of Beaverton. I own a duplex and work in the city limits of Beaverton. Both sons and their families live in Beaverton city limits. I have the expertise and experience to provide value added to the budget process when all aspects of city services are considered and could affect both my personal and professional life perspective.		
Goals:	Allocation of funds that maximizes support for all city services and quality education facilities. Include arts related events as a part of diversifying life experiences and education. Provide better perspective and facts to the population on the need to incorporate the unincorporated pockets in and around Beaverton.		
Felony / Crime?			
Description:			

5

Community Database
Web Application Request Detail Listing
Application # 136

Status: Processed

Choice #1: Planning Commission

Choice #2: Beaverton Arts Commission

First Name:

Last:

Customer #:

Street:

Home Phone:

City:

Work Phone:

Extension:

State:

Zip:

E-Mail:

City Resident:

How Long:

Employer:

Keep Name on List (if not appointed)

Position:

Heard How?

Background:

Skills:

Motivation:

Goals:

Felony / Crime?

Description:

RECEIVED 10/05/06

COB-HNAC



2006-2007 BOARDS AND COMMISSION APPLICATION

DATE: 10.3.06

Board /Commission applying for
1st Choice BICYCLE ADVISORY COMMITTEE
2nd Choice

Name MARY ELIZABETH SMITH	Employer SELF	Position THERAPIST
Address	City	Zip
Home Phone	Business Phone	
E-mail Address		
How did you hear of the opening? CITY'S POST CARD AD		
Are you a City resident?* If yes, how long have you lived in the City? 3 yrs. 2 mos.	May we keep your name on a list if not appointed at this time? YES	
Briefly describe your background and experience: <p>HAVE BEEN AN AXID BICYCLEIST FOR OVER 30 yrs. WITHIN THE LAST FIVE YEARS I HAVE BECOME A LONG DISTANCE, BIKE TOUR RIDER. TRAINING AND TOURING HAVE TAKEN ME THROUGH SOME SPECTACULAR SCENERY AND TOWNS, giving me A UNIQUE PERSPECTIVE OF THE BIKING SPORT AND INDUSTRY. FIRST HAND I'VE SEEN HOW VARIOUS TOWNS support AND encourage bike touring AND commuting. I will bring THIS KNOWLEDGE TO THE COMMITTEE.</p>		

* The charter for the City of Beaverton, Chapter V, Section 19, C.2., provides that:
 "Unless waived by a majority vote of the entire council, a member of any committee, board or commission shall be a resident of the City."

Continued on reverse side

M. SMITH

List any special training, skills or experience you may have that are pertinent to the Board/Commission to which you are applying:

I AM A MEMBER OF "TRAILS TO RAILS" CONSERVACY AND ADVENTURE BICYCLING. ORG.

I AM A TRAINED SOCIAL WORKER WITH A LONG VARIED EXPERIENCE IN WORKING ON COMMITTEES

I HAVE TAKEN PORTLAND'S COMM. CYCLING CENTERS MECHANIC CLASS

Discuss your motivation for serving on this Board/Commission.

FEEL STRONGLY ABOUT BIKING AS A SPORT AND COMMUTER ALTERNATIVE. STUDIES AND POLLS HAVE SHOWN BIKING TO BE THE #1 OUTDOOR SPORT WHOSE GROWTH IN POPULARITY CANNOT BE IGNORED FOR ITS SAFETY AND TRAFFIC FLOW CONCERNS

State your goals for the City:

PROMOTE SAFE BIKING
CREATE IDEAS TO PROMOTE BIKING AS A COMMUTER ALTERNATIVE

Have you ever been convicted of a felony or a crime? A conviction record will not necessarily disqualify you for appointment to a board/commission. Yes No

If you answered yes, please describe fully the criminal conviction(s), listing the nature of the offense, year occurred and outcome.

For additional information, please call the Neighborhood Program at 503-526-2543.

Return application to: Neighborhood Program, City of Beaverton
P.O. Box 4755
Beaverton, OR 97076-4755
Fax: (503) 526-3730

You may also apply on our website at www.beavertonoregon.gov

Community Database
Web Application Request Detail Listing
Application # 116

Status: Processed

Choice #1: Beaverton Arts Commission

Choice #2: Board of Design Review

First Name: Lynne **Last:** Sherley **Customer #:** _____

Street: _____ **Home Phone:** _____

City: _____ **Work Phone:** _____ **Extension:** _____

State: _____ **Zip:** _____ **E-Mail:** _____

City Resident: **How Long:** One and one-half years **Employer:** _____

Keep Name on List (if not appointed) **Position:** _____

Heard How? At the Neighborhood Action Committee

Background: I am a retired schoolteacher who is eager to become involved in Beaverton

Skills: Most of my schoolteaching career was spent teaching orchestra. This involved frequently putting on programs.
I am an avid reader of Dwell Magazine, so my interest in design is very high.

Motivation: As a longtime concert goer, I am interested in a concert series here in Beaverton.
Although I have never lived in a modern house, I hope to build one one day.

Goals: A concert series, art exhibits, maybe some awards for service to the arts.
How about some awards for good design of public buildings.

Felony / Crime? | |

Description: _____

9

Community Database
Web Application Request Detail Listing
Application # 109

Status: Processed			
Choice #1:	Citizens with Disabilities Advisory Committee		
Choice #2:	Human Rights Advisory Commission		
First Name: Irwin	Last: Caldwell	Customer #:	
Street:		Home Phone:	
City:		Work Phone:	Extension:
State:	Zip:	E-Mail:	
City Resident: <input checked="" type="checkbox"/>	How Long: 2 years, worked in Beaverton for 6 year	Employer:	Axiom Electronics
<input checked="" type="checkbox"/>	Keep Name on List (if not appointed)	Position:	Customer Advocate Team Manager
Heard How?	City Letter & Flyer		
Background:	Program Manager in high tech manufacturing, managing programs from the inception through to the completion for Mil/Aerospace and government projects. Develop and orchestrate plans and programs with external and internal customers		
Skills:	Having a prothesis provides me with a unique experience on items that pertain to the handicap. Served as Chairperson for Scouting for the Handicap, 1 year Peer Counselor for Access Oregon, 1 year President of Oregon Amputee Association, 1 year Assistant Scout Master for a mentally challenged Scout Troop, 5 years Worked as teaching assistant for MESD in a special needs (TMR & Autistic), classroom 6 years Chairperson for Electronic Manufacturing Association, 1 year (served on the committee for a total of 5 years) Education: Post baccalaureate work in Psychology & Counseling		
Motivation:	The community gives so much to me, by serving on a board or committee this would allow me to give back to the community. With that being said, I know that my own life challenges and perspective would prove to be invaluable to either one of the above mentioned choices.		
Goals:	To help make Beaverton more liveable and accessible for all residents and visitors to this city		
Felony / Crime?	<input type="checkbox"/>		
Description:			

10

RECEIVED 10/13/06

CV - 11/11/06



2006-2007 BOARDS AND COMMISSION APPLICATION

DATE: OCT 13, 2006

Board/Commission applying for:	<u>VOLUNTEER</u>
1st Choice	<u>DISSABILITY COMMITTEE</u>
2nd Choice	<u>TRAFFIC COMMITTEE</u>

Name	<u>JANETTE HATCHER</u>	Employer	<u>N/A</u>	Position	<u>N/A</u>
Address		City		Zip	
Home Phone		Business Phone			
E-mail Address	<u>N/A</u>				
How did you hear of the opening?	<u>FRIEND</u>				
Are you a City resident?*	If yes, how long have you lived in the City?	May we keep your name on a list if not appointed at this time?			
<u>YES</u>	<u>35 YRS</u>	<u>YES</u>			
Briefly describe your background and experience:					
<u>I am vice chair for The Washington County Disability Aging and Veterans Committee and have been on the committee for the past three years.</u>					

* The charter for the City of Beaverton, Chapter V, Section 19, C.2., provides that:
 "Unless waived by a majority vote of the entire council, a member of any committee, board or commission shall be a resident of the City."

Continued on reverse side

J. HATCHER

List any special training, skills or experience you may have that are pertinent to the Board/Commission to which you are applying:

as above .

Discuss your motivation for serving on this Board/Commission:

I have a disability myself and I think there is a need
• ~~to be~~ in the community for this committee and
I feel that I can serve people of the community

State your goals for the City:

Better Signage (more large print) .
More audible street signs at crosswalks

Have you ever been convicted of a felony or a crime? A conviction record will not necessarily disqualify you for appointment to a board/commission. Yes No

If you answered yes, please describe fully the criminal conviction(s), listing the nature of the offense, year occurred and outcome.

For additional information, please call the Neighborhood Program at 503-526-2543.

Return application to: Neighborhood Program, City of Beaverton
P.O. Box 4755
Beaverton, OR 97076-4755
Fax: (503) 526-3730

You may also apply on our website at www.beavertonoregon.gov

Community Database
Web Application Request Detail Listing
Application # 122

Status:	Processed		
Choice #1:	Citizens with Disabilities Advisory Committee		
Choice #2:	Citizens with Disabilities Advisory Committee		
First Name:	Richard	Last:	Miller
Customer #:			
Street:			
Home Phone:			
City:			Work Phone:
State:	Zip:		Extension:
E-Mail:			
City Resident:	<input checked="" type="checkbox"/>	How Long:	8 years
Employer:	Self		
<input checked="" type="checkbox"/> Keep Name on List (if not appointed)			Position:
	consultant		
Heard How?	postcard		
Background:	I am an amputee who uses a mobility scooter		
Skills:	I am an experienced usability specialist, with an interest in accessibility issues.		
Motivation:	I want to help insure that city facilities are as accessible as possible for all persons.		
Goals:	To be known as one of the most accessible cities in the region.		
Felony / Crime?	_		
Description:			

Community Database
Web Application Request Detail Listing
Application # 125

Status:

Choice #1:

Choice #2:

First Name: **Last:** **Customer #:**

Street: **Home Phone:**

City: **Work Phone:** **Extension:**

State: **Zip:** **E-Mail:**

City Resident: **How Long:** Years **Employer:**

Keep Name on List (if not appointed) **Position:**

Heard How?

Background:

Skills:

Motivation:

Goals:

Felony / Crime?

Description:

Community Database
Web Application Request Detail Listing
 Application # 104

Status: Processed

Choice #1: Human Rights Advisory Commission

Choice #2: Budget Committee

First Name: Brian

Last: Sikora

Customer #:

Street:

Home Phone:

City:

Work Phone:

Extension:

State: Zip:

E-Mail:

City Resident: How Long: 2 Years

Employer: Kaiser Permanente

Keep Name on List (if not appointed)

Position: Financial Consultant

Heard How? Announcement in the Oregonian Washington County Weekly

Background: -Working on Masters of Public Administration with a concentration in Labor Relations at Portland State University. January 2006 - Present. Current GPA 3.77.
 -Bachelors of Finance from the University of Pittsburgh. May 2000. GPA 3.20
 Work Experience:
 -Kaiser Permanente April 2005 - Current. Financial Consultant. Job responsibilities include completing all aspects of monthly financial close for sixteen dental offices, participating in operational process improvement projects, creating and publishing ad hoc and production reports.
 -Cerner Corporation October 2001 - January 2005. Project Manager. Oversee installation of new hospital software systems, manage on-site project team of three to twelve people, responsible for project budget (average \$4 million dollars).
 -UPMC Health System. May 2000 - October 2001. Buyer. Issue RFP's and negotiate pricing and terms with selected suppliers for the hospital system's twenty-one clinical and research laboratories, track and report savings post contract implementation, maintain vendor relations and resolve operational problems.

Skills: As a gay member of the community living in a committed relationship, the Human Rights Advisory Commission would be my first choice. I stay up to date with current issues and events and attempt to view each situation with an objective lens before forming an opinion.

My finance and government educational backgrounds, coupled with my financial, budgetary, and operational experience at Kaiser Permanente suit the budget committee well.

Motivation: I live in Beaverton and want to make life in the city fulfilling and enriching for all members of the community. My parents taught me the importance of participation over apathy. I want to use my skills and experience to help improve the city.

Goals: I view Beaverton more than just a suburb of Portland. Beaverton is my home, and I want to make the city welcoming to every member of the community.

Felony / Crime? | |

Description:

15

Community Database
Web Application Request Detail Listing
Application # 124

Status: Processed	
Choice #1: Library Advisory Board	
Choice #2: Beaverton Committee for Citizen Involvement	
First Name: Kimberly	Last: Hurd
Street:	
City:	
State:	Zip:
Customer #:	
Home Phone:	
Work Phone:	Extension:
E-Mail:	
City Resident: <input checked="" type="checkbox"/>	How Long: 1 1/2 years
<input checked="" type="checkbox"/> Keep Name on List (if not appointed)	
Employer:	
Position:	
Heard How?	Flyer
Background:	I have a BA degree in Anthropology from the University of Oregon and a Master's degree in Education from the University of Portland I have four years of experience as High School teacher. I am currently a stay-at-home mother to my two young children and a part time tutor. I plan to return to full time teaching in the future.
Skills:	Master's degree in Education, experience teaching and tutoring children at all education levels, volunteer experience with various community organizations.
Motivation:	I am parent to two young children and my family participates in many activities in the Beaverton community. As a parent and an educator I am very interested in helping create the best possible community environment in Beaverton. My family frequently uses the Beaverton City library in particular and I am very interested in helping maintain quality programs for everyone in our community.
Goals:	To provide family friendly activities and facilities for all members of the Beaverton Community; To involve citizens from all demographics in city development and decision making processes; To maintain a safe and clean environment
Felony / Crime?	
Description:	

16

Community Database
Web Application Request Detail Listing
Application # 80

Status: Processed

Choice #1: Beaverton Arts Commission

Choice #2: Planning Commission

First Name: Jolin **Last:** Berestoff **Customer #:**

Street: **Home Phone:**

City: **Work Phone:** **Extension:**

State: **Zip:** **E-Mail:**

City Resident: **How Long:** most of my life **Employer:** Sunset Mortgage

Keep Name on List (if not appointed) **Position:** Senior Loan Officer

Heard How? Mayor Bob Drake

Background: Administration in a real estate company for 5 years I have been in real estate lending for about 13 years Managed Mortgage departments including personnel, licensing requirements, and general office needs. Various Committee's for HBA. Equal Opportunity Committee for Portland Board of Realtors.

Skills: I have been in administration (real estate) and continue to take lead rolls in my career. I have trained and managed others throughout my career. I have worked with many builders and have general knowledge of the zoning, licensing, and building requirements. I have advanced marketing experience.

Motivation: I have lived in Beaverton most of my life and have general knowledge of construction, planning, and zoning requirements. I am also and artist and am very interested in keeping the culture alive in Beaverton. My great grandfather was "Iron Mike Metzler" and gave me a special love for the future of Beaverton.

Goals: My goals for the City of Beaverton are to see it restored to the neighborhood friendly city it used to be. Beaverton was such a beautiful city and I feel that parts of this city have been neglected and overlooked to its detriment. I see a city where nieghbors cared about each other again and are proud of their city and what it is doing.

Felony / Crime?

Description:

Community Database
Web Application Request Detail Listing
Application # 69

Status: **Processed**

Choice #1: **Beaverton Committee for Citizen Involvement**

Choice #2: **Budget Committee**

First Name: **Marc**

Last: **San Soucie**

Customer #: **4164**

Street:

Home Phone:

City:

Work Phone:

Extension: **311**

State: Zip:

E-Mail:

City Resident: How Long: **In Washington County (Bethany) from**

Employer: **Passport Online, Inc.**

Keep Name on List (If not appointed)

Position: **Vice President, Engineering**

Heard How? **I did not hear of an opening, but while attending the Neighborhood Programs Learning Series event on City Finance, the Finance Director encouraged me to look into volunteering for a commission.**

Background **My profession is computer software engineering and since 1995 I have been in positions of management. Since 2001 I have been Vice President of Engineering for a small software company based here in Beaverton, Passport Online (www.passportonlineinc.com). Prior to that I worked for a Portland-based startup company, and from 1990 through 2000 I worked for GemStone Systems, a Beaverton-based software company. I lived in the Bethany area of Washington County from 1990 through May 2005, when I moved to Beaverton, where I now reside.**

In the early 1990s I decided to contribute time and energy to volunteer positions at Washington County, and did so for several years. In 1995 my career required more of my time, so I set aside my public involvement work and concentrated on business. At this point in my career I find that I once again have time to contribute to my community, and I hope to offer my attention and energy to the city of Beaverton in a volunteer capacity.

Skills: **In the early 1990s I was very active in a number of Washington County public involvement opportunities. My primary interests were fostering citizen involvement and contributing a citizen perspective to county transportation planning. I participated in the following County committees and activities:**

- * Committee for Citizen Involvement co-chair most of 1994, first half of 1995, with Judy Skinner: Promoted many opportunities for citizens to productively contribute to County plans and policies.
- * Capital Projects Committee (transportation project ranking), Vice-chair, then Chair, 1994-1995. The committee worked with Washington County planning staff to develop criteria for ranking transportation projects. The final results were used as a basis for selecting projects for MSTIP-3 and various Metro-led funding initiatives
- * CPO-7 vice-chair for most of 1994
- * Community Development Code Task Force, 1993-1994 Offered ideas and opinions on development code modification proposals.
- * Task Force to select public involvement consultant, Dec 1993. Worked with county commissioners and staff to select a consultant via RFP, to help guide programs to enhance citizen involvement in County work.
- * District 2 Bicycle/Pedestrian Advisory Committee, 1993-1994. Contributed time, organizational skills, and writing to an effort to catalog pedestrian and bicycle needs in District 2.

Motivation: **I believe strongly that the most valuable offering a citizen can make to their community is to contribute as a volunteer. Beaverton is a well-run city, but there is no end to the surprising and valuable contributions individual citizens can make by offering their ideas, opinions, and perspective to city discussions and deliberations. I would like to help enhance this kind of interaction between Beaverton and its residents.**

I believe I can contribute a great deal of ideas, energy, and experience to helping Beaverton more fully and productively involve its citizens in the process of formulating goals, procedures, policy, and programs to make the city the best it can be.

Goals: **Beaverton is a growing city with a very bright future. Beaverton is destined to be far more than a suburb of a larger city it can be an example of a small town becoming a magnet for good business, good culture, good lifestyle, and plain good living. Beaverton is reaching a critical mass in size and activity that affords the city the resources and opportunity to demonstrate how growth can be sensible, humane, productive, and enjoyable all at once. I look forward to helping to make this happen.**

Felony / Crime?

Description:

18

11111
OCT 19 2006

COB - WBNAC



2006-2007 BOARDS AND COMMISSION APPLICATION

DATE: 10-17-06

Board/Commission applying for	<u>Senior Citizens Advisory Committee</u>
1st Choice	<u>Senior Citizens Advisory Committee</u>
2nd Choice	<u>none</u>

Name	<u>Coyle L. Campbell</u>	Employer	<u>Retired</u>	Position	
Address		City		Zip	
Home Phone		Business Phone			
E-mail Address					
How did you hear of the opening?	<u>Received a postcard "Boards and Commissions Recruitment"</u>				
Are you a City resident?* If yes, how long have you lived in the City?	<u>Two years +</u>	May we keep your name on a list if not appointed at this time?	<u>yes</u>		
Briefly describe your background and experience.	<u>I am a Retired Registered Nurse. I received my original nursing education from Emanuel Hospital. I moved from Oregon when I was 22 years old and returned to live in Oregon over two years ago in order to live near our daughter and family. I worked over forty years as a RN primarily in a hospital setting.</u>				

* The charter for the City of Beaverton, Chapter V, Section 19, C.2., provides that:
"Unless waived by a majority vote of the entire council, a member of any committee, board or commission shall be a resident of the City."

G. Campbell

List any special training, skills or experience you may have that are pertinent to the Board/Commission to which you are applying:

I am a member of Tualatin Hills Park & Recreation District. I participate in activities at The Elsie Stuhr Center. As a RN, I take blood pressures at the center when needed. When we lived in Albuquerque, NM, I volunteered for a Nurse Assessment Clinic weekly where we rotated through various senior centers. We measured blood glucose readings, blood pressure and provided advice.

Discuss your motivation for serving on this Board/Commission

I am presently volunteering as a Parish Nurse at the St. Matthew Lutheran Church. I have been made aware of a need for Day Care facilities in Beaverton. In Albuquerque, NM, Day Care facilities for seniors were housed at Senior Centers.

State your goals for the City

The goal for the Senior Citizens Advisory Committee is to address the concerns of seniors. My goal is to reflect the goals of the Senior Citizens Advisory Committee.

Have you ever been convicted of a felony or a crime? A conviction record will not necessarily disqualify you for appointment to a board/commission Yes No

If you answered yes, please describe fully the criminal conviction(s), listing the nature of the offense, year occurred and outcome.

For additional information, please call the Neighborhood Program at 503-526-2543.

Return application to: Neighborhood Program, City of Beaverton
P.O. Box 4755
Beaverton, OR 97076-4755

Fax: (503) 526-3730

You may also apply on our website at www.beavertonoregon.gov



2006-2007 BOARDS AND COMMISSION APPLICATION

DATE: 24 Nov., '06

Board/Commission applying for:
1st Choice <u>SENIOR CITIZENS ADVISORY COMMITTEE</u>
2nd Choice

Name <u>JOHN H. LIVINGSTONE</u>	Employer <u>(SELF)</u>	Position <u>WRITER, PUBLICIST</u>
Address	City	Zip
Home Phone	Business Phone	
E-mail Address		
How did you hear of the opening? <u>MAYOR'S OFFICE</u>		
Are you a City resident?* If yes, how long have you lived in the City? <u>SINCE 15 JULY, 2006</u>	May we keep your name on a list if not appointed at this time? <u>YES</u>	
Briefly describe your background and experience: <u>(PLEASE SEE ATTACHED RESUME).</u>		

* The charter for the City of Beaverton, Chapter V, Section 19, C.2., provides that:
"Unless waived by a majority vote of the entire council, a member of any committee, board or commission shall be a resident of the City."

List any special training, skills or experience you may have that are pertinent to the Board/Commission to which you are applying:

*Public relations, writing, editing, photography,
public speaking, translation work.*

Discuss your motivation for serving on this Board/Commission:

Public service in an outstanding community

State your goals for the City:

*To preserve and enhance the quality of life
of senior citizens in this community.*

Have you ever been convicted of a felony or a crime? A conviction record will not necessarily disqualify you for appointment to a board/commission. Yes No

If you answered yes, please describe fully the criminal conviction(s), listing the nature of the offense, year occurred and outcome.

For additional information, please call the Neighborhood Program at 503-526-2543.

Return application to: Neighborhood Program, City of Beaverton
P.O. Box 4755
Beaverton, OR 97076-4755

Fax: (503) 526-3730

You may also apply on our website at www.beavertonoregon.gov

Résumé of Education And Work Experiencee of John Livingstone

Date of preparation: 20 September, 2006

Education: M.A., Spanish, University of California, Santa Barbara
B.A., International Relations & Spanish, University of Wisconsin, Madison
Graduate, Polish, Defense Language Institute, Presidio of Monterey, CA.
Graduate, U.S. Army Information School, Ft. Slocum, NY
Graduate, Provost Marshal General's School, Ft. Gordon, GA
Graduate, USFA Intelligence School, Linz, Austria
Graduate, Combat Intelligence School, Ft. Bliss, TX
Completed course in commercial photography at Brooks Institute of
Photography, Santa Barbara, CA

Work Experience:

Self-employed as a publicist/publisher/photographer since 1965.
Writer/newspaper columnist since 1997. Author of two books:
Carmel by Itself - Portrait of A Unique American Community (1982)
and *The Importance of Being From Oshkosh - Looking Back at The
Great Depression, World War II And The Cold War Years (2002)*
Instructor, Business and personal finance courses, Monterey Peninsula
College Evening Division, Monterey, CA, 1973-75
Publisher/Editor of Restaurant and art gallery guidebooks, Monterey
Peninsula, 1980-83
Public Information/Community Affairs Officer, Monterey County office of
Education, Salinas, CA, 1974-80
Public Affairs Officer, US Army Garrison 6211, Ft. Ord, CA, 1960-65
Intelligence Officer, Central Europe, 1952-54. Instructor, USFA
Intelligence School, Linz and Vienna, Austria, 1953
US Army criminal investigations agent, London and Paris, 1945-46
Air-ground combat intelligence observer, First and Third Armies, ETO,
1944-45

Awards: Sam Seagull Award for advertising photography, Monterey, CA, ca. 1982
Certificates of Achievement in photography from Secretaries of Defense and
Army, 1953 and 1954
First Prize, World-wide Interservices Competition, 1954. Prize-winning
print exhibited in the Smithsonian Institution and the Pentagon
Third Prize, World-wide Interservices Competition, 1953.
Prize-winning print published in *The British Annual of Photography*, 1959

Community Database
Web Application Request Detail Listing
Application # 115

Status: <input type="text" value="Processed"/>			
Choice #1: <input type="text" value="Senior Citizens Advisory Committee"/>			
Choice #2: <input type="text" value="Citizens with Disabilities Advisory Committee"/>			
First Name: <input type="text" value="Helen"/>	Last: <input type="text" value="Mason"/>	Customer #: <input type="text"/>	
Street: <input type="text"/>		Home Phone: <input type="text"/>	
City: <input type="text"/>		Work Phone: <input type="text"/>	Extension: <input type="text"/>
State: <input type="text"/>	Zip: <input type="text"/>	E-Mail: <input type="text"/>	
City Resident: <input checked="" type="checkbox"/>	How Long: <input type="text" value="2 years"/>	Employer: <input type="text" value="retired RN"/>	
<input checked="" type="checkbox"/> Keep Name on List (if not appointed)		Position: <input type="text"/>	
Heard How?	<input type="text" value="Beaverton Newsletter"/>		
Background	<input type="text" value="I moved to Beaverton 2+ years ago upon my husband's death. He had Parkinson's Disease. I am a retired registered nurse. I retain my California licence. Was in the US Navy, worked in an emergency room among other positions over the years."/>		
Skills:	<input type="text" value="For the past 10 years I have served on the board of the Parkinson's Resources of Oregon (PRO). I serve on the advocacy committee. I am the Oregon Congressional Coordinator for the national organization, Parkinson's Action Network (PAN). I travel to Washington DC yearly to visit our Oregon Politicians and lobby for research money for Parkinson's Disease. I am also a part of a PRO caregivers group for those with a partner that has PD."/>		
Motivation:	<input type="text" value="I have the time and interest in making a difference in the community in which I am a resident. Make resources for seniors and those with disabilities readily available."/>		
Goals:	<input type="text" value="Communicate with seniors and those with disabilities and listen to their needs and assist with improvement if/when needed."/>		
Felony / Crime? <input type="checkbox"/>			
Description:	<input type="text"/>		

24

Community Database
Web Application Request Detail Listing
Application # 106

Status: Processed			
Choice #1: Traffic Commission			
Choice #2: Beaverton Arts Commission			
First Name: Patrick	Last: Reynolds	Customer #:	
Street:		Home Phone:	
City:		Work Phone:	Extension:
State:	Zip:	E-Mail:	
City Resident: <input checked="" type="checkbox"/>	How Long: 3 years	Employer: Schnitzer Steel Ind	
<input checked="" type="checkbox"/> Keep Name on List (if not appointed)		Position: Telecommunications Engineer	
Heard How?	Mailing		
Background:	No prior experience that's why I am interested I would like to gain the knowledge in order to better serve my community		
Skills:	N/A		
Motivation:	Traffic Commission - Understand and assist with new traffic laws. Talk with community about upcoming changes to existing roads, and/or population increases causing traffic delays on highly travelled roads during peak commute hours. Beaverton Arts Commission - Help bring the arts out of Portland into Beaverton with the hope of increased revenue to local merchants. Look into holding more public events for children and young adults.		
Goals:	To assist in the development and planning creating goals that may help reduce traffic issues within the city of Beaverton.		
Felony / Crime? <input type="checkbox"/>			
Description:			

AGENDA BILL

Beaverton City Council
Beaverton, Oregon

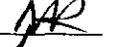
SUBJECT: A Resolution Stating the Official Results of
the November 7, 2006, General Election

FOR AGENDA OF: 12/11/06 **BILL NO:** 06232

Mayor's Approval: 

DEPARTMENT OF ORIGIN: City Recorder _____

DATE SUBMITTED: 11/30/06

CLEARANCES: City Attorney 
Chief of Staff 

PROCEEDING: CONSENT AGENDA

EXHIBITS: Resolution
Exhibit A

BUDGET IMPACT

EXPENDITURE REQUIRED \$0	AMOUNT BUDGETED \$0	APPROPRIATION REQUIRED \$0
-----------------------------	------------------------	-------------------------------

HISTORICAL PERSPECTIVE:

Section 25 of the Beaverton City Charter requires that the results of each election be entered into the record of the City Council. The usual form of that record is a resolution stating the official results of the election.

INFORMATION FOR CONSIDERATION:

The results of the November 7, 2006, General Election are detailed in the attached resolution.

RECOMMENDED ACTION:

Council approve the resolution stating the official results of the General Election of November 7, 2006.

RESOLUTION NO. 3884

**A RESOLUTION STATING THE OFFICIAL RESULTS
OF THE NOVEMBER 7, 2006, GENERAL ELECTION TO ELECT OFFICIALS
FOR THE OFFICES OF CITY COUNCIL POSITION NO'S. 1, 2 AND 5**

WHEREAS, on the 7th day of November, 2006, the regular General Election was held to elect officials for the offices of City Council Position No's. 1, 2 and 5; and

WHEREAS, the Washington County Director of Elections issued to the City in accordance with state law, a copy of the Abstract of Votes following canvass of the votes, officially setting forth the results of the aforestated election, a copy of which is attached hereto, marked "Exhibit A" and incorporated by reference herein; and

WHEREAS, Section 25 of the Beaverton City Charter requires that the results of each election shall be entered in the record of the City Council; now therefore

BE IT RESOLVED BY THE COUNCIL OF THE CITY OF BEAVERTON:

Section 1. The official results of the November 7, 2006, General Election, for electing an official for the office of City Council Position No. 1, are as follows:

- A. The total number of votes cast for the Office of City Council Position No. 1 was 14,801
- B. The number of votes cast for each person was:

	<u>NAME</u>	<u>VOTES</u>
1)	Bruce S. Dalrymple	14,563
2)	Write-In Votes	238

- C. Based on the official canvass of returns and the official Abstract of Votes issued by the Washington County Director of Elections, Bruce S. Dalrymple, having received a majority of the votes cast, is elected to the Office of City Council Position No. 1.

Section 2. The official results of the November 7, 2006, General Election, for electing an official for the Office of City Council Position No. 2, are as follows:

- A. The total number of votes cast for Office of City Council Position No. 2 was 14,945
- B. The number of votes cast for each person was:

	<u>NAME</u>	<u>VOTES</u>
1)	Betty Bode	14,657
2)	Write-In Votes	288

- C. Based on the official canvass of returns and the official Abstract of Votes issued by the Washington County Director of Elections, Betty Bode having received a majority of the votes cast, is elected to the Office of City Council Position No. 2.

Section 1. The official results of the November 7, 2006, General Election, for electing an official for the Office of City Council Position No. 5, are as follows:

- A. The total number of votes cast for City Council Position No. 5 was 14,654
- B. The number of votes cast for each person was:

	<u>NAME</u>	<u>VOTES</u>
1)	Dennis Doyle	14,440
2)	Write-In Votes	214

- C. Based on the official canvass of returns and the official Abstract of Votes issued by the Washington County Director of Elections, Dennis Doyle having received a majority of the votes cast, is elected to the Office of City Council Position No. 5.

Adopted by the Council this _____ day of December, 2006.

Approved by the Mayor this _____ day of December, 2006.

AYES: _____

NAYS: _____

ATTEST:

APPROVED:

Sue Nelson, City Recorder

Rob Drake, Mayor

Run Date:11/27/06 03:49 PM

County Commissioner District 4
vote for 1
Andy Duyck 23,282 97.82
WRITE-IN. 519 2.18
Over Votes 1
Under Votes 18,907

Mayor City Of Banks
vote for 1
Teri Branstitre 315 85.14
WRITE-IN. 55 14.86
Over Votes 0
Under Votes 167

Council City Of Banks
vote for 3
Pete Edison. 232 23.27
Dan Keller 183 18.36
Doug Walters 182 18.25
Michael Schorn. 145 14.54
Jason Short. 234 23.47
WRITE-IN. 21 2.11
Over Votes 3
Under Votes 611

Council Pos 1 City Of Beaverton
vote for 1
Bruce S. Dalrymple 14,563 98.39
WRITE-IN. 238 1.61
Over Votes 2
Under Votes 12,793

Council Pos 2 City Of Beaverton
vote for 1
Betty Bode 14,657 98.07
WRITE-IN. 288 1.93
Over Votes 1
Under Votes 12,650

Council Pos 5 City Of Beaverton
vote for 1
Dennis Doyle 14,440 98.54
WRITE-IN. 214 1.46
Over Votes 1
Under Votes 12,941

Council Incorporation Of Bull Mountain
vote for 5
Kevin Bauerle 814 7.94
Steven C. Burke 1,164 11.35
Kinton Fowler 1,366 13.33
Wynne Wakila 1,155 11.27
Ken Henschel 1,667 16.26
Lisa Hamilton-Treick. 1,318 12.86
Susan S. Morelli 1,343 13.10
Charles F. Radley. 1,068 10.42
WRITE-IN. 356 3.47
Over Votes 30
Under Votes 8,129

Mayor City Of Cornelius
vote for 1
Bill Bash 1,383 93.95
WRITE-IN. 89 6.05
Over Votes 0
Under Votes 810

Council City Of Cornelius
vote for 2
Brad Coffey. 1,138 50.51
Robert L. Ferrie 1,051 46.65
WRITE-IN. 64 2.84
Over Votes 0
Under Votes 2,311

Council City Of Cornelius
vote for 1
Steven Heinrich 1,408 95.78
WRITE-IN. 62 4.22
Over Votes 0
Under Votes 812

Mayor City Of Forest Grove
vote for 1
Richard G. Kidd III 3,599 92.97
WRITE-IN. 272 7.03
Over Votes 0
Under Votes 2,061

Councilor City Of Forest Grove
vote for 3
Ron Thompson 3,307 25.55
Aldie Howard 2,358 18.22
Camille Miller. 3,575 27.62
Tom (T J) Johnston 3,570 27.58
WRITE-IN. 133 1.03
Over Votes 6
Under Votes 4,847



Council Pos 1 City Of Beaverton

VOTES PERCENT

VOTES PERCENT

vote for 1

01 = Bruce S. Dalrymple

02 = WRITE-IN

14,563 98.39

238 1.61

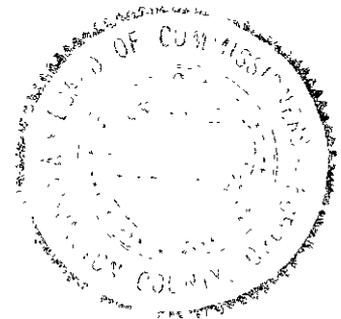
03 = OVER VOTES

04 = UNDER VOTES

2

12,793

	01	02	03	04
0350 350 FIR GROVE	1425	24	0	1200
0352 352 BEAVERTON-CENTER	223	14	0	142
0354 354 CHEHALEM SCHOOL	1356	20	1	1224
0359 359 WATERHOUSE	1466	13	0	1284
0361 361 MILLIKAN	345	2	0	326
0378 378 CANYON LN	397	4	0	400
0379 379 HALL BLVD	1173	26	0	1086
0380 380 HIGHLAND PARK	853	10	0	784
0381 381 BEAVERTON/CENTER ST	700	19	0	558
0382 382 GREENWAY	1010	22	0	777
0383 383 BEAVERTON-HILLSDALE	494	1	0	497
0387 387 SUNSET CORRIDOR	84	1	0	103
0388 388 WHITFORD	58	1	0	55
0389 389 SEXTON MOUNTAIN	1184	15	0	1103
0390 390 SOUTHRIDGE	1308	22	0	1158
0393 393 MONTCLAIR	200	5	0	216
0395 395 MURRAY HILL	848	9	0	715
0411 411 SCHOLLS HEIGHTS	557	5	0	464
0418 418 HART ROAD	125	5	0	110
0445 445 SCHOLLS HTS N	205	4	0	190
0446 446 LOMBARD	434	15	1	315
0448 448 CEDAR HILLS	107	1	0	73
0449 449 CANYON/217	11	0	0	13
0450 450 WALKER RD	0	0	0	0



Council Pos 2 City Of Beaverton
vote for 1

VOTES PERCENT
14,657 98.07
288 1.93

03 = OVER VOTES
04 = UNDER VOTES

VOTES PERCENT
1
12,650

	01	02	03	04
0350 350 FIR GROVE	1405	28	0	1216
0352 352 BEAVERTON-CENTER	217	19	0	143
0354 354 CHEHALEM SCHOOL	1379	21	0	1201
0359 359 WATERHOUSE	1484	15	0	1264
0361 361 MILLIKAN	346	7	0	320
0378 378 CANYON LN	394	7	0	400
0379 379 HALL BLVD	1177	30	0	1078
0380 380 HIGHLAND PARK	869	17	0	761
0381 381 BEAVERTON/CENTER ST	723	15	0	539
0382 382 GREENWAY	1020	26	0	763
0383 383 BEAVERTON-HILLSDALE	513	8	0	471
0387 387 SUNSET CORRIDOR	82	1	0	105
0388 388 WHITFORD	55	1	0	58
0389 389 SEXTON MOUNTAIN	1188	16	0	1098
0390 390 SOUTHRIDGE	1337	23	0	1128
0393 393 MONTCLAIR	197	5	0	219
0395 395 MURRAY HILL	833	8	0	731
0411 411 SCHOLLS HEIGHTS	564	8	0	454
0418 418 HART ROAD	125	8	0	107
0445 445 SCHOLLS HTS N	198	7	0	194
0446 446 LOMBARD	435	17	1	312
0448 448 CEDAR HILLS	105	1	0	75
0449 449 CANYON/217	11	0	0	13
0450 450 WALKER RD	0	0	0	0



Council Pos 5 City Of Beaverton
vote for 1

01 = Dennis Doyle
02 = WRITE-IN

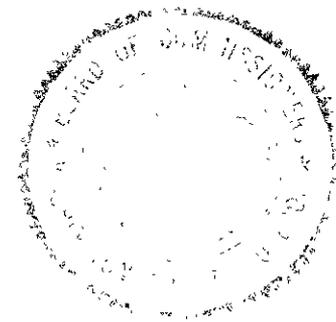
VOTES PERCENT

VOTES PERCENT

14,440 98.54 03 = OVER VOTES
214 1.46 04 = UNDER VOTES

1
12,941

	01	02	03	04
0350 350 FIR GROVE	1389	23	0	1237
0352 352 BEAVERTON-CENTER	217	16	0	146
0354 354 CHEHALEM SCHOOL	1339	15	0	1247
0359 359 WATERHOUSE	1452	15	0	1296
0361 361 MILLIKAN	339	5	0	329
0378 378 CANYON LN	379	2	0	420
0379 379 HALL BLVD	1169	25	0	1091
0380 380 HIGHLAND PARK	873	8	0	766
0381 381 BEAVERTON/CENTER ST	707	17	0	553
0382 382 GREENWAY	1002	12	0	795
0383 383 BEAVERTON-HILLSDALE	492	6	0	494
0387 387 SUNSET CORRIDOR	83	1	0	104
0388 388 WHITFORD	53	1	0	60
0389 389 SEXTON MOUNTAIN	1175	10	0	1117
0390 390 SOUTHRIDGE	1325	20	0	1143
0393 393 MONTCLAIR	194	4	0	223
0395 395 MURRAY HILL	827	8	0	737
0411 411 SCHOLLS HEIGHTS	559	5	0	462
0418 418 HART ROAD	123	6	0	111
0445 445 SCHOLLS HTS N	202	4	0	193
0446 446 LOMBARD	431	9	1	324
0448 448 CEDAR HILLS	99	2	0	80
0449 449 CANYON/217	11	0	0	13
0450 450 WALKER RD	0	0	0	0



AGENDA BILL

Beaverton City Council
Beaverton, Oregon

SUBJECT: Classification Change - Amendment

FOR AGENDA OF: 12-11-06 **BILL NO:** 06233

Mayor's Approval: *[Signature]*

DEPARTMENT OF ORIGIN: HR *[Signature]*

DATE SUBMITTED:

12/04/06 *for DGL*

CLEARANCES: Police
Finance

[Signatures]

PROCEEDING: Consent Agenda

EXHIBITS: Agenda Bill 06156

BUDGET IMPACT

EXPENDITURE	AMOUNT	APPROPRIATION
REQUIRED \$89,321	BUDGETED \$83,011*	REQUIRED \$6,310

*\$83,011 for salary and fringe benefits was approved at the September 11, 2006 Council Meeting, Agenda Bill 06156. This appropriation is for the additional funds needed to reallocate the position from salary grade 7 to salary grade 8 as further explained in this agenda bill.

HISTORICAL PERSPECTIVE:

On September 11, 2006, City Council approved the creation of a new Police Technician classification (copy of Agenda Bill 06156 attached). This classification is responsible for the maintenance, deployment and monitoring of surveillance technologies as well as the maintenance and upkeep of other electronic and computerized equipment used by the police department. Human Resources analyzed this position and placed it as a salary grade 7.

INFORMATION FOR CONSIDERATION:

When there is minimal or no valid market data with which to compare a position, the City uses the internal point factor system, which is what was used for the Police Technician. Because there is also an obligation to bargain any new positions, the classification specification of the approved position was submitted to the Beaverton Police Association (BPA). The BPA came back to the City with research they conducted for the position, which was significantly different or at a higher level than this position requires. The data could not be considered; however, Human Resources decided to re-evaluate the "Hazardous Working Conditions" of the position, which is one of the classification aspects considered in the point factor analysis. For example, an office worker who encounters minimal exposure to possible injury and minimal exposure to physically challenging working conditions receives fewer points than a classification that has greater risk of injury and/or has physically challenging work. When the Police Technician classification was initially reviewed, it was incorrectly granted points in the working conditions category equivalent to a normal office environment. This position should have received more points due to the installation process of the surveillance equipment and other electrical equipment, which present a higher risk of injury and more strenuous working conditions. Correcting the number of points allotted due to the working conditions category changes this position from a salary grade 7 to 8.

RECOMMENDED ACTION:

Council approve the following: Effective September 11, 2006, reallocate the Police Technician from salary grade 7 to salary grade 8, and direct the Finance Director to include the \$6,310 appropriation in the next supplemental budget.

Agenda Bill No: 06233

AGENDA BILL
Beaverton City Council
Beaverton, Oregon

SUBJECT: Compensation Changes

FOR AGENDA OF: 09-11-06 **BILL NO:** 06156

Mayor's Approval: *[Signature]*

DEPARTMENT OF ORIGIN: HR *[Signature]*

DATE SUBMITTED: 08/31/06

CLEARANCES: Finance *[Signature]*
 CDD *[Signature]*
 Police *[Signature]*
 Library *[Signature]*

PROCEEDING: CONSENT AGENDA

EXHIBITS: Exhibit I – Permit Technician Market Data

BUDGET IMPACT

EXPENDITURE	AMOUNT	APPROPRIATION
REQUIRED \$83,011 Police Technician	BUDGETED \$-0-	REQUIRED \$83,011
\$214,714 Permit Technician	\$208,290	\$6,424
\$108,053 Supervising Librarian	\$108,053	\$0

HISTORICAL PERSPECTIVE:

Police Department

Currently deployment and monitoring of investigative equipment such as video and audio surveillance equipment is handled by Police Department detectives, while the maintenance and repair is contracted to outside sources. The number of surveillance requests and the amount of electronic equipment used by the Police Department has significantly increased over the last several years.

Community Development Department

In the Building Division of the Community Development Department there are three positions whose function is to accept, review, process and issue building permits. As a result of the classification study in 1998, these positions were placed into the Support Specialist 2 classification (salary grade 5). Since that time, changes have occurred in the labor market in regards to this type of position and keeping them tied to the Support Specialist 2 classification is no longer equitable. The Community Development Department requested a review of these positions and the creation of a new Permit Technician classification.

Library

In July 2001 Council approved the creation of a Supervising Librarian classification at salary grade 9. This classification supervised employees in a Library section. In 2002 the incumbent of this classification resigned and the position was eliminated as part of the 1.9 FTE (full time equivalent) reduction due to the failure of the library operating levy in November 2002. In 2004 there was a reorganization of the Library resulting in a further 6.6 FTE reduction again due to the failure of the library operating levy in May 2004. As part of the reorganization, a Division Librarian (salary grade 12) was reclassified to a Senior Librarian (Salary Grade 10). This Senior Librarian acted as a lead worker over employees in a section. This reorganization resulted in the previously eliminated Supervising Librarian position having a lower salary grade than a lead position. In August 2006 the incumbent Senior Librarian resigned and the position remains unfilled at this time. The Library recommends re-establishing the Supervising Librarian position and requested Human Resources reevaluate the

Supervising Librarian and the Senior Librarian classifications. The Senior Librarian position will remain as a classification in the City's salary schedule, but will not be budgeted for FY 2006-07.

INFORMATION FOR CONSIDERATION:

Police Department

The Police Department requested the creation of a new classification and position to be responsible for the maintenance, deployment and monitoring of surveillance technologies as well as the maintenance and upkeep of other electronic and computerized equipment used by the police department. This new classification will ultimately save the City money by having an individual take over support duties that are currently conducted by detectives, this addition will allow those detectives to devote more time focusing on more important aspects of their criminal cases.

Human Resources staff conducted an internal point factor evaluation for the new classification titled Police Technician. The results of the evaluation place the classification solidly in salary range 7P. ("P" is used to designate the salary ranges that are used for classifications covered by the Beaverton Police Association contract.) There is an insufficient number of positions with similar responsibilities and duties in our labor market for a meaningful wage analysis. The cost for the creation of this new classification is \$83,011 including salary, payroll taxes, and fringe benefits.

Community Development Department

Human Resources conducted a market study on this new classification and found that most organizations have similar Permit Technicians and/or Specialists. The results of the salary survey placed the position in salary grade 6. The internal point factor evaluation also places this classification at salary level 6.

Creation of this classification would not necessitate an additional position. The new Permit Technician positions would be filled by the current incumbents in the Support Specialist 2 positions. The cost for reclassifying three Support Specialist II positions to Permit Technician positions is \$6,424, including salary, payroll taxes, and fringe benefits, and would result in an average 6.7% increase for the incumbents.

Library

Human Resources staff evaluated the Senior Librarian and Supervising Librarian classifications and determined that dropping the Senior Librarian from a salary grade 10 to a salary grade 9 and raising the Supervising Librarian from a salary grade 9 to a salary grade 10 is appropriate and would rectify the salary grade inequity between the two classifications. There would be no budgetary impact of this change.

RECOMMENDED ACTION:

Council approve the following:

1. Effective September 11, 2006, creation of the non-exempt, represented Police Technician classification in salary level 7;
2. Effective September 11, 2006, reclassification of three non-exempt, represented employees to Permit Technician classification in salary level 6;
3. Effective September 11, 2006, reallocation of the Supervising Librarian from salary grade 9 to salary grade 10.
4. Effective September 11, 2006, reallocation of the Senior Librarian from salary grade 10 to salary grade 9.
5. Direct the Finance Director to appropriate the required funds of \$89,435 in the first supplemental budget of FY 06-07.

Market Data -- Permit Technician

August 15, 2006

Jurisdiction	Title	Min	Max	Comments
Springfield	Building Review Permit Tech	\$ 21.57	\$ 26.17	
Gresham	Permit Technician 1	\$ 18.35	\$ 23.41	
Bend	Building Permit Technician	\$ 18.62	\$ 22.64	
Tualatin	Permit Technician	\$ 17.71	\$ 22.43	Adjusted for PERS
Tigard	Permit Tech-Building	\$ 16.57	\$ 22.21	
Hillsboro	Permit Technician	\$ 16.54	\$ 22.06	Adjusted for PERS
Portland	Development Services Tech 1'	\$ 16.40	\$ 21.97	
Milwaukie	Permit Technician	\$ 17.07	\$ 21.78	
Lake Oswego	Permit Coordinator 2	\$ 16.94	\$ 21.62	
Wilsonville	Permit Technician	\$ 17.05	\$ 21.31	
Clackamas	Permits Technician	\$ 16.64	\$ 21.28	
Eugene	Permit Tech 2	\$ 16.97	\$ 21.14	
Vancouver	Permit Specialist 2	\$ 16.21	\$ 20.72	Adjusted for PERS
Salem	Permit Specialist	\$ 14.68	\$ 17.78	
Washington County	Administrative Specialist 2	\$ 14.11	\$ 17.16	Adjusted for PERS and 37.5 work week
Marion County	Permit Specialist	\$ 12.59	\$ 16.06	Adjusted for PERS
	Average		\$ 21.23	
	50th Percentile		\$ 21.70	
	75th Percentile		\$ 22.27	
	Beaverton (current)		\$ 20.38	
	Grade 6		\$ 21.76	
	Grade 7		\$ 23.34	

7

AGENDA BILL

**Beaverton City Council
Beaverton, Oregon**

SUBJECT: An Ordinance Amending Ordinance No. 4187, Figure III-1, the Comprehensive Plan Land Use Map and Ordinance No. 2050, the Zoning Map for Two Properties Located in Central Beaverton; CPA 2006-0015/ZMA 2006-0020 (Mobile Home Corral)

FOR AGENDA OF: 12/11/06 **BILL NO:** 06234

Mayor's Approval: [Signature]

DEPARTMENT OF ORIGIN: CDD [Signature]

DATE SUBMITTED: 11/27/06

CLEARANCES: City Attorney [Signature]
Planning Services [Signature]

PROCEEDING: First Reading

EXHIBITS: Ordinance

BUDGET IMPACT

EXPENDITURE REQUIRED \$0	AMOUNT BUDGETED \$0	APPROPRIATION REQUIRED \$0
-----------------------------	------------------------	-------------------------------

HISTORICAL PERSPECTIVE:

This ordinance is before the City Council to assign City Comprehensive Plan Land Use Map and Zoning designations for two properties annexed on January 13, 2005, replacing the Washington County land use designation.

The Urban Planning Area Agreement (UPAA) is specific on the appropriate Land Use Map and Zoning Map designations for these parcels, thus no public hearing is required. The appropriate land use designation is Neighborhood Residential – High Density (NR-HD) and the appropriate Zoning Map designation is Residential – 1,000 square foot minimum land area per dwelling unit (R-1). The City land use designations will take effect 30 days after Council approval and the Mayor's signature on this ordinance.

INFORMATION FOR CONSIDERATION:

This ordinance makes the appropriate changes to Ordinance No. 4187, Figure III-1, the Comprehensive Plan Land Use Map and Ordinance No. 2050, the Zoning Map.

RECOMMENDED ACTION:

First Reading

ORDINANCE NO. 4416

AN ORDINANCE AMENDING ORDINANCE NO. 4187, FIGURE III-1, THE COMPREHENSIVE PLAN LAND USE MAP AND ORDINANCE NO. 2050, THE ZONING MAP FOR TWO PROPERTIES LOCATED IN CENTRAL BEAVERTON; CPA2006-0015/ZMA2006-0020 (Mobile Home Corral)

WHEREAS, The two properties were annexed under Ordinance 4335 in January 2005, thus the properties are being redesignated in this ordinance from the County's land use designation to the closest corresponding City designations as specified by the Beaverton – Washington County Urban Planning Area Agreement (UPAA); and

WHEREAS, Since the UPAA is specific on the appropriate designations for this parcel, this is not a discretionary land decision and, therefore, no public hearing is required; and

WHEREAS, The Council adopts as to criteria applicable to this request and findings thereon the Community Development Department staff report by Senior Planner Jeff Salvon, dated October 30, 2006, attached hereto as Exhibit "B"; now, therefore,

THE CITY OF BEAVERTON ORDAINS AS FOLLOWS:

Section 1. Ordinance No. 4187, the Comprehensive Plan Land Use Map, is amended to designate the subject properties on Map and Tax Lots 1S110CD00800 and 1S110CD00801 Neighborhood Residential – High Density, as shown on Exhibit "A" and in accordance with the UPAA.

Section 2. Ordinance No. 2050, the Zoning Map, is amended to designate properties on Map and Tax Lots 1S110CD00800 and 1S110CD00801 Residential – 1,000 square foot per dwelling unit, as shown on Exhibit "A" and in accordance with the UPAA.

First reading this _____ day of _____, 2006.

Passed by the Council this _____ day of _____, 2007.

Approved by the Mayor this _____ day of _____, 2007.

ATTEST:

APPROVED:

SUE NELSON, City Recorder

ROB DRAKE, Mayor

STAFF REPORT

TO: City Council

AGENDA DATE: December 11, 2006 **REPORT DATE:** 10/30/06

FROM: Jeff Salvon, AICP, Senior Planner
Community Development Department

SUBJECT: To assign City Land Use (CPA2006-0015) and zoning (ZMA2006-0020) designations for two properties (1S1 10 CD 00800 and 1S1 10 CD 00801) located in central Beaverton annexed into the City by separate action. The annexation became effective on January 13, 2005.

ACTIONS: Amend the City's Comprehensive Plan Land Use Map to show Neighborhood Residential - High Density and the Zoning Map to show Residential - 1,000 square feet minimum land area per dwelling unit (R-1).

APPLICANT: City of Beaverton

APPROVAL Comprehensive Plan Section 1.3.1 and the Development Code Section

CRITERIA: 40.97.15.3.C

RECOMMENDATION

Staff recommends the City Council adopt an ordinance applying the Neighborhood Residential - High Density land use designation and R-1 zoning district to two parcels effective thirty days after the Mayor's signature.

SUMMARY

Two properties are designated County R-25+ by Washington County. The City assigns Comprehensive Plan and Zoning designations to property being annexed into the City as prescribed by the Washington County – Beaverton Urban Planning Area Agreement (UPAA). The UPAA is specific that the appropriate City Land Use Map designation and zoning district are Neighborhood Residential – High Density and R-1 for the parcels designated R-25+ by Washington County. The Washington County Comprehensive Framework Plan designates the parcels as Neighborhood Boundary which corresponds to Beaverton’s Neighborhood Residential Comprehensive Plan designations – of which the Neighborhood Residential – High Density is included.

Pursuant to Section 1.3 of the Comprehensive Plan and Section 40.97.15.3.B. of the Development Code, no public hearing is required because the UPAA is specific as to the Comprehensive Plan Land Use Map and Zoning Map designations. This decision does not qualify as a land use decision under ORS 197.015(10)(b)(A) because it is made under land use standards which do not require interpretation or the exercise of policy or legal judgment.

The two parcels, approximately 7.4 acres, accommodate a mobile home park with 78 units . The property information includes:

Map and Tax Lot	Site Address	Lot Size (acres)	Existing Land Use
1S110CD00800	3737 SW 117 th Ave., Numbers: 1,2,3,4,5,7,8,9,10,11,12,13,14,15,16, 17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32, 33,34,35,36,37,38,39,40,43,44,45,46,47,48,49,50, 51,52,53,54,55,56,57,58,59,60,61,62,63,64,65,66, 67,68,69,70,71,72,73,74,75,76,77,78,79	6.89	Mobile Homes
1S110CD00801	3737 SW 117 th Ave., Main address & Numbers: 41,42	0.51	Mobile Homes & Main Office

COMPREHENSIVE PLANNING AND ZONING

Cedar Hills – Cedar Mill Community Plan

The subject properties in this proposal are located in Washington County’s Cedar Hills – Cedar Mill Community Plan Area. The property is designated on the Community Plan Map as Residential-25+ units to the acre (R-25+). The Urban Planning Area Agreement is specific that the appropriate City Comprehensive Plan

Land Use Map designation for R-25+ is Neighborhood Residential – High Density. Therefore, the City zoning district for the properties would be R-1 (Residential – 1,000 square feet per dwelling unit).

Special Policy II.A. of the UPAA states in part “...the COUNTY will advise the CITY of adopted policies which apply to the annexed areas and the CITY shall determine whether CITY adoption is appropriate and act accordingly.” The County has not advised the city of adopted policies which may apply to the annexed area.

Staff reviewed the text of the Cedar Hills – Cedar Mill Community Plan and determined that there is one general design element that applies to the future development of the properties. Specifically, the plan identifies an area of assessor’s parcel # 1S110DC00801 as being located within the 100 year flood zone. Additionally, closer inspection of the property reveals that a segment of Hall Creek (a minor stream tributary serving a watershed area of approximately 700 acres) traverses the property as an open drainage. General Design Element #1 of the Cedar Hills – Cedar Mill Community Plan is pertinent to this drainage. It states:

1. In the design of new development, floodplains, drainage hazard areas, streams and their tributaries, steep slopes, scenic features, and powerline easements and rights-of-way shall be:
 - a. Used to accent, define, or separate areas of differing residential densities and differing planned land uses;
 - b. Preserved and protected to enhance the economic, social, wildlife, open space, scenic, recreation qualities of the community; and
 - c. Where appropriate, interconnected part of a park and open space system.

Washington County administers floodplain preservation and mediation standards in Section 421 of its Development Code. This section includes no-net-loss standards designed for the purposes of preserving drainage capacity, cut and fill specifications, erosion prevention rules, and building elevation standards that are intended to allow for periodic flooding. By all assessments, the City of Beaverton maintains similar if not slightly more stringent standards within its Engineering Design Manual and Standard Drawings and in The Beaverton Code. Both the County and City standards have the legal authority to limit significant drainage capacities alterations and require that buildings incorporate design features to accommodate occasional flooding. Clean Waster Services also has the authority to require the preservation of a 50-foot stream buffer for developments where impervious surfaces are significantly increased from resulting development. It should be noted however, that this requirement lies outside of the authority of both the City of Beaverton and

Washington County and applies regardless of which jurisdiction the property falls within.

Design elements a, b, and c above are typically accommodated within the CWS vegetated corridor and within the City and County floodplain ordinances. The City of Beaverton and Washington County are currently in the process of adopting a voluntary program that developers can use to facilitate habitat sensitive development along stream corridors. Although these measures are voluntary they do express a desire on the part of the City to encourage the design elements contained within the Cedar Hills / Cedar Mill Community Plan. Given these factors, staff finds that the proposed Comprehensive Plan Map amendment and Zoning Map amendment will not affect current regulations, but rather, will provide additional options to comply with current regulations pertaining to design elements a, b, and c.

CRITERIA FOR APPROVAL

COMPREHENSIVE PLAN AMENDMENT CRITERIA

Comprehensive Plan Section 1.3.1 specifies that “non-discretionary annexation related map amendments need not comply with Plan criteria because they are not land use decisions under Oregon Statutes and are those stipulated by Exhibit “B” of the Urban Planning Area Agreement”. Findings to address Comprehensive Plan Sections 1.3.1.1 – 1.3.1.6 which address Statewide Planning Goals and Metro Urban Growth Regional Framework Plan criteria are therefore regarded as not applicable to this proposal.

ZONING MAP AMENDMENT CRITERIA

Adoption by the City Council of an amendment to the Zoning Map must be supported by findings of fact based on the evidence provided by the applicant demonstrating the criteria of the Development Code Section 40.97.15.3.C (Non-Discretionary Annexation Related Zoning Map Amendment - Approval Criteria) have been met. The City Council may adopt by reference facts, findings, reasons, and conclusions proposed by the City staff or others. Affirmative findings to the following criteria are the minimum requirements for Zone Map amendments.

40.97.15.3.C.1. *The proposal satisfies the threshold requirements for a Non-Discretionary Annexation Related Zoning Map Amendment application.*

There are two threshold requirements with the first requiring that “The change of zoning to a city zoning designation be the result of annexation of land to the City”.

Annexation 2004-0014 annexed the subject properties to the City, effective on January 13, 2005. Thus, the first threshold requirement has been met.

The second threshold requires that the UPAA be specific as to the City zoning designations to be applied and does not allow for discretion. The UPAA is specific for the proposed amendment:

- Washington County R-25+, 25+ units to the acre, is equivalent to R-1, Residential – 1,000 square feet per principal dwelling unit.

No discretion is required; therefore this proposal meets the second threshold.

FINDING: Staff finds that the proposed request satisfies the threshold requirements for a Non-Discretionary Annexation Related Zoning Map Amendment application.

40.97.15.3.C.2. All City application fees related to the application under consideration by the decision making authority have been submitted.

The City Council elected to not establish a fee for a Non-Discretionary Annexation Related Zoning Map Amendment application. No fees are due nor have been collected.

FINDING: Staff finds that this criterion is not applicable.

40.97.15.3.C.3. The proposed zoning designation is consistent with the Washington County - Beaverton UPAA.

The UPAA is specific for the proposed amendments:

- Washington County Residential – 25+ units to the acre, goes to R-1, Residential – 1,000 square feet per principal dwelling unit.

No discretion is being exercised in assigning the zoning designations.

The UPAA requires the City to review the appropriate Community Plan which in this case is the Cedar Hills – Cedar Mill Community Plan. The subject properties are not in an Area of Special Concern, but do have specific design elements applicable to them that apply directly to the property's proximity within the 100 year floodplain that traverses one of the subject parcels. This feature is categorized in the Plan as a Significant Natural and Cultural Resource. City and County floodplain regulations and voluntary programs are similar. Therefore, the property has the same floodplain and natural resource regulations regardless of the jurisdiction.

FINDING: Staff finds that the approval criterion is met since the proposed zoning designation is specified by the UPAA and is, therefore, consistent with the UPAA.

40.97.15.3.C.4. Applications and documents related to the request, which will require further City approval, shall be submitted to the City in the proper sequence.

The City processes Land Use Map and Zoning Map Amendments (CPA/ZMA) for property being annexed into the City and there are no further City approvals related to this request other than City Council and Mayor's approvals of this CPA/ZMA. The property owners may, in the future, submit a request to the City for development of the properties, but that is not related to this request.

FINDING: Staff finds that there are no proposals related to this request that will require further City approvals and, therefore, no additional applications or documents are required.

PROCESS

Submission Requirements: An application for a Non-Discretionary Annexation Related Zoning Map Amendment shall be made by the submittal of a valid annexation petition or an executed annexation agreement. A valid annexation petition has been submitted and approved under Ordinance 4341.

Public Notice: Section 1.3.4.3(c) of the Comprehensive Plan prescribes the notice to be provided for these types of applications.

Notice on non-discretionary annexation related CPA's must be provided not less than twenty (20) calendar days prior to when the item first appears on the City Council's agenda.

1. Legal notice will be published in the Beaverton Valley Times on 11/16/06.
2. Notice will be mailed to the Central Beaverton Neighborhood Association Committee, Cedar Mills – Cedar Hill Citizen Participation Organization, and Chair of the Committee for Citizen Involvement (CCI) on or before 11/21/06.
3. Notice will be mailed to the property owners by certified mail on or before 11/21/06.

The City Council has not directed staff to provide additional notice for this amendment beyond the notices described above, however, notice and this staff report will be posted on the City of Beaverton's public web site. The notice requirements for this CPA/ZMA will be met.

CONCLUSION

Based on the findings in this report, staff concludes amending the Land Use Map to show the City Neighborhood Residential High Density Land Use Designation and the Zoning Map to show the Urban High Density R-1 Zoning District for 1S110CD00800, 1S110CD00801, is appropriate.

AGENDA BILL
Beaverton City Council
Beaverton, Oregon

SUBJECT: An Ordinance Repealing the 72-Hour
Parking Prohibition, Section 6.02.310.F
of the Municipal Code

12-11-06
FOR AGENDA OF: ~~12-04-06~~ **BILL NO:** 06219

Mayor's Approval: 

DEPARTMENT OF ORIGIN: Mayor's Office 

DATE SUBMITTED: 11-16-06

CLEARANCES: City Attorney 
Code Services 

PROCEEDING: First reading
Second Reading and Passage

EXHIBITS: 1. An Ordinance Repealing the
72-Hour Parking Prohibition
2. Ordinance 3427
3. Ordinance 4223

BUDGET IMPACT

EXPENDITURE	AMOUNT	APPROPRIATION
REQUIRED \$0	BUDGETED \$0	REQUIRED \$0

HISTORICAL PERSPECTIVE:

In 1985, the City Council adopted Ordinance 3427 dealing with vehicle parking and abandoned vehicles. Ordinance 3427 defined an abandoned vehicle as

"A vehicle that has not been moved a distance of at least one tenth of a mile within 72 hours."

Ordinance 3427 also prohibited the parking or standing of

"A vehicle that has not been moved a distance of at least one tenth of a mile within 72 hours."

Since 1985, the abandoned vehicle sections of the code have been revised several times. Most recently, in August 2002, the City Council adopted Ordinance No. 4223 dealing with abandoned vehicles. An abandoned vehicle is now described as a vehicle that appears to be inoperable, or has expired plates, or is parked at other than the registration address, for more than 48 hours.

The 1985 prohibition against "A vehicle that has not been moved a distance of at least one tenth mile within 72 hours" was not repealed when Ordinance 4223 was adopted.

INFORMATION FOR CONSIDERATION:

The 72-hour parking prohibition was put into place in 1985 to address the nuisance of abandoned vehicles. But times have changed since 1985, and the 72-hour parking prohibition is no longer appropriate. Today, public policy encourages alternative forms of transportation such as walking, biking, car pools and busses. The 72-hour parking prohibition has the effect of punishing anyone who fails to drive his or her car every three days.

Under the current abandoned vehicle code provisions, Code Services informs citizens that if their vehicle:

- 1) is operable,
- 2) has current plates, and
- 3) is parked at the registration address,

then it is not in violation of the code. Nevertheless, because the 72-hour parking prohibition is still on the books, vehicles that are not moved every three days can be (and sometimes are) issued a \$10.00 parking ticket by the Police Department. From a public policy perspective, an operable vehicle, with current registration, parked at the registration address, should not be ticketed just because it has not been moved one-tenth of a mile within 72 hours.

RECOMMENDED ACTION:

First reading.
Second Reading and Passage

ORDINANCE NO. 4415

AN ORDINANCE REPEALING THE 72-HOUR PARKING PROHIBITION, SECTION 6.02.310.F OF THE MUNICIPAL CODE

WHEREAS, different sections of the Municipal Code are amended at different times and for varying purposes; and

WHEREAS, public policy changes over time as communities change; and

WHEREAS, it is desirable that the Municipal Code be revised periodically to best support current public policy; now, therefore,

BE IT ORDAINED BY THE CITY OF BEAVERTON,

Section 1. The Beaverton Code is amended in Chapter 6, Section 6.02.310 Prohibited Parking or Standing, by deleting the following sections;

F. A vehicle that has not been moved a distance of at least one-tenth of a mile within 72 hours.

1. Unless the court finds that a vehicle is parked such that interferes with or obstructs the free movement of traffic in or onto the street, it shall be an affirmative defense to a violation of subsection (F) that the owner or operator of the vehicle had the abutting property owner's or occupant's permission to park the vehicle on that portion of the street which abuts the owner's or occupant's property if the vehicle bears a license plate with a valid, unexpired registration sticker and is not a discarded vehicle.

Section 2. This ordinance may be cited by the short title of "Repeal of the 72-Hour Parking Prohibition."

First reading this 4th day of December, 2006.

Passed by the Council this _____ day of _____, 2006.

Approved by the Mayor this _____ day of _____, 2006.

ATTEST:

APPROVED:

SUE NELSON, City Recorder

ROB DRAKE, Mayor

Ordinance No. 4415

Agenda Bill No. 06219