

NEWS RELEASE

Release Date: April 16, 2019

SUPERIOR COURT OF CALIFORNIA COUNTY OF SAN BERNARDINO 247 West Third Street, 11th Floor San Bernardino, Ca 92415-0302 <u>www.sb-court.org</u>

909-708-8747

John P. Vander Feer Presiding Judge

Nancy CS Eberhardt Court Executive Officer

SAN BERNARDINO SUPERIOR COURT TO INTRODUCE ENHANCED SECURITY SCREENING MEASURES AT JUVENILE DELINQUENCY

As part of a system-wide court security improvement plan, the San Bernardino County Superior Court will introduce enhanced security procedures requiring all visitors (including private attorneys) to go through lobby weapons screening when entering the Juvenile Delinquency Courthouse, starting on May 6, 2019.

This enhanced weapons screening process mirrors protocols currently in place at the San Bernardino Justice Center (SBJC), Historic, Child Support, Rancho Cucamonga, Fontana, and Barstow courthouses. Eventually, such screening methods will be implemented throughout the rest of the courthouses in the county.

All visitors entering the public entrance of the Juvenile Delinquency Courthouse will be required to go through lobby security screening, which will entail passing through a metal detector and submitting all loose items, such as handbags, briefcases, wallets, watches, keys, packages, phones, and other personal electronic devices, for x-ray screening and inspection by security personnel. Visitors may be asked to undergo a secondary screening if they activate metal detectors. For a list of items which are prohibited in all court facilities, please visit the Court's website <u>here</u>.

San Bernardino County Superior Court developed these revised security screening procedures in consultation with law enforcement agencies, security experts, and other state and federal courts. These carefully considered procedures reflect best practices used at other courthouses throughout California.

For more information or questions, please contact Dennis Smith, Risk and Safety Administrator at (909) 708-8746 or DeSmith@sb-court.org.