

BEFORE THE BOARD OF COUNTY COMMISSIONERS  
FOR MULTNOMAH COUNTY, OREGON

**RESOLUTION NO. 08-166**

Directing that Juveniles in Custody in Multnomah County be Held at the Donald E. Long Juvenile Detention Home

**The Multnomah County Board of Commissioners Finds:**

- a. Juveniles certified to stand trial as an adult may be legally housed in jail.
- b. Juveniles are developmentally different from adults; these differences must be given consideration when youthful offenders are taken into custody.
- c. Juveniles require programs that are designed especially for youth with specially-trained staff, services not readily available in Multnomah County's jails.
- d. The juvenile justice system exists to enhance public safety, to hold youthful offenders accountable, and to develop their competencies through treatment and education programs in order to make positive changes in their lives. Detained and incarcerated youth must be provided programs which address their long-term education, health, and mental health needs.
- e. Multnomah County operates the Donald E. Long Juvenile Detention Home (JDH) which maintains a safe, secure, stable, and enriching environment for juveniles in custody while protecting the community.
- f. The JDH staff is trained in providing services and programs to youthful offenders. In addition, JDH provides opportunities for appropriate peer interaction for the development of youthful offenders.

**The Multnomah County Board of Commissioners Resolves:**

The Board of County Commissioners directs that juveniles in custody in Multnomah County be held at the Donald E. Long Juvenile Detention Home unless the Sheriff and the Director of the Department of Community Corrections, or their designee, agree to alternate placement.

ADOPTED this 18th day of December 2008.



BOARD OF COUNTY COMMISSIONERS  
FOR MULTNOMAH COUNTY, OREGON

  
Ted Wheeler, Chair

REVIEWED:

AGNES SOWLE, COUNTY ATTORNEY  
FOR MULTNOMAH COUNTY, OREGON

By   
Agnes Sowle, County Attorney

SUBMITTED BY:  
Commissioner Lisa Naito, District 3