BOARD OF THE PUBLIC SAFETY & SECURITY INFORMATION SYSTEM

(ILETS)

Meeting #143

The Public Safety & Security Information System (ILETS) Board convened via Teams on January 23, 2025 at 8:00 a.m.

Board Members Present

Sheriff Mike Hollinshead, Elmore County Sheriff's Office (Chairman) Sheriff Shaun Gough, Gooding County Sheriff's Office Chief Craig Kingsbury, Twin Falls Police Department Colonel Bill Gardiner, Director, Idaho State Police (ISP) Major Matthew Smith, Idaho State Police (ISP)

Non-Members Present

Leila McNeill, Chief ISP Bureau of Criminal Identification (BCI) Teri Whilden, ISP Deputy Attorney General Joann Hall, Administrative Assistant 1 (BCI) Sandra Kelleher, Operations Officer (BCI)

Board Members Not Present

Chief Bryce Johnson, Idaho Falls Police Department

I. Opening

- 1) Call to Order
 - a) Chairman Sheriff Mike Hollinshead called the meeting to order at 08:07 a.m.
- 2) Silent Roll Call of Board Members
 - a) A roll call was conducted. All Board members but Chief Bryce Johnson were present in person. Quorum achieved.

3) Board discussion on BLM ILETS access request

a) Sheriff Hollinshead opened the meeting asking for any questions or discussion on the request from the Bureau of Land Management (BLM) for circuit access to ILETS. Sheriff Hollinshead asked for clarification from BLM on whether they would be enforcing local or state warrants based on ILETS information. From the response provided by BLM, it is understood that they want general access to enforce Federal Warrants only, not local actions.

Colonel Bill Gardiner recommended supporting the governor's wishes and providing any support we could to the incoming administration. Colonel Gardiner moved to allow BLM to access ILETS as requested. The motion was seconded by Sheriff Shaun Gough.

Votes in favor:5

Votes against: 0 Motion passed

Chairman Hollinshead asked if the group had any other discussion items. Hearing none, he adjourned the ILETS Board meeting at 08:09 a.m.

Meeting minutes submitted respectfully,

Joann Hall