CONTINUING LEGAL EDUCATION

THE BAR ASSOCIATION OF SAN FRANCISCO



presents

The Impact of the ADA on Police Accountability in Prisons

Learn how the ADA is being used in the fight for greater accountability for police misconduct in California prisons (Rebroadcast)

Speakers

Penny Godbold

Rosen Bien Galvan & Grunfeld

Benjamin Bien-Kahn

Rosen Bien Galvan & Grunfeld

We will discuss the challenges that people with disabilities face in California prisons. Having to rely on prison guards for basic disability accommodation needs opens them up to greater conflicts with staff. We will learn how the ADA was successfully used by class action counsel to bring about changes inside California prisons to improve oversight and accountability including, most notably, the first court-ordered use of body-worn cameras in prison. We will discuss where California stands now, two years after implementing changes, and we will discuss challenges that lie ahead in enforcing existing orders.

Topics

- Rights of People in Prison with Disabilities
- Use of the ADA to Ensure Accountability for Staff Misconduct
- The Use of Body-Worn Cameras in Prisons
- Challenges for Police Accountability in Prisons

Monday August 19, 2024

MCLE Registration: 11:30 a.m. - 12:00 p.m. Virtual Program: 12:00 - 1:30 p.m.

MCLE: 1 Hour

To receive MCLE credit, you must sign in during the designated MCLE registration period. This activity is approved for Minimum Continuing Legal Education credit by the State Bar of California.

BASF is a certified provider. Provider #103

Pre-registration is required.

Virtual Program

Zoom link will be provided prior to program

Cost

Free for BASF Law Students \$60.00 BASF Members, Government & Nonprofit Attorneys \$75.00 All Others

Viewing Options



Webcast Recording will be available. Register separately on our online platform.

Special Requests:

People with disabilities should contact BASF regarding reasonable accommodations at events@ sfbar.org.

Register online: www.sfbar.org/calendar

Event Code G241628R