PRESS RELEASE



September 16, 2020 FOR IMMEDIATE RELEASE Contact: Sergeant Nick Nicholas (562) 799-4100 ext. 1160 nnicholas@sealbeachca.gov

LOUD / MODIFIED VEHICLE EXHAUST ENFORCEMENT OPERATIONS

SEAL BEACH, CA — During the last several weeks, the Seal Beach Police Department has received numerous complaints about loud vehicles with modified exhaust traveling on Seal Beach streets.

ENFORCEMENT CAMPAIGN

As a result of the disruptive noise complaints and the number of illegally modified vehicles seen and heard, the Seal Beach Police Department launched an enforcement campaign to address these safety and quality of life issues.

In order to educate the public on the rules surrounding vehicle exhaust laws and notify the community of the upcoming enforcement operations, the Seal Beach Police Department placed several electronic sign boards with a warning message along Seal Beach Boulevard, Pacific Coast Highway, and First Street.

The Seal Beach Police Department also launched a social media campaign to heighten awareness of loud exhaust noise and increased enforcement of this violation. Visit the Seal Beach Police Department on Facebook and Instagram to view these posts @sealbeachpolice.

ENFORCEMENT OPERATIONS

From August 23, 2020 through September 8, 2020, the Seal Beach Police Department fielded 23 shifts of directed traffic enforcement using patrol officers to specifically target California Vehicle Code violations pertaining to loud and modified exhaust. The California Office of Traffic Safety provided over \$6,442 of grant funding to the SBPD and \$3,339 was spent from the SBPD Field Services overtime budget to conduct these operations.

As a result of these operations:

- 128.5 total hours of directed traffic enforcement were conducted,
- 48 citations for loud exhaust violations were issued,
- 28 citations for other California Vehicle Code violations were issued,
- 7 arrests were made including 2 arrests for Driving Under the Influence and one felony warrant arrest, and
- 3 vehicles were impounded.