SAN DIEGO COUNTY SHERIFF'S DEPARTMENT COURT SERVICES BUREAU POLICIES AND PROCEDURES MANUAL

| DATE | DISSEMINATION | CATEGORY | NUMBER |
|---|----------------|---------------|--------|
| January 2, 2019 | Juvenile Court | Court Holding | E.9 J |
| SUBJECT: | | | PAGE |
| Adult Inmate Access to Counsel- Title 15 Compliance | | | 1 of 1 |

Purpose:

To establish guidelines for an adult inmate's access to counsel at Juvenile Court.

Policy:

All adult inmates shall be afforded the right to meet with counsel while at Juvenile Court as long as security considerations allow.

Procedure:

- I. Attorneys/ Social Workers wishing to speak with an adult inmate will notify a bailiff or lobby deputy. The receiving deputy will advise the court holding deputy which inmate is needed.
 - A. All persons entering the back hallway / court holding area will have proper visible identification.
- II. The back hall deputy will remove the adult inmate from the holding cell and restrain the inmate in waist and leg chains. The inmate will be moved into an available adult interview room (C or B) and shall be restrained to the bench.
 - A. The back hall deputy will write the inmate's name & time of placement on the dry erase board. The light signifying that the interview room is occupied will be turned on.
 - B. The back hall deputy will radio the requesting deputy notifying them which room the inmate was placed in.
 - C. The requesting deputy will direct counsel to the interview room, and will tell counsel to complete the nearby PREA form before beginning.
 - D. The back hall deputy does not need to monitor the interview.
- III. Once the interview is complete, the back hall deputy will erase the white board, turn the light off, and return the inmate to the proper holding cell.
- IV. For security purposes any legal paperwork to be given to the inmate will be cleared by the back hall deputy prior to it being given to the inmate.
- V. No person will be allowed direct contact with an adult inmate, but must visit with the inmate via the window/screen partition.