



CITY OF KEARNEY **PRESS RELEASE** ***For Immediate Release***

18 East 22nd St.
Kearney, NE 68848-1180
(308) 233-3214
www.cityofkearney.org

Issued Date: October 18, 2020

Point of Contact: Kevin Thompson, Police Lieutenant, (308) 233-5259

Kearney Police - Cruise Nite 2020 Activity

The 33rd Annual Cruise Nite has wrapped up and went very well. "Just as 2020 has been the year to expect the unexpected, Cruise Nite was no different, our goals remained the same. To provide professional public safety, eliminate or reduce alcohol related crashes, and related incidents. I'm proud of the preparation by our staff and thankful for the assistance of our allied agencies and partners. Thank you for a safe weekend," said Chief of Police, Bryan D. Waugh.

There were 202 calls for service between 6pm on Friday, October 16, through 6:00 a.m. on Sunday, October 18. KPD investigated 7 traffic accidents (1 with injury) and performed 96 traffic stops during this time. These numbers only reflect statistics from the Kearney Police Department. Law enforcement officers from Kearney Police Department, Buffalo County Sheriff's Office, Nebraska State Patrol, and U.N.K. Police all collaboratively worked together for Cruise Nite.

Traffic Activity:

- 41 Written Warnings and 14 Uniform Traffic Citations
 - No Valid Registration (4)
 - Vehicle Light Defect (13)
 - Negligent Driving (2)
 - Traffic Signal Violation (5)
 - Exhibition of Acceleration (3)
 - Speeding (18)
 - Excessive Window Tinting (3)

Criminal Activity:

- Possession of Marijuana
- Domestic Assault (2)
- Assault (3)
- Disturbances (5)
- Larceny (4)

This enforcement effort was made possible thanks to a grant from the Nebraska Department of Roads - Office of Highway Safety.

Check out our web site at www.cityofkearney.org.

We are sending this News Release as a service to the news media and citizens of Kearney.

pc:

City Council
Kearney Hub
KGFW
KKPR
KHAS

KRVN
KHGI TV
KSNB Local4
1011Now
City Department Heads

We provide services, solutions, and opportunities for our community.