

## **Media Statement**

July 23, 2024 24-16

## BC Prosecution Service approves *Motor Vehicle Act* offences against Port Moody Police Department officer

**Victoria** – The BC Prosecution Service (BCPS) announced today that charges under the *Motor Vehicle Act* have been approved against a Port Moody Police Department officer, Sgt. Kris Sledding, in connection with an incident that occurred in Port Moody on July 25, 2023.

An Information charging Sgt. Sledding with one count of driving without reasonable consideration for other persons using the highway, contrary to section 144(1)(b) of the *Motor Vehicle Act* and one count of failing to drive on the right-hand half of the roadway, contrary to section 150 of the *Motor Vehicle Act*, was sworn on July 23, 2024, under Port Coquitlam Provincial Court file number 111203-1. The first appearance on this matter is scheduled for September 4, 2024 at Port Coquitlam Law Courts.

The charge was approved by an experienced Crown Counsel with no prior or current connection with the officer. The charge assessment guidelines applied by the BCPS in reviewing all Reports to Crown Counsel are established in the BCPS Crown Counsel Policy Manual and are available online at:

## www.gov.bc.ca/charge-assessment-guidelines

BCPS guidelines for assessing allegations against Peace Officers are also established in policy and are available at:

## www.gov.bc.ca/allegations-against-peace-officers

As this matter is now before the court the BCPS will not be releasing additional information or commenting further at this time.

Media Contact: Damienne Darby

Communications Counsel bcpsmedia@gov.bc.ca

236.468.3832

To learn more about BC's criminal justice system, visit the British Columbia Prosecution Service website at: <a href="mailto:gov.bc.ca/prosecutionservice">gov.bc.ca/prosecutionservice</a> or follow <a href="mailto:gov.bc.ca/prosecutionservice">gov.bc.ca/prosecutionservice</a> or follow <a href="mailto:gov.bc.ca/prosecutionservice">gov.bc.ca/prosecutionservice</a> or follow