

# Safe Communities

by Constable Steve Holmes

## THRILL SEEKERS

(continued) **"All of this was dizzying** to Hannah, who could not stop sobbing. Even Julia began to sniff a little. The officer took the girls to their respective homes and explained the situation to their parents. Both of them were grounded and their cell phone privileges suspended for a month. They were also not allowed to spend any time with each other for a month.

Instead of going to youth court, they agreed to a Restorative Justice panel where they **faced the consequences** of their actions and took responsibility for them. They were banned from the entire shopping mall for six months and had to write an apology letter to the store owner, the Local Police Officer, and to the officer who had to take the time to deal with their poor decision.

After all that, Hannah and Julia realized that it was not just about being punished for their actions, it was also about learning a valuable lesson about making good choices.

## DID YOU KNOW THAT?

- **Businesses lose millions of dollars in merchandise sales every year because of shoplifting.**
- **Most people who shoplift do it for the thrill, not because of need.**
- **Most of those 'thrill seeking' shoplifters who are caught, even have the money to pay for the items they stole.**

# DO NOT CROSS

This tells me that these 'thrill seekers,' like Julia, are making bad choices; they **don't care about the people** they hurt: friends, parents and others.

Hannah made a bad choice out of peer pressure. Sure she thought of the consequences, but she also bought into the **bad advice** given by her friend Julia.

I know most people wouldn't jump off a cliff if someone asked them to, but would a friend even ask you to do that? Not a chance. So why would they ask you to do something that is against the law? Because **they are testing you**, your loyalty, your trust. Sounds weird doesn't it?

**Do you really want friends that test you in those ways?** A real friend doesn't **test** your character. A real friend helps **build** your character by accepting you for who you are.

**Do you test your friends, or do you build them up?**

'Til next time,

*Steve Hobbs*

