



CITY OF BEVERLY HILLS
POLICE DEPARTMENT
Chief Dominick Rivetti

464 N. Rexford Drive ★ Beverly Hills, CA 90210 ★ www.beverlyhills.org/police

MEDIA RELEASE

July 28, 2021

Sobriety and Driver's License Checkpoint

Beverly Hills, CA – The Beverly Hills Police Department Traffic Bureau will be conducting a sobriety and driver's license checkpoint on Friday, August 6th, 2021, at an undisclosed location within city limits. The checkpoint will be operational from approximately 9:00 PM and conclude at approximately 2:00 AM. All traffic will pass through the checkpoint. Motorists will be stopped and contacted by uniformed officers, who will be checking for alcohol and/or drug-impaired drivers. Officers will also check to make sure all contacted drivers have a valid driver's license.

The Beverly Hills Police Department supports the new effort from the Office of Traffic Safety that aims to educate all drivers that “*DUI Doesn't Just Mean Booze.*” If you take prescription drugs, particularly those with a driving or operating machinery warning on the label, you might be impaired enough to get a DUI. Marijuana can also be impairing, especially in combination with alcohol or other drugs, and can result in a DUI. The purpose of the checkpoint is to promote public safety and increase awareness of the dangers associated with impaired driving, and serve as a deterrent to potential impaired and unlicensed drivers.

If you have any questions regarding this program or any other traffic safety issue, please contact BHPD Traffic Bureau at (310) 285-2196. Media is encouraged to attend the checkpoint in an effort to spread awareness about the impacts of impaired driving.

Funding for impaired driving enforcement operations is provided by a grant from the California Office of Traffic Safety, through the National Highway Traffic Safety Administration.



Media Relations

mediarelations@beverlyhills.org
(310) 285-2170

Public Information Officer

Acting Captain Max Subin
(310) 288-2616

24-Hour

Watch Commander
(310) 285-2125
