

Surveillance Technology Ordinance

Surveillance Definition

Definitions

- A) "Surveillance" or "surveil" means to observe or analyze the movements, behavior, or actions of identifiable individuals.
- B) Surveillance Technology" means any software, electronic device, or system utilizing an electronic device, owned by the City and or under contract with the City, designed, or primarily intended, to collect, retain, process, or share audio, electronic, visual, location, thermal, biometric, olfactory or other personally identifiable information for the purpose of surveillance. Surveillance technology includes but is not limited to the following: cell site simulators; automatic license plate readers; gunshot detection systems; facial recognition software; gait analysis software; video cameras that record audio or video and can transmit or be remotely accessed and unmanned aircraft systems equipped with remote video capabilities.

"Surveillance technology" does not include the following devices, hardware or software:

1. Office hardware, such as televisions, computers, credit card machines, copy machines, telephones and printers, that are in widespread use by City departments ~~and used for routine City business and transactions;~~
2. Audio/video teleconference systems ~~used in the ordinary course of City business;~~
3. City databases and enterprise systems that contain information kept in the ~~ordinary~~ course of City business, including, but not limited to, human resource, permit, license and business records;
4. City databases and enterprise systems that do not contain any data or other information collected, captured, recorded, retained, processed, intercepted, or analyzed by surveillance technology, including, payroll, accounting, or other fiscal databases;
5. Information technology security systems, including firewalls and other cybersecurity systems;
6. Systems or databases that capture information where the individual knowingly and voluntarily consented to provide the information;
7. Physical access control systems, employee identification management systems, and other physical control systems;
8. Infrastructure and mechanical control systems, including those that control or manage street lights, traffic lights, electrical, natural gas, or water or sewer functions;
9. Manually-operated technological devices used primarily for internal City and department communications and are not designed to surreptitiously collect surveillance data, such as radios, personal communication devices and email systems;
10. Manually-operated, non-wearable, handheld cameras, audio recorders and video recorders that are not designed to be used surreptitiously and whose functionality is limited to manually capturing and manually downloading video and/or audio recordings;
11. Devices that cannot record or transmit audio or video or be remotely accessed;
12. Computers, software, hardware or devices used in monitoring the work and work-related activities involving City buildings, employees, contractors and volunteers or used in conducting internal investigations involving City employees, contractors and volunteers;

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13. Medical equipment and systems used to record, diagnose, treat, or prevent disease or injury and are used and/or kept in the ~~ordinary~~ course of providing City services;
- ~~14. Cameras intended to record activity at City facilities;~~
- ~~14. Cameras intended to record activity at City facilities for security purposes;~~
- ~~15. Cameras installed to monitor and protect the physical and integrity of City infrastructure;~~
- ~~15.16.~~ Parking Ticket Devices;
- ~~16.17.~~ Police department interview room, holding cell and police department internal security audio/video recording systems;
- ~~17.18.~~ Police department computer aided dispatch (CAD), record/case management, Live Scan, booking, Systems (BadgerTracs), 9-1-1 and related dispatch and operation or emergency services system. systems/databases used in the ordinary course of business, (including records/case management, Live Scan, computer aided dispatch (CAD), etc.);

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