

POLICY FOR SOCIAL MEDIA

The City of Coos Bay uses tools and websites, including social media channels, to provide the public with information in more places and more ways than were traditionally available. Many of these platforms offer the ability for individuals to offer their comments. We encourage the public to offer their comments as they relate to the topics being discussed. The views expressed in the comments only reflect those of the comment's author, and do not necessarily reflect the official views of the City of Coos Bay.

We reserve the discretion to hide, delete or not allow comments that contain:

- Vulgar or abusive language;
- Personal or obscene attacks of any kind;
- Offensive terms targeting individuals or groups;
- Threats or defamatory statements;
- Links to any site;
- Suggestions or encouragement of illegal activity;
- Multiple successive off-topic posts by a single user or repetitive posts copied and pasted by multiple users, or spam;
- Unsolicited proposals or other business ideas or inquiries;
- Promotion or endorsement of commercial services, products, or entities; or
- Personally identifiable information that has been inappropriately posted.

Visitor-generated comments made on any City of Coos Bay social media channels become publicly available.

Under the Children's Online Privacy Protection Act of 1998, persons under the age of 13 years old are not allowed to submit questions or comments.

Individual employees, volunteers, contractors, and interns, unless specifically authorized in writing by the City Manager, are not authorized to speak to the media on behalf of the City. Members of the media may contact the City Manager's office at 541-269-8912, email administration@coosbayor.gov, or visit City Hall at 500 Central Ave, Coos Bay, OR 97420.

Visit www.CoosBayOR.gov for information on how to send official correspondence to the City of Coos Bay. To view our entire Social Media Policy, please visit https://www.coosbayor.gov/government/city-codes-plans-standards/city-standards.