From: VolusiaExposed.Com <<u>VolusiaExposed@cfl.rr.com</u>>
To: gdavidson@vcso.us
Subject: Chief Deputy Bill Lee
Date: Sat, 15 Oct 2011 13:28:59 -0400

Mr. Davidson:

Sources state that Chief Deputy Bill Lee is retiring in December – also that Mike Coffin of the Volusia County Department of Public Protection is being considered as his replacement.

Can you confirm?

VolusiaExposed.Com

From: Davidson, Gary <<u>GDavidson@vcso.us</u>
To: <u>VolusiaExposed@cfl.rr.com</u>
Subject: Re: Chief Deputy Bill Lee
Date: Sat, 15 Oct 2011 13:41:48 -0400

Your information is correct, with one clarification. Mike Coffin isn't merely being "considered" for the position. Sheriff Johnson has announced that he has selected Mike Coffin for the position, effective upon Chief Lee's retirement.

<mark>Gary</mark>

From: VolusiaExposed.Com <<u>VolusiaExposed@cfl.rr.com</u>>
 To: Davidson, Gary <<u>GDavidson@vcso.us</u>>
Subject: Re: Chief Deputy Bill Lee
 Date: Sat, 15 Oct 2011 14:04:35 -0400
Thanks for the confirmation and clarification.
Actually our sources stated that Mike Coffin had been selected for
Chief
Deputy - they (sources) also state that there is a VCSO Departmental
Memo to that effect can you confirm the memo's existence.. and
if

so, can you please provide a copy of this memo to us?

OPINION -- VolusiaExposed again intends to express our "opinion" on our website - we always felt that the VCSO investigations into the Volusia Jail deaths were not properly / professionally handled by the VCSO — we suspected a QUID PRO QUO relationship between the VCSO and VCDPP. VCDPP Director Coffin came from the VCSO and now he appears to be going back to the VCSO. We believe such tends to support (not necessarily confirms) our concerns of a QUID PRO QUO relationship between the VCSO and VCDPP.

Based on such, we believe that each of these deaths deserve an independent investigation by the Florida Department of Law Enforcement.

We believe it is to the benefit of the VCSO benefit to call for such investigations.

Thank You

VolusiaExposed.Com