

The University of Maine

DigitalCommons@UMaine

Social Justice: Diversity, Equity, & Inclusion

Special Collections

2-18-1991

Race-related fight points to problem of alcohol and violence

Doug H. Vanderweide
University of Maine

Follow this and additional works at: https://digitalcommons.library.umaine.edu/social_justice



Part of the [Higher Education Commons](#), [Race and Ethnicity Commons](#), and the [United States History Commons](#)

Repository Citation

Vanderweide, Doug H., "Race-related fight points to problem of alcohol and violence" (1991). *Social Justice: Diversity, Equity, & Inclusion*. 644.

https://digitalcommons.library.umaine.edu/social_justice/644

This Editorial is brought to you for free and open access by DigitalCommons@UMaine. It has been accepted for inclusion in Social Justice: Diversity, Equity, & Inclusion by an authorized administrator of DigitalCommons@UMaine. For more information, please contact um.library.technical.services@maine.edu.

Race-related fight points to problem of alcohol violence

Sunday morning, two black UMaine students were attacked by white men.

Orono Police Chief Dan Lowe said the incident wasn't racially-motivated. The two black men aren't talking, and Lowe refuses to identify the nine white men, because he fears racial overtones to the crime will prevent the administration of justice.

Lowe bases his claim that the incident wasn't racially-motivated on the relative frequency of assaults in Orono and the fact that he has seen too many cases of alcohol-related violence to believe that this incident is and different.

Perhaps he is right. Or, maybe he isn't. He is certainly correct in stating that too many alcohol-related fights take place in the Orono area.

It would be a pity to have to acknowledge that fact now, and only because a race clash is involved.

After all, if fights based on the color of one's skin are wrong, aren't fights based on one's intoxication just as bad?

In our minds, it's worse. You can't change the color of your skin, but you can control the amount you drink. (DHV)