Myronyuk R.V. Corruption risks in the activities of the policeman and ways to eliminate them. The article outlines the main corruption risks in the activities of the policeman, elucidates the ways in which the policeman acts (inactivity) leading to the occurrence of corruption risks, and identifies the algorithms for the policeman to exclude or at least minimize their offense in the form of liability for committing a corruption offense or a related offense with corruption

It is established that under the corruption risk of a policeman, the probability that a decision, action or inactivity of a policeman can lead to a corruption offense or a corruption offense should be considered. The object of assessment of corruption risks is the functions, tasks and powers of the police, determined by legislative acts, and the ways of their implementation; assessment of corruption risks is the process of identifying, analyzing and directly assessing corruption risk; factors of corruption risk include the conditions and reasons that encourage (stimulate), cause or permit the commission of police actions that may lead to committing a corrupt offense or offense related to corruption. An assessment of corruption risks can be made by the National Police (or its separate subdivision) corruption risk assessment commission, which includes police officers and with consent, representatives of the public, experts who have knowledge of the internal and external environment of the police and have experience work in the law-enforcement (human rights) sphere.

It is revealed that the greatest corruption risks that arise in the activities of the police are related to: use of official powers in order to obtain unlawful benefits; receiving gifts; combining and combining with other activities; engaging in entrepreneurial and other paid activities; the work of close friends and the presence of real or potential interest.

Keywords: police, corruption, corruption risks, ways of eliminating (minimizing) corruption risks in police activity.