

RESOLUTION NO. 374 -2013


A RESOLUTION AUTHORIZING AND DIRECTING THE MAYOR, ON BEHALF OF THE URBAN COUNTY GOVERNMENT, TO EXECUTE AND SUBMIT SIX (6) GRANT APPLICATIONS TO THE KENTUCKY OFFICE OF HOMELAND SECURITY AND TO PROVIDE ANY ADDITIONAL INFORMATION REQUESTED IN CONNECTION WITH THESE GRANT APPLICATIONS, WHICH GRANT FUNDS ARE IN THE AMOUNT OF \$1,381,005.00 FEDERAL FUNDS UNDER THE 2013 STATE HOMELAND SECURITY GRANT PROGRAM, AND ARE FOR THE PURCHASE OF WATER RESCUE/RECOVERY EQUIPMENT FOR THE DIVISION OF FIRE AND EMERGENCY SERVICES (\$50,000); EQUIPMENT FOR THE HAZARDOUS MATERIALS TEAM (\$50,000); EQUIPMENT FOR THE PUBLIC SAFETY DIVE TEAM (\$32,000); A MOBILE DATA COMPUTER PROJECT FOR THE DIVISION OF POLICE (\$824,425); A CJIS PROJECT FOR THE DIVISION OF POLICE (\$338,580); AND EQUIPMENT FOR THE HAZARDOUS DEVICES UNIT (\$86,000).

BE IT RESOLVED BY THE COUNCIL OF THE LEXINGTON-FAYETTE URBAN COUNTY GOVERNMENT:

Section 1 - That the Mayor, on behalf of the Lexington-Fayette Urban County Government, be and hereby is authorized and directed to execute and submit the Six (6) Grant Applications, which are attached hereto and incorporated herein by reference, to the Kentucky Office of Homeland Security and to provide any additional information requested in connection with these Grant Applications, which Grant funds are in the amount of \$1,381,005.00 Federal funds under the 2013 State Homeland Security Grant Program, and are for the purchase of Water Rescue/Recovery equipment for the Division of Fire and Emergency Services (\$50,000); equipment for the Hazardous Materials Team (\$50,000); equipment for the Public Safety Dive Team (\$32,000); a Mobil Data Computer Project for the Division of Police (\$824,425); a CJIS Project for the Division of Police (\$338,580); and equipment for the Hazardous Devices Unit (\$86,000).

Section 2 - That this Resolution shall become effective on the date of its passage.

PASSED URBAN COUNTY COUNCIL: July 9, 2013


MAYOR

ATTEST:


CLERK OF URBAN COUNTY COUNCIL