



Lexington-Fayette Urban County Government

200 E. Main St
Lexington, KY 40507

Legislation Text

File #: 1254-15, **Version:** 1

A Resolution authorizing and directing the Mayor, on behalf of the Urban County Government, to execute an Agreement with Christopher Van Brackel, for care of and retirement of the canine Elvis. [Div. of Police, Barnard]

Authorization to enter into a Release of Claims Against the Lexington-Fayette Urban County Government (LFUCG) Agreement. This agreement will allow the Lexington Police Department to release retired Canine Elvis to Lieutenant Christopher Van Brackel. The attached agreement will release and forever discharge the LFUCG, and its agents and successors, of and from any all manner of actions, claims and demands whatsoever arising out of the gift of the retired police canine. In return, Lieutenant Van Brackel acknowledges that this agreement will preclude him from utilizing the retired police canine in an "off-duty" employment assignment for security or law enforcement purposes, and is prohibited to sale or transfer the retired police canine to another public safety entity. There will be no budgetary impact. (L1254-15)(Barnard/Bastin)

There will be no budgetary impact.

Budgetary Implications: NO

Advance Document Review:

Law: Yes, Michael Sanner, 10/2/2015

Risk Management: No

Fully Budgeted: N/A

Account Number: N/A

This Fiscal Year Impact: \$ -0-

Annual Impact: \$ -0-

Project:

Activity:

Budget Reference:

Current Balance:

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 the agreement, which is attached hereto and incorporated herein by reference, with Christopher Van Brackel, for the care of and retirement of the canine Elvis.

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

PASSED URBAN COUNTY COUNCIL:

MAYOR

ATTEST:

CLERK OF URBAN COUNTY COUNCIL