



RESOLUTION NO. 7165

A RESOLUTION ACCEPTING THE FISCAL YEAR 2022-23 STATE HAZARDOUS MATERIALS EMERGENCY PREPAREDNESS GRANT ON BEHALF OF THE MID-VALLEY LOCAL EMERGENCY PLANNING COMMITTEE FOR A HAZARDOUS MATERIALS RESPONSE EXERCISE AND AN UPDATE OF THE EMERGENCY RESPONSE PLAN.

WHEREAS, the Office of the State Fire Marshal (OSFM) administers the Hazardous Materials Emergency Preparedness (HMEP) grant program funded by the U.S. Department of Transportation; and

WHEREAS, the HMEP grant program is available to Oregon local emergency planning committees (LEPC) for the purpose of increasing effectiveness in safely and efficiently handling hazardous materials incidents; and

WHEREAS, the state requires that a city or fire service agency be the pass-through for receipt and distribution of grant funds on behalf of the LEPCs; and

WHEREAS, the Mid-Valley LEPC has identified the need to conduct a tabletop exercise for the benefit of Linn and Benton county emergency responders, the Oregon Region 5 HazMat team, and the community; and

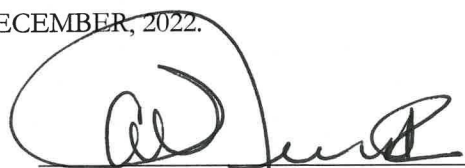
WHEREAS, the Mid-Valley LEPC has identified the need to update its emergency response plan every five years; and

WHEREAS, the FY 2022-23 HMEP grant program supports hazardous materials training and exercises as identified by the Mid-Valley LEPC; and

WHEREAS, Oregon local budget law provides that expenditures in the year of receipt of grants, gifts, bequests or devices transferred to the local government in trust for a specific purpose may be made after enactment of a resolution or ordinance authorizing the expenditure (ORS 294.326(3)).

NOW, THEREFORE, BE IT RESOLVED by the Albany City Council that the Albany Fire Department is authorized to accept the FY 2022-23 Hazardous Materials Emergency Preparedness grant in the amount of \$55,000 on behalf of the Mid-Valley Local Emergency Planning Committee for hazardous materials training and exercise and emergency response plan update.

DATED AND EFFECTIVE THIS 14TH DAY OF DECEMBER, 2022.



Mayor

ATTEST:



City Clerk

