RESOLUTION NO. 2021-MM-XXX (R)

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF MCKINNEY, TEXAS, AUTHORIZING THE CITY MANAGER, OR DESIGNEE, TO ACCEPT AND IMPLEMENT AN URBAN AREA SECURITY INITIATIVE (UASI) PROGRAM GRANT AWARD FROM THE DEPARTMENT OF HOMELAND SECURITY THROUGH THE OFFICE OF THE GOVERNOR (OOG) TO PURCHASE EQUIPMENT TO ENHANCE SPECIAL TEAMS OPERATIONS

- **WHEREAS**, the City Council of the City of McKinney, Texas, understands the importance of preparing for the threats and hazards that pose the greatest risk to our security and enhancing response capabilities thereby increasing operational readiness; and
- **WHEREAS**, the grant award will be used to purchase equipment required to operationalize a Swiftwater/Floodwater Search and Rescue Team capable of shore-based and boat-based water rescue; and
- WHEREAS, the City Council agrees that in the event of loss or misuse of the UASI funds, the City Council assures that the funds will be returned to the Office of the Governor (OOG) in full; and
- **WHEREAS**, the City Council authorizes the City Manager, or designee, as the City's authorized official. The authorized official is given the power to apply for, accept, reject, alter or terminate the agreement on behalf of the applicant agency.

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF McKINNEY, TEXAS, THAT:

- Section #1. The City Council of the City of McKinney, Texas hereby approves the acceptance and implementation of the grant award of Urban Area Security Initiative (UASI) funding through the Office of the Governor (OOG) to purchase special teams equipment to enhance Swiftwater/Floodwater Search and Rescue Team operations.
- Section #2. This Resolution shall take effect immediately from and after the date of passage and is so resolved.

DULY PASSED AND APPROVED BY THE CITY COUNCIL OF THE CITY OF McKINNEY, TEXAS ON THE 19th DAY OF OCTOBER, 2021.

	CITY OF McKINNEY, TEXAS
	GEORGE C. FULLER, Mayor
ATTEST:	
EMPRESS DRANE, City Secretary	
APPROVED AS TO FORM:	
MARK S. HOUSER, City Attorney	