

SUBMITTED BY: Kraig Fullen, Chief of Police

MANAGEMENT TEAM REVIEW: Ana Urquijo, City Manager

FOCUS AREA: Community Enhancement

**ORGANIZATIONAL
IMPROVEMENTS:**

SUBJECT: **RESOLUTION NO. 23-1539**, a Resolution of the Mayor and Council of the City of Douglas, Cochise County, Arizona, **ADOPTING** the **COCHISE COUNTY MULTI-JURISDICTIONAL HAZARD MITIGATION PLAN 2022**.

EXECUTIVE SUMMARY:

The Cochise County Multi-jurisdictional Hazard Mitigation Plan, “the Plan”, serves as a guide to the County and participating jurisdictions towards meeting the needs of our communities with regard to greater disaster resilience.

BACKGROUND:

The Plan identifies historical and anticipated natural hazard occurrence risk, vulnerability assessment, capabilities assessment, policies, resources, programs and projects that can be implemented to reduce hazard impacts in the community. Identified hazards include: Building Collapse/Mine Subsidence, Drought, Earthquake, Fissure, Flood/Flash Flood, Severe Wind and Wildfire.

The Plan is the result of the collaborative efforts of planning team members representing each of the participating jurisdictions and comprised of multiple levels of government, organizations, and community stakeholders. The Plan is required to be reviewed and revised every five (5) years in order to remain eligible for potential future post-disaster grant funding and will replace the plan that was adopted in 2017.

DISCUSSION:

The Plan was submitted to FEMA on December 30, 2022 and upon review has issued “approvable pending adoption” which requires each of the participating jurisdictions to submit a Resolution adopting the plan. The Plan was approved by the Cochise County Board of Supervisors on January 10, 2023.

FISCAL IMPACT: N/A

Fiscal Year: 2022/2023

Amount Requested:

Budgeted: Y / N

Account (s):

The FY 2021-2022 Operating Budget establishes the revenues and expenditures for the City of Douglas for the upcoming fiscal year

“...I MOVE THAT THE MAYOR AND COUNCIL APPROVE RESOLUTION NO. 23-1539.”