

**RESOLUTION TO APPROVE THE TRANSFER OF OWNERSHIP OF
DODGE COUNTY WATER RESCUE BOAT FROM DODGE COUNTY
FIRE CHIEFS ASSOCIATION TO THE CITY OF WATERTOWN**

**SPONSOR: MAYOR STOCKS
FROM: FINANCE COMMITTEE**

WHEREAS, in 2018 the Dodge County Fire Chiefs Association coordinated the purchase of a water rescue boat to support departments across Dodge County, which has been housed at the Watertown Fire Department since that time; and,

WHEREAS, the Watertown Fire Department consistently provided storage, staffing, deployment and operational readiness for this water rescue boat for both local incidents and mutual aid responses throughout the region, without charge to requesting departments as part of MABAS response; and,

WHEREAS, the Dodge County Fire Chiefs Association has expressed its desire to transfer full ownership of the boat to the City of Watertown at no purchase cost, aligning ownership responsibility with the department that currently operations and maintains the asset; and,

WHEREAS, the City of Watertown will assume responsibility for all future costs associated with the operation, repair, maintenance, insurance, registration, and upkeep of the boat, which supports continued emergency response capability for the community; and

WHEREAS, the water rescue boat also provides additional value to the City beyond emergency response, including support for municipal operations such as seawall inspections and other community service needs.

NOW, THEREFORE, BE RESOLVED BY THE COMMON COUNCIL OF THE CITY OF WATERTOWN, WISCONSIN:

That authorization be provided to the proper City officials to execute all documents necessary to transfer the ownership of the Dodge County water rescue boat from Dodge County Fire Chiefs Association to the City of Watertown.

That this Resolution shall be in full force and effect upon its passage and adoption.

	YES	NO
DAVIS		
LAMPE		
BERG		
NITECKI		
BLANKE		
SMITH		
ARNETT		
HAASE		
MOLDENHAUER		
MAYOR STOCKS		
TOTAL		

ADOPTED May 5, 2026

CITY CLERK

APPROVED May 5, 2026

MAYOR