## **RESOLUTION NO. 18-1097**

A RESOLUTION AUTHORIZING THE OLATHE FIRE DEPARTMENT TO PARTICIPATE IN THE STATE OF KANSAS WILDLAND FIRE TASK FORCE PROGRAM AND AUTHORIZING THE EXECUTION OF AGREEMENTS WITH THE STATE OF KANSAS AND OTHER FIRE DEPARTMENTS AND FIRE DISTRICTS.

WHEREAS, the Kansas Commission on Emergency Planning and Response has established a Kansas Fire Service Working Group ("Group"), and the Group has identified a need for the State of Kansas to establish surge capacity throughout the State as a resource for wildland firefighting; and

**WHEREAS**, the Group has recommended that a voluntary program be established for wildland firefighting resource surge capacity, and that this program be organized into task forces based on the existing Kansas Adjutant General's Homeland Security Regions within the State of Kansas; and

WHEREAS, the City of Olathe, a municipal corporation duly organized in accordance with the laws of the State of Kansas, desires to participate in the wildland fire task force program, and is within State of Kansas Homeland Security Region known as the Kansas City Metro Region; and

WHEREAS, the City of Olathe and the Kansas Office of the State Fire Marshal, and the Kansas Office of the Adjutant General, which are both executive agencies of the State of Kansas, desire to coordinate the participation and operation of the wildland fire task force program; and

NOW, THEREFORE, BE IT RESOLVED BY THE GOVERNING BODY OF THE CITY OF OLATHE, KANSAS:

**SECTION ONE**: The Governing Body hereby authorizes the Olathe Fire Department to become a participating agency in the Kansas wildland fire task force program ("Program").

**SECTION TWO**: The Mayor, City Clerk, and Fire Chief are authorized and directed to execute agreements and documents for and on behalf of the City of Olathe, Kansas with other fire departments, fire districts, and the State of Kansas, including but not limited to the Kansas Office of the State Fire Marshal or the Kansas Office of the Adjutant General, for the Program.