RESOLUTION NO. 2025-

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF SAN MARCOS AUTHORIZING THE ACCEPTANCE OF FISCAL YEAR (FY) 24 URBAN AREA SECURITY INITIATIVE (UASI) GRANT PROGRAM FUNDS AND AUTHORIZING A BUDGET AMENDMENT TO FY 25-26 OPERATING BUDGET.

WHEREAS, the United States Department of Homeland Security, through the California Office of Emergency Services, is providing Fiscal Year (FY) 24 Urban Area Security Initiative (UASI) funding to address the unique planning, organization, equipment, training, and exercise needs of high-threat, high-density urban areas, and assist them in building an enhanced and sustainable capacity to prevent, protect against, mitigate, respond to, and recover from acts of terrorism; and

WHEREAS, the approved FY 24 UASI grant allocation is \$45,804 for the City of San Marcos; and

WHEREAS, the UASI grant program funds do not require City matching funds, all grant-related expenditures are one-hundred percent reimbursable, and the City shall incur no direct costs; and

WHEREAS, it is the desire of the City of San Marcos to participate in this program to enhance education and emergency preparedness.

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF SAN MARCOS AS FOLLOWS:

- 1. The City Council delegates to and authorizes the City Manager to negotiate, finalize, and execute an agreement with the United States Department of Homeland Security in an amount of \$45,804.
- 2. The City Council further authorizes the appropriation of \$45,804 in revenue and \$45,804 in expenses amending the FY 25-26 Operating Budget and delegates authority to the City Manager to execute budget amendments relating to the agreement.

PASSED, APPROVED, AND ADOPTED by the City Council of the City of San Marcos, at a regularly scheduled Council Meeting thereof, this 8th day of July 2025 by the following roll call vote:

AYES:	COUNCILMEMBERS:
NOES:	COUNCILMEMBERS:
ABSENT:	COUNCILMEMBERS:

Rebecca D. Jones, Mayor City of San Marcos

ATTEST:

Phillip Scollick, City Clerk City of San Marcos