RESOLUTION NO. R-2016-9

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF TYLER, TEXAS, AUTHORIZING THE CITY MANAGER TO ACCEPT JAG GRANT FUNDING FROM THE EAST TEXAS COUNCIL OF GOVERNMENTS TO FUND A NEW GANG OFFICER POSITION AT THE TYLER POLICE DEPARTMENT FOR ONE YEAR; DESIGNATING THE CITY MANAGER AS THE CITY'S AUTHORIZED OFFICIAL; AND ESTABLISHING AN EFFECTIVE DATE.

WHEREAS, The City Council of the City of Tyler finds it in the best interest of the citizens of Tyler that the established Gang and Graffiti Unit continue to operate for the 2015/2016 fiscal year; and

WHEREAS, The City Council agrees that in the event of loss or misuse of the Criminal Justice Division funds, They Tyler City Council assures that the funds will be returned to the Criminal Justice Division in full; and

WHEREAS, the City Council designates the Tyler City Manager as the grantee's authorized official. The authorized official is given the power to apply for, accept, reject, alter or terminate the grant on behalf of the applicant agency; and

WHEREAS, THE Criminal Justice Division JAG Grant will fund this position in the amount of \$63,956.00 for one year only, after which additional funding must be reapplied for; and

NOW THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF TYLER, TEXAS;

PART 1: That the City Council of the City of Tyler approves the acceptance of JAG Grant funding through the East Texas Council of Government in the amount of \$63,956.00 to assist in funding a Gang Officer position at the Tyler Police Department for one year.

PART 2: That the City Manager is hereby designated as the City of Tyler's authorized official, and is hereby authorized to apply for, reject, alter, terminate, and/or take all necessary actions related to the grant on behalf of the City of Tyler;

PART 3: That this Resolution shall take effect immediately upon its adoption.

PASSED AND APPROVED this 13th day of April, A.D., 2016.

MARTIN ARINES, MAYOR

OF THE CITY OF TYLER, TEXAS

ATTEST:

APPROVED:

DEBORAH G. PULLUM,

CITY ATTORNEY