



BOISE COUNTY

RESOLUTION #2009-02

ORIGINAL

A BOISE COUNTY RESOLUTION ADJUSTING THE FY08/09 BOISE COUNTY DISASTER SERVICES BUDGET

WHEREAS, the FY 2008-2009 Budget for Boise County Disaster Services was adopted by the Board of County Commissioners based upon anticipated revenue; and

WHEREAS, the Boise County Disaster Services will receive unanticipated revenues from Title III Monies; and

WHEREAS, Idaho Code Section 31-1605 allows the Board of County Commissioners to adjust the Budget; and

WHEREAS, the annual budget procedure has been complied with in making the said adjustment and the budget adjustment shall not result in increased property taxes:

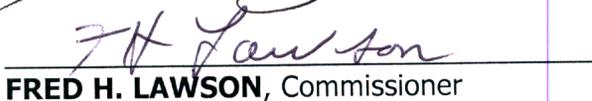
NOW THEREFORE BE IT RESOLVED, that the FY 2008/2009 Budget for Boise County Disaster Services Fund be increased in the amount of \$19,600.00 as follows:

Revenue Budget		
01-00-391-10	Title III Funding	<u>\$19,600.00</u>
	TOTAL	\$19,600.00
Expense		
01-11-480-00	Professional Services	\$ 4,000.00
01-11-800-01	Capital Equipment	<u>\$15,600.00</u>
	TOTAL	\$19,600.00

APPROVED and ADOPTED in open session this 27th day of October 2008.

BOISE COUNTY BOARD OF COMMISSIONERS


LINDA W. ZIMMER, Chairman of the Board


FRED H. LAWSON, Commissioner


TERRY C. DAY, Commissioner

Attest:


CONSTANCE SWEARINGEN, Clerk to the Board

PUBLIC NOTICE

The Boise County Commission, through Emergency Management Services, proposes to use funds made available under P.L.106-393 to improve education and prevention of Wildland-Urban Interface (WUI) fires. Specifically, the funding will be used to:

- Purchase up to three (3) GPS units/Boise County Fire Department (2/department plus 1 for rescue trucks);
- Provide home locations via GPS for addressing of all new homes constructed within the last year;
- Visit each new home location when a building permit has been issued;
- Fire Department will provide data to Emergency Management to update the County GIS data base;
- Educate new home owners of WUI fire prevention techniques; and
- Updates of the County GIS database provided to all responders within the County.

Title III of P.L. 106-393 limits county funds to projects that meet the requirements of the title. There are six identified and authorized uses. The Boise County Commission proposes to allocate \$19,600 to the use identified in Section 302(b)(5).

The Boise County Commission has identified that a need exists in Boise County that can be addressed through the use of Title III funds. One of its provisions allows a county to use these funds as reimbursement for all or part of the costs incurred by the county to pay for fire prevention and county planning. Specifically, the funding may be used for:

- Efforts to educate homeowners in fire-sensitive ecosystems about the consequences of wildfires and techniques in home siting, home construction, and home landscaping that can increase the protection of people and property from wildfires;
- And planning efforts to reduce or mitigate the impact of development on adjacent Federal lands and to increase the protection of people and property from wildfires.

The proposal is open for a 45-day comment period after which, and taking into full consideration the comments received, the Boise County Commission will issue a decision on the proposed use of the funds.

Comments on this proposal may be sent to the Boise County Commission, P.O. Box 1300, Idaho City, ID, 83631.

PUBLIC COMMENTS

Pursuant to Section 302(a) of P.L. 106-393, this notice by the Boise County Commission initiates a 45-day public comment period on the proposed use of funds as published in a newspaper of local record [Section 302(a)(1)].

Following the 45-day comment period, and after taking into full consideration the comments received, the Commission will issue a decision on the proposed use of funds. If in the future the Boise County Commission decides to use these funds for a different project that meets the requirements of Title III of P.L. 106-393, other than the one described above, a subsequent public notice will be issued for a 45-day public comment period.