



# City of League City, TX

300 West Walker  
League City TX 77573

## Text File

File Number: 23-0457

**Agenda Date:** 11/14/2023

**Version:** 1

**Status:** ATS Review

**In Control:** Fire Department

**File Type:** Agenda Item

### Title

Consider and take action on a resolution authorizing the submittal of four separate grant applications (Fire Department Training, Volunteer Firefighter Insurance Recruitment Resources, and Fire Department Equipment) for the Texas Forest Service Rural Volunteer Fire Department Assistance Program HB2604 and HB3367 (Fire Chief)

### ..Background:

Approval of this item will authorize the League City FD to apply for reimbursement of costs for bunker gear, firefighter training, recruitment resources, and volunteer firefighter insurance for fiscal year 2024.

The primary goal of the Volunteer Fire Department Assistance Program is to enhance the emergency response capability of volunteer and combination departments with 20 or fewer paid members. The Rural VFD Assistance Program (HB 2604) is a cost-share program funded by the Texas State Legislature. It provides funding to rural VFD's for the acquisition of firefighting vehicles, fire and rescue equipment, protective clothing, computer systems, and firefighter training.

The Rural VFD Insurance Program (HB3667) provides reimbursement grants for Texas Firefighters to obtain any combination of compensation insurance such as: workers compensation, group term life, accident and sickness, death, and disability and or cancer related insurance purchased from Texas insurance companies. The 77th Texas Legislator created the Rural VFD Insurance Program, which is funded by a 2% sales tax on the sale of fireworks.

### Equipment Reimbursement Guidelines:

Requirements for equipment reimbursement are 75% of the actual cost, not to exceed \$20,000 in grant assistance. Expenses, which are budgeted, will be posted to account # 2850000-51250 Fire Department Operating Supplies. The grant revenue will post to General Fund Revenue 0100-48200 Fire Department Assistance Grant.

### Training Reimbursement Guidelines:

Requirements for training reimbursement are 100% of the actual cost of tuition not to exceed \$140 per day up to a maximum of \$700 per trainee, per school. The annual maximum for all training tuition grant assistance per department is \$15,000. Expenses, which are budgeted, will be posted to account # 2850000-53440 Fire Department Training and Travel. The grant revenue will post to General Fund Revenue 0100-48200 Fire Department Assistance Grant.

### Insurance Reimbursement Guidelines:

The program will reimburse 100% of the actual cost of eligible insurance coverage up to a maximum of \$190 per fire department member. The amount reimbursed back to the City could be between \$7,000 - \$32,000. The grant revenue will post to General Fund Revenue 0100-48210 Fire Department Insurance Grant.

Volunteer Recruitment Resources:

This program will reimburse 100% of the actual cost, not to exceed \$3,000 per department. Expenses, which are budgeted, will be posted to account # 2850000-54180 Fire Department Public Awareness. The grant revenue will post to General Fund Revenue 0100-48200 Fire Department Assistance Grant

CONTRACT ORIGINATION: Fire Department

Attachments:

1. Data Sheet
2. Proposed Resolution
3. Grant Application Pre-Approval Form - Training
4. Grant Application Pre-Approval Form - Insurance
5. Grant Application Pre-Approval Form - Equipment
6. Grant Application Pre-Approval Form - Recruitment Resources

FUNDING

{X} The grant revenue for equipment, recruitment resources, & training will post to General Fund Revenue 0100-48200 Fire Department Assistance Grant. The grant revenue for insurance reimbursement will post to General Fund Revenue 0100-48210 Fire Department Insurance Grant.

{ } Requires Budget Amendment to transfer from Account # \_\_\_\_\_ to Account # \_\_\_\_\_

{ } NOT APPLICABLE

STRATEGIC PLANNING

{ } Addresses Strategic Planning Critical Success Factor # \_\_\_\_\_ and Initiative # \_\_\_\_\_

{X} NOT APPLICABLE