

## **CITY COUNCIL PUBLIC SAFETY COMMITTEE MEETING**

March 5<sup>th</sup>, 2024 at 5:00 PM Crete City Hall, 243 East 13<sup>th</sup> Street

# MINUTES

#### 1. Open Meeting

#### 2. Roll Call

Tom Crisman:PresentAnthony Fitzgerald:PresentDan Papik:PresentPresent: 3.3.

# 3. Items of Business3.A. 911 Communications discussion

City Administrator Tom Ourada stated that between Mayor Bauer, Chief Young, Captain Pucket and him they have been looking at the cost savings and everything points to moving towards Saline County. Ourada explained that the county has been working with them on the structure and originally it looked like they would be paying equal amounts to the county and Beatrice. It looks like they would pay Beatrice a portion of the year. They would recover this in cost savings. Ourada explained that the way the structure would work as far as personnel and operations is something they will continue to work on.

Chief Young stated that operationally they would work closely and with tax revenue they would be keeping money local. Young explained that Beatrice has been an incredible partner. Public Safety Committee member Anthony Fitzgerald asked if there are any concerns about how to use communication things.

Young stated that there had been significant issues in the past. They have been meeting regularly and have had conversations about operations and perceptions. Captain Pucket explained that they had quick response from Saline County.

Public Safety Committee member Tom Crisman asked about the cost savings of moving to Saline County. Ourada explained that it would be 400 minus 125.

Ourada explained that to roll out this change the committee would have to be comfortable with it and the next steps would be to notify Beatrice and Saline County about the decision moving forward.

Recommend to the City Council the 911 Communications structure. Carried with a motion by Tom Crisman and a second by Anthony Fitzgerald. Tom Crisman: Aye, Anthony Fitzgerald: Aye, Dan Papik: Aye Aye: 3, No: 0

## 4. Officers' Reports

## 5. Adjournment