SLAI OF

Contra Costa County

To: Board of Supervisors

From: David O. Livingston, Sheriff-Coroner

Date: January 11, 2022

Subject: Range Use Contract - Union City Police Department

RECOMMENDATION(S):

APPROVE and AUTHORIZE the Sheriff-Coroner, or designee, to execute a contract with Union City Police Department, for use of the Sheriff's Range Facility for the period January 11, 2022 through June 30, 2023.

FISCAL IMPACT:

No County cost - 100% Participant fees

BACKGROUND:

Local, state, and federal law enforcement officers are required to complete firearms qualifications on a regular basis. The Office of the Sheriff has a firing range and classroom that can be used by other law enforcement agencies for firearms qualifications when not in use by County staff.

The recommended contract provides for use of the Sheriff's Range Facilities, including firearms range and classroom, for firearms qualification of these government agencies' employees. The County Counsel's Office has approved the mutual indemnification language included in the contracts. The contract agencies will pay a per day fee for access to the

✓ APPROVE	OTHER
▼ RECOMMENDATION OF CN ADMINISTRATOR	TTY RECOMMENDATION OF BOARD COMMITTEE
Action of Board On: 01/11/2022	APPROVED AS RECOMMENDED OTHER
Clerks Notes:	
VOTE OF SUPERVISORS	
AYE: John Gioia, District I Supervisor Candace Andersen, District II Supervisor Diane Burgis, District III Supervisor Karen Mitchoff, District IV Supervisor Federal D. Glover, District V Supervisor	I hereby certify that this is a true and correct copy of an action taken and entered on the minutes of the Board of Supervisors on the date shown. ATTESTED: January 11, 2022 Monica Nino, County Administrator and Clerk of the Board of Supervisors
Contact: Chrystine Robbins,	By: Antonia Welty, Deputy

925-655-0008

Sheriff's Range Facility.

CONSEQUENCE OF NEGATIVE ACTION:

Negative action on this request would mean a loss of revenue for the County and a valuable loss of services for outside agencies.

CHILDREN'S IMPACT STATEMENT:

None