



**Council
Communication**
Office of the City Manager

Date

October 9, 2006

Agenda Item No. 42

Roll Call No. 06-

Communication No. 06-627

Submitted by: Phillip C. Vorlander.

Chief of the Fire Department

AGENDA HEADING:

Approving the extension of a cooperative agreement between the City of Des Moines and LAFS for Life.

SYNOPSIS:

Recommend approval of a five-year agreement between the City of Des Moines and LAFS for Life, a 501(c)(3) not-for-profit organization that provides life and fire safety education programs in the City of Des Moines and the Des Moines School District. The agreement may be extended beyond the five-year term by mutual agreement.

FISCAL IMPACT:

Amount: \$1,000. A maximum of one thousand dollars per year in fuel and maintenance services for LAFS vehicles.

Funding Source: 2006-2007 Operating Budget, General Fund GE001, Commercial Fire Inspection FIR070100, Page 108; and General Fund GE001, Maintenance and Repair FIR010700, Page 100.

ADDITIONAL INFORMATION:

The Des Moines Fire Department has partnered with LAFS (life and fire safety) since 1999 to provide community education programs teaching fire safe behaviors and fire survival skills to children, and hazard awareness and avoidance to seniors and other interested adults. Utilizing a puppet and clown characterization format, the programs focus on important subjects such as fire, bicycle, water, and seatbelt safety for children and home hazard identification for adults. Des Moines Fire Department fire companies and Fire Prevention Section staff participate in the presentation of these programs in the City of Des Moines and Des Moines schools.

PREVIOUS COUNCIL ACTION(S):

Date: September 25, 2000

Roll Call Number: 00-3819

Action: 28E Agreement between the City of Des Moines and LAFS FOR LIFE (Life and Fire Safety Program) not-for-profit corporation. ([Council Communication No. 00-427](#)). Moved by McPherson to adopt. Motion Carried 7-0.

BOARD/COMMISSION ACTION(S): NONE

ANTICIPATED ACTIONS AND FUTURE COMMITMENTS: NONE