

**OFFICE OF THE CITY MANAGER
LITTLE ROCK, ARKANSAS**

**BOARD OF DIRECTORS COMMUNICATION
AUGUST 15, 2023 AGENDA**

Subject:	Action Required:	Approved By:
<p>Implementation of all parts of the proposed expenditures of the Edward Byrne Justice Assistance Grant awarded to Little Rock Police Department, including, but not limited to, entering into a Memorandum of Understanding with Pulaski County.</p> <p>Submitted By:</p> <p>Little Rock Police Department</p>	<p style="text-align: center;">Ordinance √ Resolution</p>	<p style="text-align: center;">Bruce T. Moore City Manager</p>

SYNOPSIS

A resolution authorizing the Mayor and City Manager to execute any necessary documents and to take any actions necessary to implement all parts of the Edward Byrne Memorial Justice Assistance Grant awarded to the Little Rock Police Department, including, but not limited to, entering into a Memorandum of Understanding with Pulaski County.

FISCAL IMPACT

The Municipal allocation of the grant fund is \$295,333.00), with the Pulaski County Allocation at \$49,615.00, for a total grant funding of \$344,948.00.

RECOMMENDATION

Approval of the resolution.

BACKGROUND

The Little Rock Police Department received eligibility notification for the Edward Byrne Memorial Justice Assistance Grant Program Fiscal Year 2023.

Annually the City of Little Rock Police Department receives the Edward Byrne Memorial Justice Assistance Grant Application and establishes the Memorandum of Understanding with Pulaski County.

**BACKGROUND
CONTINUED**

Propose expenditures include:

Amount	Item	Brief Description
\$95,000.00	Hand Tools & Minor Apparatus	Real Time Crime Center Cameras, Mobile Finger Print Devices.
\$129,500.00	Controlled Equipment	Kiosks, Computers, Laptops, Surface Pros, Radar Trailers with LPR.
\$14,000.00	Training	Pilot Course and other Departmental Required Trainings
\$20,833.00	Community Relations Programs	Such as, but not limited to: Police Youth Camp; Chief of Police Advisory Council; and Youth Literacy Events.
\$295,333.00	Total	