

Item Title: Appropriate Edward Byrne Memorial Justice Assistance Grant (JAG)
Funds for the Wake County Sheriff's Office

Specific Action Requested:

That the Board of Commissioners accepts and appropriates \$65,063 in the Grants and Donations Fund for the Edward Byrne Memorial Justice Assistance Grant (JAG).

Item Summary:

Purpose: The Board of Commissioners appropriates all funds, including federal grants.

Background: The Office of Justice Programs within the US Department of Justice offers funding opportunities by awarding formula grants to support law enforcement activities in state and local jurisdictions and to implement programs that improve the criminal justice system.

The Wake County Sheriff's Office and the Raleigh Police Department apply annually for JAG funding. The City of Raleigh and Wake County have a Memorandum of Agreement that outlines each party's participation in and responsibilities under this grant. Pursuant to this agreement, the City of Raleigh, as the lead agency, will receive the proceeds of the grant. Wake County is a sub-recipient of the grant and will invoice the City for its portion of the grant as it is spent. The Sheriff's Office will use the funds to continue outfitting all vehicles with in-car cameras.

Board Goal: This Board action supports routine County business.

Fiscal Impact: The Sheriff's Office will receive \$65,063 out of the total \$144,684 grant awarded. This action will appropriate the funds for the Sheriff's Office to use.

Additional Information:

The Wake County Sheriff's Office currently has 471 vehicles in its fleet. Of this total, 117 have in-car cameras installed. WCSO will use grant funds to outfit 10 patrol vehicles with in-car cameras, then all patrol vehicles will have cameras. Remaining grant funds will be used to outfit other marked cars. After patrol vehicles, there are 168 other vehicles in Courthouse Operations and Judicial Services. Future replacement of current in-car cameras is budgeted in the Fleet Fund lease rate.

Attachments:

1. Budget Memo
2. JAG MOU