



Stanislaus County Operational Area Council A G E N D A



Operational Area Council

The OAC coordinates, reviews, and recommends for approval all emergency and disaster response policies, procedures, plans, and other influencing factors or events that would affect the Stanislaus Operational Area. The OAC provides technical review of all disaster plans by any agency or jurisdiction in the County for approval as to form and compliance with ICS, SEMS, NIMS, and HSPD 5 and 8.

January 19, 2017
1:30 p.m.

Harvest Hall
3800 Cornucopia Way

JPA Members

Stanislaus County
City of Ceres
City of Hughson
City of Modesto
City of Newman
City of Oakdale
City of Patterson
City of Riverbank
City of Turlock
City of Waterford

Partnering Agencies

American Red Cross
Broadcast Industry

California Office of Emergency
Services

Community-Based Organizations

Faith-Based Organizations

Fire Districts

Hospitals

Latino Emergency Council (LEC)

Law Enforcement

Mountain Valley EMSA

National Weather Service

Non-Governmental Organizations

Private Industry

Reclamation Districts

Schools

Special Districts

Stanislaus County Departments

United Way

Utilities

1. Call to Order
2. Public Comment
3. Introductions / Roll Call
4. Approval of Minutes
 - a) January 21, 2016 (no quorum)
 - b) July 28, 2016 (no quorum)
 - c) October 20, 2016
5. Presentations
 - a) Everbridge Mass Notification System – Chad Homme
6. Agenda Items
 - a) No Action Items Noted
7. Informational Items - Office of Emergency Services
 - a) 2017 January Winter Storms
 - b) Training Courses
 - c) Local Hazard Mitigation Plan
 - d) City Emergency Operation Plans
8. Discussion Items
9. Operational Area Discipline Reports
 - a) Public Health
 - b) Fire
 - c) Law Enforcement
 - d) Agricultural Commissioner
 - e) Public Works
 - f) Utilities
 - g) Cal OES
10. Roundtable
11. Announcements
 - a) 2017 Op Area Council Meetings – July 20 & October 19, 1:30 p.m., Harvest Hall
 - b) 2017 Disaster Council Meeting and Tour of the EOC – May 18, 3:00 p.m., 3705 Oakdale Rd.
12. Adjourn