



Bellingham Fire Department

AMENDMENT TO MEMORANDUM OF UNDERSTANDING By and between the City of Bellingham And IAFF Local 106

Whereas, The City of Bellingham Fire Department (the City) and IAFF Local 106 (the Local) entered into a MOU in June of 2016 related to the operational consolidation of the Fire Department with Whatcom County Fire District 8; and

Whereas, after two years of operating as a consolidated agency, the City and the Local have collaboratively identified a staffing model that is different than what the MOU originally anticipated; and

Whereas, both the City and the Local are interested in creating a safe and efficient staffing model for Stations 31 and 34; and

Whereas, on April 1, 2019 the Bakerview/Bennett annexation occurred; and

Now therefore, let it be resolved the City and Local agree to amend the previous MOU as follows:

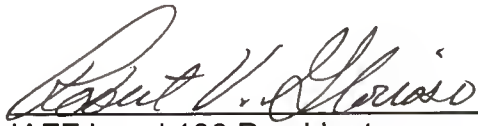
Section 1.2 Annexation will be modified as follows:

At the time the next annexation by the City into WCFD8, the City will add one career firefighter to the daily total of career staff dedicated to WCFD8, ~~for the specific intent of staffing an all career fire company (captain, firefighter/driver and firefighter).~~ for the specific intent of staffing a career driver at Station 34.

The Local acknowledges that this continues the City's practice of using volunteer firefighters to staff the firefighter positions at Station 31 and Station 34.

The Local also acknowledges that the staffing of the career driver at Station 34 satisfies all impacts, current and future, of annexations into the current UGA (as outlined in exhibit A) of Whatcom County Fire District 8's area by the City.

EXECUTED this 2 day of May, 2019, for the IAFF Local 106 unit:

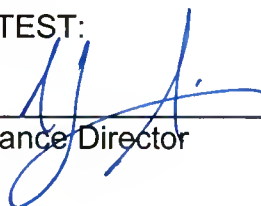

IAFF Local 106 President


IAFF Local 106 Secretary/Treasurer

EXECUTED this 8th day of May, 2019, for City of Bellingham:


Mayor

ATTEST:

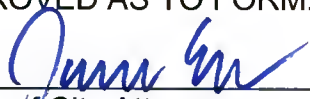

Finance Director

DEPARTMENTAL APPROVAL:


Human Resources Director


Fire Chief

APPROVED AS TO FORM:


Office of City Attorney