

**MINUTES
WORK SESSION
HELOTES CITY COUNCIL**

The City of Helotes City Council met for a Work Session on Thursday, October 22, 2015 at 4:00 p.m. in the City Hall Council Chamber, 12951 Bandera Road, Helotes, Texas 78023. This was an open meeting, subject to the open meeting laws of the State of Texas.

Council

Present: Thomas A. Schoolcraft, Mayor
Paul Friedrichs, Mayor Pro Tem*
Edward Villanueva
Alex Blue*
Bert Buys
Cynthia Massey

Staff Present: Rick Schroder, City Administrator
Grace Tamez, City Secretary
Walton Daugherty, Fire Department Chief

1. Call to Order.

Mayor Schoolcraft called the meeting to order at 4:07 p.m. *Council Member Blue arrived at 4:11 p.m. and Mayor Pro Tem Friedrichs arrived at 4:30 p.m.

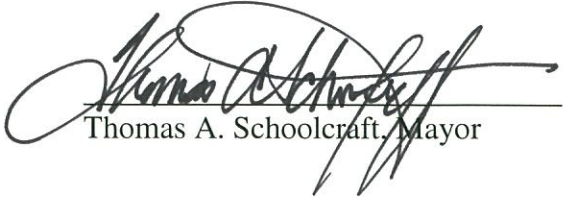
2. Presentation by Kyle Coleman, Emergency Management Coordinator for the Bexar County Office of Emergency Management, and discussion of Incident Command System (ICS) Class No. 402, an *ICS Overview for Executives / Senior Officials*. (Mayor Schoolcraft)

Kyle Coleman, Emergency Management Coordinator, and Tony Gross, District Coordinator, presented the class. Staff members also attending this class were Judy Henckel, Human Resources, Taby Durr, Accounting/Purchasing, Ernest Cruz, Development Services, Josh Mair, Public Works, Angela Bocconcelli, Dispatch, Sabrina Richardson, Dispatch, and Rick Wall, Fire Department.

FEMA created ICS Class No. 402 to familiarize elected officials and senior staff on the Incident Command System and. The overview presented included key response principles, roles, and structures that guide the emergency management response. The intent is to train government, private, or other entities to prepare or respond to an incident similarly and to work together seamlessly when required in an effort to reduce loss of life and property and to prevent harm to the environment.

Adjourn.

With no more business to come before Council, Mayor Schoolcraft adjourned the meeting at 6:07 p.m.


Thomas A. Schoolcraft, Mayor

ATTEST:


Grace Tamez, City Secretary

