



LEPC MEETING AGENDA

The City of Corpus Christi/Nueces County Local Emergency Planning Committee will meet at 10:30 a.m. on Tuesday, November 3, 2015 at the **Fire Administration 3rd floor training room, 2406 Leopard Street**, Corpus Christi, Tx to consider the following:

- I. Call To Order, Welcome and Introductions
- II. Acceptance of Minutes (September 1, 2015)
- III. New Business/Old Business
- IV. Upcoming Training in the Community/Conferences/www.coastalbendcan.org
- V. Coordinator's Report
- VI. Sub Committee Reports:
 1. **Finance Subcommittee:** Rick Ramos, Treasurer/Secretary
 - a). LEPC Financial Report
 - b). Next Meeting Date – January 4, 2016 (3:00 pm at Fire Administration)
 2. **Risk Awareness Subcommittee:** Scott Nelson, Chair
 - a). ReverseAlert.org Update
 - b). Industry Education Awareness Communication Committee Projects
 - c). Next Meeting Date – December 17, 2015 (11:30 a.m. at Fire Administration)
 3. **Pipeline Damage Prevention Subcommittee:** Roger Smith, Chair
 - a). Safe Digging Seminar Review
 - b). Next Meeting Date – January 5, 2016 (9:30 a.m. – EOC Conference Room)
 4. **Emergency Response and Communications Subcommittee:** Randy Paige, Chair
 - a). Industry Drills and Training
 - b). Emergency Response Planning Support Grant
 - c). Hazardous Materials Emergency Preparedness Grant – Commodity Flow Study
 - c). Next Meeting Date – January 27, 2016 – Sponsor Requested
- VII. Presentation: Unmanned Aerial Systems- CCFD Battalion Chief and HAZMAT Lead Jim Devisser
- VIII. Public Comment / Announcements: Comments limited to three minutes per person.
Be advised the Open Meetings Act prohibits the committee from responding and discussing your comments at length. The law only authorizes members to make a statement of factual information, recite an existing policy in response to the inquiry, or advise the citizen that this subject will be placed on an agenda at a later date.
- IX. Motion to Adjourn.
Next Meeting Date – January 5, 2016 @ 10:30 a.m. at the Fire Administration Training Room