RESOLUTION NUMBER R- 307371

DATE OF FINAL PASSAGE APR 23 2012

A RESOLUTION OF THE CITY OF SAN DIEGO DECLARING THE TERMINATION OF A CONTINUED STATE OF EMERGENCY REGARDING FLOODING CAUSED BY UNUSUALLY PRECIPITOUS WINTER STORMS.

WHEREAS, by Resolution Number R-306511 passed on January 4, 2011, the City of San Diego declared the existence of a state of emergency related to substantial damages and the threat to cause more damages from flooding caused by unusually precipitous winter storms beginning the morning of December 18, 2010, and continuing through December 22, 2010; and

WHEREAS, California Government Code section 8630 authorizes local governing bodies to proclaim local emergencies when such events occur as are defined by California Government Code section 8558(c); and

WHEREAS, Section 8630 further provides that the local governing body review the need for continuing the local emergency at least once every thirty days until the governing body terminates the local emergency; and

WHEREAS, the emergency damage of the December 2010 storms has subsided and remedial projects made necessary by the emergency have been completed; and

WHEREAS, Government Code section 8630(d) requires that a governing body shall proclaim the termination of the local emergency at the earliest possible date that conditions warrant; NOW, THEREFORE,

BE IT RESOLVED, by the Council of the City of San Diego that pursuant to California Government Code section 8630(d), the state of emergency previously declared by Resolution

Number R-306511 relative to the potential for flooding caused by unusually precipitous winter storms is hereby declared terminated.

APPROVED: JAN I. GOLDSMITH, City Attorney

By

Frederick M. Ortlieb Deputy City Attorney

FMO:cla

March 20, 2012 Or.Dept: Mayor Doc. No.: 290193

I hereby certify that the foregoing Resolution was passed by the Council of the City of San Diego, at this meeting of APR 10 2012.

Approved: 4 · 23 · 12 By Deputy City Clerk

Approved: JERRY SANDERS, Mayor

Vetoed: JERRY SANDERS, Mayor