



# 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.

### 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

### Participating Agencies

American Red Cross

United Way

CERT

Advancing Vibrant Communities

California Emergency  
Management Agency

Schools

Latino Emergency Council (LEC)

Mountain Valley EMSA

Utilities

Stanislaus County Departments

Private Industry

National Weather Service

Non-Governmental Organizations

January 22, 2015  
1:30 p.m.

Regional Fire Training Center  
1220 Fire Science Lane, Modesto

1. Call to Order
2. Public Comment
3. Introductions / Roll Call
4. Approval of Minutes
  - a) October 23, 2014
5. Presentation
  - a) American Red Cross – Debbie Calcote
6. Agenda Items
  - a) Op Area Council’s 2015 Goals and Objectives – Dale Skiles
  - b) Disaster Council Ordinance – Dale Skiles
  - c) EOP Revision – Eric Holly
7. Informational Items
  - a) Agreement for Operational Area Organization – Dale Skiles
  - b) Hazard Mitigation Plan – Paul Gibson
  - c) Bold Planning Contract (COOP) – Paul Gibson
  - d) Mass Casualty Tabletop Exercise – Dave Funk
  - e) EOC Management Team – Dave Funk
8. Operational Area Discipline Reports
  - a) Law Enforcement
  - b) Public Health
  - c) MVEMSA
  - d) Emergency Management
  - e) Fire
  - f) Cal OES
9. Roundtable/Announcements
  - a) 2015 Meeting Dates – January 22, April 16, July 16 (Joint Meeting with Disaster Council), October 15  
All meetings will convene at the RFTC @ 1:30 p.m.
10. Adjourn