## **RESOLUTION 25-XX**

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF COSTA MESA, CALIFORNIA, AUTHORIZING ACCEPTANCE OF FISCAL YEAR 2024 OPERATION STONEGARDEN (OPSG) FUNDS WHICH ARE TO BE USED TO DETER NARCOTICS TRAFFICKING

**WHEREAS,** narcotics trafficking organizations continue to pose significant threats in California, and in Costa Mesa; and

WHEREAS, federal grant funds have been allocated to the Riverside County Sheriff's Department; to issue to sub-grantees to help disrupt and degrade transnational criminal organizations involved in narcotics trafficking; and

**WHEREAS,** the Costa Mesa Police Department was allocated \$170,000.00 for the purchase of a handheld x-ray imager, funding for vehicle mileage reimbursement and personnel operational overtime; and

**WHEREAS,** it is in the interest of the city to accept the grant funds to assist in deterring trans-national drug trafficking.

## NOW, THEREFORE, THE CITY COUNCIL OF THE CITY OF COSTA MESA RESOLVES:

- 1. In all respects, the above recitals are hereby incorporated by reference.
- 2. The City Manager or designee is authorized to approve all documents necessary to accept the fiscal year 2024 OPSG funds in the amount of \$170,000.00.

**PASSED AND ADOPTED** by this 7<sup>th</sup> day of October, 2025.

AYES: NOES: ABSENT:	
	John Stephens, Mayor
ATTEST:	APPROVED AS TO FORM:
Brenda Green, City Clerk	Kimberly Hall Barlow, City Attorney

STATE OF CALIFORNIA ) COUNTY OF ORANGE ) ss CITY OF COSTA MESA )
I, BRENDA GREEN, City Clerk of the City of Costa Mesa, DO HEREBY CERTIFY that the above and foregoing is the original of Resolution No. 2025-xx and was duly passed and adopted by the City Council of the City of Costa Mesa at a regular meeting held on the 7 <sup>th</sup> day of October, 2025, by the following roll call vote, to wit:
AYES: COUNCIL MEMBERS:
NOES: COUNCIL MEMBERS:
ABSENT: COUNCIL MEMBERS:
IN WITNESS WHEREOF, I have hereby set my hand and affixed the seal of the City of Costa Mesa this 7th day of October, 2025.

Brenda Green, City Clerk