



RESOLUTION NO. 2021-013

WHEREAS the City of Anthony has historically experienced damage from natural hazards such as flooding, wildfire, drought, severe winds, and others on many occasions in the past century, resulting in loss of property and/or life, economic hardship, and threats to public health and safety;

WHEREAS the 2020 Dona Ana County Multi-Jurisdictional Multi-Hazard Mitigation Plan (the Plan) has been developed after more than one year of review, research and update work by the City of Anthony in association and cooperation with the Dona County Multi-Jurisdictional Planning Team for the reduction of hazard risk to the community;

WHEREAS the Plan specifically addresses natural hazard vulnerabilities, mitigation strategies and plan maintenance procedures for the City of Anthony;

WHEREAS the Plan is an update and replacement for the previous hazard mitigation plan for City of Anthony;

WHEREAS the Plan recommends several hazard mitigation actions/projects that will provide mitigation for specific natural hazards that impact City of Anthony, with the effect of protecting people and property from loss associated with those hazards;

NOW THEREFORE BE IT RESOLVED by the Governing Body of the City of Anthony, New Mexico that:

1. The Plan is hereby adopted as an official plan of the City of Anthony, NM.
2. The plan shall be implemented, monitored and maintained by the officials/staff designated in the Plan for a period five (5) years with the full support of this resolution.

PASSED, APPROVED AND ADOPTED THIS 7TH DAY OF APRIL, 2021.

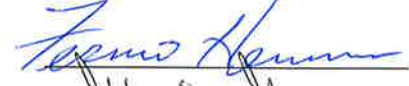



Diana M. Trujillo, Mayor



ATTEST:



Esther Motongo- City Clerk
ROLL CALL VOTE:
Mayor Pro Tem, Fernie Herrera
Trustee Gloria Gameros
Trustee Elva Flores
Trustee Javier Silva

<input checked="" type="radio"/> YES	<input type="radio"/> NO	
<input checked="" type="radio"/> YES	<input type="radio"/> NO	
<input checked="" type="radio"/> YES	<input type="radio"/> NO	
<input checked="" type="radio"/> YES	<input type="radio"/> NO	