

DECLARATION OF EMERGENCY

Proclamation of Local Emergency in Riverton, Utah

Declared Pursuant to Utah Code §§ 53-2a-208 by Mayor Trent Staggs

WHEREAS, as the chief executive officer of Riverton City, the Mayor has the authority to declare a state of emergency; and

WHEREAS, the State of Utah has designated the COVID-19 virus outbreak as an eminent threat to the health and safety of Utah residents; and

WHEREAS, this declaration of a local emergency is official recognition that a local emergency exists or is eminent within Riverton given the COVID-19 outbreak; and

WHEREAS, this declaration of a local emergency provides the legal basis to request and obtain state and federal government disaster assistance.

NOW THEREFORE, BE IT PROCLAIMED BY THE MAYOR OF THE CITY OF RIVERTON, UTAH:

- 1. A local emergency exists or is eminent in Riverton, Utah, pursuant to Utah Code §§ 53-2a-208.
- 2. The nature of the local emergency is the potential for widespread transmission of the COVID-19 virus and all associated risks to health, welfare and safety of Riverton residents and subsequent negative economic impact to individuals, families and businesses.
- 3. The emergency powers and operations of Riverton City are hereby invoked, and response and recovery aspects of local disaster emergency plans are activated.
- 4. The Interim City Manager, in consultation with the Mayor, is granted authority to amend, suspend or modify events, policies, programs, procedures, personnel or facility operations as necessary to protect public and employee health for the duration the emergency.
- 5. The Interim City Manager, in consultation with the Mayor, has the authority to enter into short-term contracts or agreements as required for response and recovery efforts.
- 6. This proclamation shall become effective immediately and will continue for no more than thirty days unless extended pursuant to state law.

Dated this 17th day of March 2020.

Trent Staggs

Mayor

Approved as to form:

Ryan Carter City Attorne

Attest:

Joy Johnson, Deputy City Recorde