

Resort Village of Aquadeo

BYLAW No. 09-2024

A BYLAW TO PROVIDE FOR ENTERING INTO A MUTUAL AID AGREEMENT FOR THE FURNISHING OF EMERGENCY SERVICES

The Council of the Resort Village of Aquadeo, in the Province of Saskatchewan, enacts as follows:

1. The Resort Village of Aquadeo is hereby authorized to enter into the agreement that is attached hereto and forming part of this bylaw identified as:

SCHEDULE "A" with:

Village of Meota;
Resort Village of Metinota;
Resort Village of Cochin;

and

Village of Glaslyn;
RM of Parkdale No. 498;
RM of Meota No. 468

2. The Mayor and Chief Administrative Officer of the Resort Village of Aquadeo are hereby authorized to sign and execute the attached agreement identified as Schedule "A".
3. Bylaw No. 04-2022 is hereby repealed.

(SEAL)



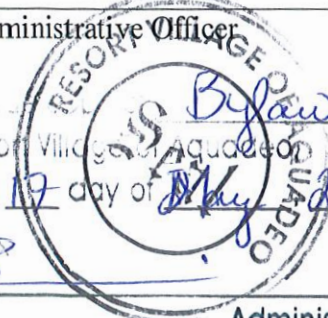
Read a First time on May 17, 2024
Read a Second time on May 17, 2024
Read a Third time and adopted on May 17, 2024



Mayor



Chief Administrative Officer

Certified  Bylaw 9/2024
of the Resort Village of Aquadeo
dated this 17 day of May 2024.



Administrator

EXHIBIT A
Fire Protection Services Agreement

Memorandum of Agreement

Between:

The Village of Glaslyn
&
The RM of Parkdale 498
&
RM of Meota 468
&
Village of Meota
&
Resort Village of Metinota
&
Resort Village of Cochin
&
Resort Village of Aquadeo

1. Now therefore this agreement witnesseth that in consideration of the covenants, terms and conditions hereinafter set out the aforementioned parties hereby agree to the following:
 - a) To provide fire protection services to each other on request.
 - b) That the municipalities in this agreement guarantee that the municipality providing fire protection within the corporate boundaries of the other municipality will be paid for that service when provided. Invoices shall be sent within 30 days from the date of the fire.
 - c) All parties agree that:
 - each municipality will set their own fees to be charged for providing fire protection services as defined in Exhibit B;
 - in the case of simultaneous events, each will be responsible for the event within their own corporate boundaries;
 - each municipality will be responsible for their own insurance coverage;
 - each municipality will be responsible for their own personnel and equipment.
2. The effective date of this agreement is July 1st, 2024.
3. This agreement shall be continuous. Any party may terminate this agreement with sixty (60) days written notice.

Village of Glaslyn



R.M. of Parkdale



R.M. of Meota No. 468



Village of Meota

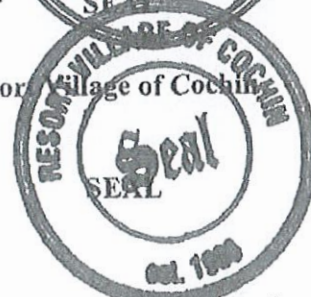
Resort Village of Metinota



Resort Village of Metinota



Resort Village of Aquadeo



Resort Village of Cochin

Mayor

Administrator

Reeve

Administrator

Reeve

Administrator

Mayor

Administrator

Mayor

Administrator

Mayor

Administrator

Mayor

Administrator

Mayor

Administrator

DUPLICATE SIGNATURE LINE

EXHIBIT B

FIRE DEPARTMENT FEES

Fire Truck	(First hour)	\$500.00/hr
	(Each hour thereafter)	\$500.00/hr
Water Truck	(Single Axle)	\$200.00/hr
	(Tandem Axle)	\$300.00/hr
Rescue Vehicle		\$200.00/hr
Fire Chief	(First hour)	\$50.00/hr
	(Each hour thereafter)	\$30.00/hr
Fire Fighters	(First hour)	\$50.00/hr
	(Each hour thereafter)	\$30.00/hr
Mileage for personal vehicles		\$0.55/km
Stand down		
	-	minimum of 1 hr charge for equipment and personnel.
False Alarms		
	-	will be charged at actual costs.

Motor Vehicle Collisions

- The responding department will invoice SGI directly for Extrication and/or Traffic Control Services as per the current rates set out by SGI. In the event that SGI will not pay the invoice for any reason the Municipality in which the event occurs agrees to take responsibility for payment of the invoice to the responding fire department.

Specific Exceptions to the above fees are as follows:

GLASLYN/PARKDALE FIRE DEPARTMENT FEES

Fire Truck, Equipment, Personnel \$950.00/hr

AQUADEO FIRE DEPARTMENT FEES

Fire Truck, Equipment, Personnel \$700.00/hr

Fire Chief First Hour \$75.00/hr

Mileage for personal vehicles \$0.75/km

*Aquadeo does not have Rescue Vehicle or Motor Vehicle Collision services