

DETROIT CHARTER REVISION COMMISSION
PROPOSAL/ISSUE REVIEW SUMMARY

ISSUE NUMBER: EPS 15

ISSUE CATEGORY: Enforcement & Public Safety

SOURCE: Daniel F. McNamara, President

RELATED CHARTER SECTIONS: §7-804 (Fire Marshal)

Detroit Fire Fighters Assn, Letter dated

November 1, 2010

RELEVANT ORDINANCE SECTION:

RELEVANT LAW(S):

ISSUE/PROPOSAL STATEMENT: Require Fire Marshal to designate all structures as occupied, vacant or abandoned and relay those designated vacant or abandoned to fire companies.

Sec. 7-804. Fire Marshal.

The fire marshal shall inquire into the origin of all fires resulting in property loss and shall make a written report concerning every such fire to the fire commissioner, the Wayne prosecuting attorney, the Detroit Board of Underwriters and any person legitimately interested in the matter.

The fire marshal shall also make such inspection of buildings and other places as is necessary for enforcement of the fire prevention ordinances of the city.

The fire marshal shall make designations of all structures and identify them as occupied, vacant or abandoned. When identified as vacant or abandoned, the specific information shall be relayed to the fire department which will immediately inform all fire companies. (Proposed Language)

RATIONALE: None originally provided. Requested November 3, 2010 and the following was provided on November 15, 2010: "This is significant and directly related to the safety of fire fighters. Given the ability to have these designations relayed to front line fire companies, proper decisions can be made which will help save property and keep fire fighters from injury or death as well as keep the city's liability and medical costs down. Flint, Michigan has incorporated such a decision making process with tremendous positive results. Detroit cannot afford to allow these structures to be ignored, standing as an ever present danger to life and limb." - Daniel McNamara, President, Detroit Fire Fighters Association.

ANALYSIS:

DISPOSITION/COMMISSION ACTION:

NOTES: