

## **Building Community**

It takes investment to build community. The citizens of Flagstaff County — the "Community of communities" — contributed more than \$6 million last year in support of a variety of activities and services. Here is a breakdown of regional funding the County provided in 2016.

## **Projects/Grants/Donations:**

Recreation Grant	\$825,000
Nights Alive Teen Club	\$111,706
Stollery Children's Hospital	
Foundation	\$100,000
Flagstaff Community Adult Learning	\$55,000
Educational Scholarships	\$51,000
Flagstaff Day Home Society	\$50,000
FIP (Regional)	\$46,795
Physician Recruitment	\$33,205
Dust control to 5 municipalities	\$26,500
Parents for Fun in Flagstaff	\$25,000
STARS Air Ambulance	\$20,000
Cemeteries Assistance Grant	\$20,000
Battle River Research Group	\$16,900
Seniors Conference	\$15,273
ACCA Youth Leadership Camp	\$9,913
Various donations	\$6,500
Flagstaff County Library Committee	\$6,000
Iron Creek Watershed	\$2,000
Grazing School for Women	\$2,000
Battle River Watershed	\$1,612
Total: \$1,	,424,404

## **Requisitions:**

Alberta Education	\$3,868,301
Flagstaff Solid Waste Management	\$405,165
Flagstaff Regional Housing Group	\$340,604
Community Resource Officer	\$72,023
East Central Catholic School	\$65,234
Flagstaff Family and Community Service	es \$30,524
Parkland Regional Library	\$28,297
Total:	\$4,810,148

## **Regional Services:**

**Regional Emergency Services Coordinator**: Assists the towns and villages in training, equipment coordination and fire prevention and investigation.

**Economic Development**: Provides programs and services to the citizens and businesses of the region focusing on sustainability and community development.

**Fire**: Owns 50% of seven fire trucks in eight towns and villages, owns five Wildland trucks for fire suppression use, owns three water tankers for the region, contributed \$239,591 towards operating expenses for town and village fire departments.

**Rescue**: Contributed 61.75%, \$10,066, of the operating costs for rescue services.

