

□N/A

Health and Community Services

Heidi Beazizo

Council	Initiated:

□Yes \boxtimes No

ECAF: 2025-3532 Motion: 25-516	<u>Subject:</u> Amendment #1 to a Data Sharing Agreement between the Health Department and Washington State Department of Health (DOH)	
Type: □ Contract □ Board Appt. □ Code Amendment □ Budget Action □ Other	Scope: Amendment #1 replaces, in its entirety, the prior agreement approved by Ordinance 24-110 on January 8, 2025. This replaced agreement updates three components of the data sharing agreement. They are: 1) Adds a definition for "WA ESSENCE" (page 3); 2) Updates the expiration date to December 31, 2028 (formerly 12/31/2026); and 3) Adds Appendix E — Tribal Data Sovereignty Principles which incorporates sovereignty principles over their data based on the Governor's Indian Health Advisory Council's principles.	
Requested Handling: ☐ Normal ☐ Expedite ☐ Urgent	<u>Duration:</u> Upon execution to 12/31/2028	
	Fiscal Impact: □ Current Year □ Multi-Year 図N/A	
Fund Source:		
☐General Fund	<u>Authority Granted:</u> Authorizes the County Executive to execute Amendment #1.	
□Other		
⊠N/A	<u>Background:</u> The Washington Department of Health supports local health jurisdictions (LHJs) and tribes in their disease and injury surveillance and control	
Executive Rec:	activities by providing timely access to data. ESSENCE data is some of the timeliest	
⊠Approve	information available, with over 90% of emergency departments reporting visits within	
☐ Do Not Approve	24 hours. LHJs and tribes use this information to identify and respond quickly to public	
□N/A	health threats such as novel pathogens, as well as track injury and health condition	
Approved as to	trends, evaluate interventions implemented, and use ESSENCE data within their	
Form:	statutory authority to provide quality public health services.	
⊠Yes		
□No	On January 8, 2025, the county adopted Ordinance 24-110 authorizing the exchange of	
□NI/A	data for this purpose.	

Requested Action: Move to GLS on December 3, 2025, for consideration.