G0051

RESOLUTION NO. 12-71

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF MESQUITE, TEXAS, AUTHORIZING THE CITY MANAGER TO MAKE APPLICATION FOR A FEDERAL GRANT UNDER PUBLIC LAW 660, AS AMENDED, TO ASSIST IN THE CONSTRUCTION OF CERTAIN SEWAGE TRANSMISSION AND TREATMENT FACILITIES.

WHEREAS, it is contemplated that the City of Mesquite, Texas, will construct certain sewage transmission and treatment facilities; and it is deemed necessary and proper to apply for a federal grant under the Federal Water Pollution Control Act, Public Law 660, as amended.

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF MESQUITE, TEXAS:

SECTION 1. That Bill G. York, City Manager, is hereby authorized and directed to make application for a federal grant under Public Law 660, as amended, and to sign the Acceptance of the Offer, when made, and any other necessary documents required to complete the project on behalf of the above named City of Mesquite.

SECTION 2. That the above named City of Mesquite, will acquire a fee simple or such other estate or interest in the site of the project, including the necessary easements and rights-of-way, as to assure undisturbed use and possession; and that in the event such title, estate, or interest in such site, easements or rights-of-way may in the future be contested, the above named City of Mesquite, will defend and maintain its title in such site and hold the United States Government blameless in such action; and that before any federal payment is requested pursuant to a grant, the above named City of Mesquite will provide certification as to the sufficiency of such estate or interest.

SECTION 3. That this resolution shall take effect immediately from and after its date of passage.

PASSED AND APPROVED by the City Council of the City of Mesquite, _day of May Texas, on this the A. D., 1971.

Mayor

ATTEST:

Branch Street Street

Mary John

je slago po jesto pa se po dlaki saje a jesto

Norma G. McGaughy

City Secretary

APPROVED AS TO FORM:

Elland Archer City Attorney