

RESOLUTION NO. 22-99

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF MESQUITE, TEXAS, AUTHORIZING THE CITY MANAGER TO EXECUTE AN AGREEMENT WITH THE TEXAS DEPARTMENT OF TRANSPORTATION FOR THE FURNISHING OF TRAFFIC SIGNAL EQUIPMENT BY A MUNICIPALITY FOR THE INTERCHANGES OF IH 30 AND GALLOWAY AVENUE AND IH 30 AND NORTHWEST DRIVE.

WHEREAS, the City of Mesquite operates and maintains the traffic signals on the State Highway system within the City limits of Mesquite; and

WHEREAS, the Texas Department of Transportation allows the City of Mesquite to supply critical traffic signal equipment for new and reconstructed traffic signal installations instead of accepting the Department's low bid equipment; and


WHEREAS, the City of Mesquite benefits from this arrangement because critical traffic signal equipment supplied by the City of Mesquite is compatible with the remainder of the City's traffic signal system; and

WHEREAS, the Texas Department of Transportation has a mechanism for reimbursing the City of Mesquite for expenses incurred in supplying critical traffic signal equipment for new and reconstructed traffic signals on the State Highway system within the City limits of Mesquite through the Agreement for the Furnishing of Traffic Signal Equipment by a Municipality;

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


SECTION 1. That the City Council of the City of Mesquite authorizes Ted Barron, City Manager of the City of Mesquite, to execute an Agreement for the Furnishing of Traffic Signal Equipment by a Municipality with the Texas Department of Transportation for the reimbursement of traffic signal equipment for the interchanges of IH 30 and Galloway Avenue and IH 30 and Northwest Drive in an amount not to exceed \$20,000.00.


DULY RESOLVED by the City Council of the City of Mesquite, Texas, on the 7th day of June, 1999.


Mike Anderson
Mayor

ATTEST:

APPROVED:


Ellen Williams
City Secretary


B.J. Smith
City Attorney