

RESOLUTION NO. 116-22

A RESOLUTION OF THE CITY COMMISSION OF THE CITY OF DELRAY BEACH, FLORIDA APPROVING THE CITY OF DELRAY BEACH ENTERING INTO A CONTRACT AGREEMENT WITH THE STATE OF FLORIDA FOR USE OF THE LEGISLATIVE APPROPRIATION OF \$935,000 TOWARD COSTS FOR THE POMPEY PARK IMPROVEMENT PROJECT WHICH INCLUDES PROVISION OF MEP ENGINEERING AND PERMITTING, RESURFACING OF THE POOL, IMPROVEMENTS OF THE PARKING LOT, PURCHASE AND INSTALLATION OF COMMERCIAL KITCHEN EQUIPMENT, POOL EQUIPMENT, AND A PAVILION.

WHEREAS, The City of Delray Beach has received an appropriation from the State of Florida to reimburse project funding for the Pompey Improvement Project (“the Project”); and

WHEREAS, as part of the eligibility requirements, the State of Florida requires the City of Delray Beach to enter into a contract agreement to receive the funding; and

WHEREAS, if funding is granted for the Project, the City of Delray Beach is committed to funding the Project in the upcoming fiscal year budget; and

WHEREAS, the City Commission deems approval of this Resolution to be in the best interest of the health, safety, and welfare of the residents and citizens of the City of Delray Beach and the public at large.

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COMMISSION OF THE CITY OF DELRAY BEACH, FLORIDA, AS FOLLOWS:

Section 1. The foregoing recitals are hereby affirmed and ratified.

Section 2. The Project is eligible and recommended for the State of Florida legislative appropriation funding in the Fiscal Year 2022-2023 for \$935,000.

Section 3. The City Commission of the City Of Delray Beach, Florida authorizes The City of Delray Beach to enter into an Agreement with the State Of Florida for use of the legislative appropriation of \$935,000.00.

Section 4. This Resolution shall become effective immediately upon adoption.

PASSED AND ADOPTED in regular session on the ____ day of _____, 2022.

ATTEST:

Katerri Johnson, City Clerk

Shelly Petrolia, Mayor

Approved as to form and legal sufficiency:

Lynn Gelin, City Attorney