

**CITY OF BILOXI
AGENDA ITEM
FACT SHEET**

Item No.:

51

Council Meeting Date:

January 18, 2022

ITEM TITLE: RESOLUTION

INTRODUCED BY: Mayor Andrew "FoFo" Gilich

CONTACT PERSON: E. Michael Leonard, CAO *EM*

SUMMARY EXPLANATION:

Resolution creating Capital Project No. 9999: Funding

Resolution Ordinance _____ Public Hearing _____ Routine Agenda _____

Exhibits for Review

Contract _____ Minutes _____ Plans/Maps _____ Deed _____ Lease _____

Other (Specify):

Submittal Authorization: Council President _____ Mayor

STAFF RECOMMENDATION: Staff recommends approval

COUNCIL ACTION: Motion By: _____ Second By: _____

Vote:	<u>Councilmember</u>	<u>Yes</u>	<u>No</u>	<u>Other</u>	<u>Councilmember</u>	<u>Yes</u>	<u>No</u>	<u>Other</u>
	Lawrence	___	___	___	Tisdale	___	___	___
	Gines	___	___	___	Glavan	___	___	___
	Newman	___	___	___	Barrett	___	___	___
	Deming	___	___	___				

ACTION TAKEN:

Resolution No.

RESOLUTION CREATING CAPITAL PROJECT NO. 9999: FUNDING

WHEREAS, the City regularly receives funding from various sources, the uses of which are restricted to Capital Projects, including, but not limited to, Mississippi Infrastructure Modernization Act funds;

WHEREAS, is it in the best interest of the City to create Capital Project 9999: Funding ("Project 9999"), for the purposes of funding capital projects, as needed;

WHEREAS, funding for Project 9999 is not being allocated at this time; and

WHEREAS, it is the recommendation of E. Michael Leonard, Chief Administrative Officer, that Project 9999 be created for the reasons stated herein.

NOW, THEREFORE, BE IT RESOLVED BY THE MAYOR AND THE CITY COUNCIL OF THE CITY OF BILOXI, MISSISSIPPI, AS FOLLOWS:

SECTION ONE: The findings, conclusions, and statements contained in the preamble of this are hereby approved, adopted, and ratified.

SECTION TWO: Capital Project 9999: Funding is hereby created for the purpose of having a source for the funding of capital projects, as needed.

SECTION THREE: This Resolution shall take effect and be in force from and after adoption.