

**CITY OF HOMER  
HOMER, ALASKA**

Venuti

**ORDINANCE 19-29**

AN ORDINANCE OF THE CITY COUNCIL OF HOMER, ALASKA,  
AUTHORIZING THE EXPENDITURE IN AN AMOUNT UP TO \$13,900  
FROM THE HART FUNDS FOR CONSTRUCTION OF AN ADA  
ACCESSIBLE TRAIL ON CITY OF HOMER PROPERTY AND  
KACHEMAK HERITAGE LAND TRUST PROPERTY

WHEREAS, Kachemak Heritage Land Trust (KHLT) owns the 3.47-acre Poopdeck Platt property at the end of Klondike Avenue in Homer (KPB Parcel 17719231); and

WHEREAS, KHLT was awarded a Recreational Trails Grant to build an Americans with Disabilities Act (ADA) accessible trail on KHLT land and on City of Homer land (KPB Parcel 17719231 and KPB Parcel 17719234) and plans to begin construction in late July; and

WHEREAS, The lower portion of Poopdeck Trail between Hazel Ave and Grubstake Ave is in need of trail tread maintenance; and

WHEREAS, An ADA parking space at the trailhead off of Pioneer Ave is a desirable and feasible amenity.

NOW, THEREFORE, THE CITY OF HOMER ORDAINS:

Section 1. The FY 2019 Capital Budget is hereby amended by appropriating \$13,900 for the rehabilitation of the lower portion of Poopdeck Trail, and for the construction of an ADA parking area at the Pioneer Ave Trailhead.

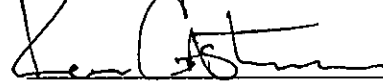
<u>Account No.</u>	<u>Description</u>	<u>Amount</u>
165 -0375	HART Trails	\$13,900

Section 2. This is a budget amendment ordinance, is not permanent in nature, and shall not be codified.

ENACTED BY THE CITY COUNCIL OF HOMER, ALASKA, this 24<sup>th</sup> day of June, 2019.

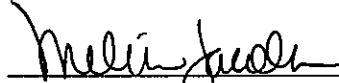
43  
44  
45  
46  
47  
48  
49  
50  
51  
52  
53  
54  
55  
56  
57  
58  
59  
60  
61  
62  
63  
64  
65  
66  
67

CITY OF HOMER



KEN CASTNER, MAYOR

ATTEST:

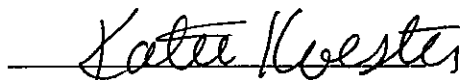


MELISSA JACOBSEN, MMC, CITY CLERK

YES: 6  
NO: 0  
ABSTAIN: 0  
ABSENT: 0

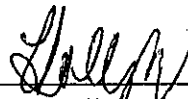
First Reading: 6.10.19  
Public Hearing: 6.24.19  
Second Reading: 6.24.19  
Effective Date: 6.25.19

Reviewed and approved as to form:



Katie Koester, City Manager

Date: 6.27.19



Holly Wells, City Attorney

Date: 7.2.19