## CITY OF HOMER HOMER, ALASKA

City Manager/ Port and Harbor Director

## **RESOLUTION 10-85**

A RESOLUTION OF THE CITY COUNCIL OF HOMER, ALASKA, AUTHORIZING THE CITY ADMINISTRATION TO APPLY FOR A DENALI COMMISSION GRANT IN THE **DESIGN** AND PRE-FOR OF \$440,000 AMOUNT CONSTRUCTION ACTIVITIES RELATED TO PRIORITY CAPITAL IMPROVEMENTS WITHIN THE HOMER BOAT HARBOR (RAMP 3 / FLOAT REPLACEMENT AND SYSTEM 5 UPGRADES) AND STIPULATING THAT IF THE GRANT IS AWARDED, THE COUNCIL WILL APPROPRIATE THE REQUIRED TWENTY PERCENT LOCAL MATCH (\$110,000).

WHEREAS, The Denali Commission provides funding for design and pre-construction activities for harbor improvements; especially if those improvements are related to safety and economic development; and

WHEREAS, An increasing number of granting agencies only provide money for construction and are looking for projects to fund that are "construction ready"; and

WHEREAS, The Ramp 3 / Harbor Float Replacement and System 5 Electrical and Water Upgrade projects are both priority projects contained in the City's approved Top 15 C.I.P Priority Resolution 10-78(A); and

WHEREAS, In order for the City to be eligible for possible construction funding, it must first complete design and pre-construction activities; and

WHEREAS, The Denali Commission requires a local match of 20 percent for this program.

NOW, THEREFORE, BE IT RESOLVED that the Homer City Council hereby authorizes the City administration to prepare and submit a grant application to the Denali Commission for design and pre-construction activities related to the proposed Ramp 3 / Float Replacement and System 5 Upgrade projects.

BE IT FURTHER RESOLVED that the Council stipulates that if this grant is funded, it will appropriate the required 20 percent local match in the amount of \$110,000.

PASSED AND ADOPTED by the Homer City Council this 25<sup>th</sup> day of October, 2010.

CITY OF HOMER

AMES C. HORNADAY, MAYOR

ATTEST:

JO JOHNSON, CMC, CITY CLERK

Fiscal Note: \$110,000 / Port and Harbor Reserves Acct. No. 456-380.