

RESOLUTION NO. 2015-33

**A RESOLUTION SUPPORTING THE TOWN OF SILVER CITY'S PARTICIPATION
IN A CAPITAL OUTLAY PROGRAM ADMINISTERED BY THE NEW MEXICO
DEPARTMENT OF TRANSPORTATION FOR STREET AND DRAINAGE
IMPROVEMENTS IN SILVER CITY, GRANT COUNTY.**

WHEREAS, the Town of Silver City and the New Mexico Department of Transportation enter into a Cooperative Agreement; and

WHEREAS, the total cost of the project will be \$100,000 to be funded by the parties hereto as follows:

- a. New Mexico Department of Transportation's share shall be 100% or \$100,000, and
- b. Town of Silver City's proportional matching share shall be 0% or \$0.00.

TOTAL PROJECT COST IS \$100,000.

The Town of Silver City shall pay all costs, which exceed the total amount of \$100,000.

NOW THEREFORE, BE IT RESOLVED in official session that the Town of Silver City Council determines, resolves, and orders as follows:

That the project for this Cooperative Agreement is adopted and has a priority standing.

The agreement terminates on June 30, 2019 (for Laws of 2015) and the Town of Silver City incorporates all the agreements, covenants, and understandings between the parties hereto concerning the subject matter hereof, and all such covenants, agreements and understandings have been merged into the written agreement.

NOW THEREFORE, BE IT FURTHER RESOLVED by the Town of Silver City Council to enter into Cooperative Agreement Control Number C1150934 with the New Mexico Department of Transportation for Capital Outlay (Laws of 2015 SB1, Chapter 3, Section 33, Sub Section 39) to plan, design, and construct street and drainage improvements to Little Walnut Road, Cain Drive, and North Swan Street in Silver City, Grant County, New Mexico with appropriations in the amount of One Hundred Thousand Dollars and No Cents (\$100,000).

PASSED, APPROVED, and ADOPTED by the governing body of the Town of Silver City at its regular meeting of December 8, 2015.

(Seal)

_____/s/
Michael S. Morones, Mayor
Attest:

_____/s/
Yolanda C. Holguin, Acting Town Clerk