RESOLUTION 08-2021

A RESOLUTION ALLOWING THE MAYOR TO APPLY FOR A PARKS GRANT ON BEHALF OF THE CITY OF HASKELL

WHEREAS, Haskell, Arkansas, seeks to help improve the recreation facilities and wishes to seek grant funding assistance; and

WHEREAS, in order to obtain the funds necessary to develop and/or improve the site for such a recreation area, it is necessary to obtain an Outdoor Recreation Matching Grant from the Arkansas Department of Parks, Heritage and Tourism; and

WHEREAS, the plans for such recreation areas have been prepared and the price, therefore, has been established; and

WHEREAS, this governing body understands the grantee and grantor will enter into a binding agreement which obligates both parties to policies and procedures contained within the *Outdoor Recreation Matching Grant Application Guide*, including, but not limited to the following: the park area defined by the project boundary map, submitted with the application, must remain in outdoor recreation use in perpetuity, regardless if the property is bought or developed with matching grant funds and; all future overhead utility lines within the project boundary must be placed underground and; the project area must remain open and available for use by the public at all reasonable times of the day and year; facilities can be reserved for special events, league play, etc. but cannot be reserved, leased or assigned for exclusive use, and; the project area must be kept clean, maintained, and operated in a safe and healthful manner.

The Haskell City Council is well aware and apprised of the above-mentioned project, and will provide the local portion of the development cost of the entire project;

NOW, THEREFORE, BE IT RESOLVED by the City Council of Haskell, Arkansas, that the Mayor is hereby authorized to make application to the Arkansas Department of Parks, Heritage and Tourism for assistance to develop recreational facilities for the City.

Passed this _____ day of _____, 2021.

APPROVED:

Mayor's Signature

CLERK:

Clerk's Signature