

RESOLUTION 2024-16

A RESOLUTION OF THE MAYOR AND CITY COUNCIL OF BROKEN BOW, NEBRASKA TO AUTHORIZE AND APPROVE THE CITY ADMINISTRATOR TO PURSUE THE PURCHASE OF REAL PROPERTY, PURCHASE AGREEMENT AND FURTHER ACTIONS.

WHEREAS, the City of Broken Bow desires and intends to purchase property described as the "Broken Bow Armory" (Parcel I.D.: 001236600) for public improvements and purposes.

NOW, THEREFORE, BE IT RESOLVED by the Mayor and City Council of the City of Broken Bow find and determine that:

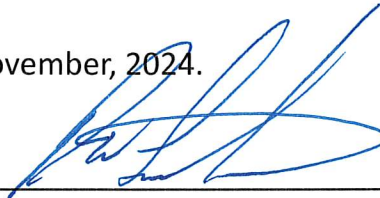
- 1.) Pursuant to Nebraska Statutes, the City Council, before purchasing an interest in real property, must authorize said acquisition by action at a public meeting after notice and public hearing; and
- 2.) The City published notice of the City Council meeting on the proposed purchase of the Property, to be held during the regular City Council meeting on November 12, 2024; and
- 3.) Prior to completion of the sale, all applicable statutory requirements related to the proposed purchase will have been satisfied; and
- 4.) A purchase agreement for the Property will be drafted for Council approval and will be presented at a later Council Meeting.

BE IT FURTHER RESOLVED, that, in consideration of the foregoing, the Mayor and City Council hereby adopt and approve the following actions:

- 1.) For the purposes of this Resolution the foregoing recitals are incorporated herein by reference; and
- 2.) The intent to purchase the Property is contingent upon a price that is mutually agreed upon by both the City of Broken Bow and the State of Nebraska; and
- 3.) The Purchase Agreement will be presented for content at a later meeting to be approved and ratified by the Mayor and City Council.

BE IT FURTHER RESOLVED, that the Mayor or City Administrator is hereby authorized to take all actions he determines necessary or appropriate to carry out this Resolution or the actions approved herein.

PASSED AND APPROVED this 12th day of November, 2024.



Rodney W. Sonnichsen, Mayor

Attest:



Jennifer A. Waterhouse, City Clerk

