



Legislation Details (With Text)

File #:	RES-05:436	Version:	1	Name:	Amend memo of understanding with Game and Fish for Craighead Forest Lake improvements
Type:	Resolution	Status:		Status:	Passed
File created:	7/19/2005	In control:		In control:	Public Services Council Committee
On agenda:		Final action:		Final action:	7/19/2005
Title:	A RESOLUTION TO AMEND THE MEMORANDUM OF UNDERSTANDING WITH THE ARKANSAS GAME AND FISH COMMISSION FOR IMPROVEMENTS TO CRAIGHEAD FOREST PARK LAKE				
Sponsors:					
Indexes:	Contract, Project				
Code sections:					
Attachments:	1. Memorandum of Understanding				

Date	Ver.	Action By	Action	Result
7/19/2005	1	City Council	Passed	Pass

A RESOLUTION TO AMEND THE MEMORANDUM OF UNDERSTANDING WITH THE ARKANSAS GAME AND FISH COMMISSION FOR IMPROVEMENTS TO CRAIGHEAD FOREST PARK LAKE
WHEREAS, the City of Jonesboro owns and maintains Craighead Forest Park;

WHEREAS, the City of Jonesboro and the Arkansas Game and Fish Commission entered into an agreement to make improvements to the lake at Craighead Forest Park on April 5th, 2005;

WHEREAS, the City of Jonesboro would like Arkansas Game and Fish Commission to perform additional work; constructing the underwater portion of a future beach area and providing shoreline repair to the lake;

WHEREAS, the City of Jonesboro has budgeted \$115,000 for the lake improvements under budget item 171 "Craighead Forest Improvements" in the Capital Improvements portion of the 2005 Budget;

NOW, THEREFORE BE IT RESOLVED, BY THE CITY COUNCIL OF THE CITY OF JONESBORO, ARKANSAS

SECTION 1: That the City of Jonesboro, Arkansas shall amend the memorandum of understanding with the Arkansas Game and Fish Commission to make improvements to Craighead Forest Park Lake, said agreement is attached hereto as "Exhibit A."

SECTION 2: The Mayor, Doug Formon and City Clerk, Donna Jackson are hereby authorized by the City Council for the City of Jonesboro to execute all documents necessary to effectuate the agreement.

PASSED AND ADOPTED THIS 19th Day of July, 2005.