Sponsored by: Scott Janke

CITY OF MARATHON, FLORIDA RESOLUTION 2003-156

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF MARATHON, FLORIDA, APPROVING LAND DEDICATION FROM EILEEN SUSAN ANISKO

WHEREAS, pursuant to Section 9.5-127(a)(5) of the City Code, a landowner may voluntarily elect to dedicate to the City a vacant, buildable lot or buildable land as part of the Residential Rate of Growth Ordinance ("ROGO") allocation process; and

WHEREAS, if a landowner proposes to dedicate land to the City as set forth above, the landowner is required to execute a statutory warranty deed conveying such land to the City that must be approved by the City Council prior to its recording in the public records of Monroe County, Florida.

NOW THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF MARATHON, FLORIDA, AS FOLLOWS:

Section 1. The City Council finds and determines that the property being dedicated to the City, as identified in Exhibit "A", is within an area proposed for conservation or resource protection and shall be held or used for public purposes, specifically for conservation and resource protection use.

Section 2. Upon approval of the City attorneys, Eileen Susan Anisko shall record, at her sole expense, the warranty deed, submitted under separate cover, in the public records of Monroe County, Florida.

Section 3. This Resolution shall become effective immediately upon its adoption.

PASSED AND APPROVED by the City Council of the city of Marathon, Florida, this 23rd day of December, 2003.

THE CITY OF MARATHON, FLORIDA

Randy Mearns, Mayor

AYES:

Bartus, Pinkus, Repetto, Worthington, Mearns

NOES:

None

ABSENT:

None

ABSTAIN:

None

ATTEST:

Cindy L. Ecklund City Clerk

(City Seal)

APPROVED AS TO FORM AND LEGALITY FOR THE USE AND RELIANCE OF THE CITY OF MARATHON, FLORIDA ONLY:

CITY ATTORNEY

"EXHIBIT A"

LEGAL DISCRIPTION:

LOT 21 IN BLOCK 2 OF FIRST ADDITION TO KNOWLSON COLONY SUBDIVISION ACCORDING TO THE PLAT THEREOF, RECORDED IN PLAT BOOK 3, AT PAGE 110 OF THE PUBLIC RECORDS OF MONROE COUNTY, FLORIDA.