



Legislation Details (With Text)

File #:	17-0724R	Name:	
Type:	Resolution	Status:	Passed
File created:	9/28/2017	In control:	Recreation, Libraries and Authorities
On agenda:	10/9/2017	Final action:	10/9/2017
Title:	RESOLUTION ACCEPTING \$15,000 FROM ST. LOUIS COUNTY FOR IMPROVEMENTS TO THE WESTERN DULUTH LITTLE LEAGUE FIELD AT WHEELER FIELD.		

Sponsors:

Indexes:

Code sections:

Attachments:

Date	Ver.	Action By	Action	Result
10/9/2017	1	City Council	adopted	

RESOLUTION ACCEPTING \$15,000 FROM ST. LOUIS COUNTY FOR IMPROVEMENTS TO THE WESTERN DULUTH LITTLE LEAGUE FIELD AT WHEELER FIELD.

CITY PROPOSAL:

RESOLVED, that the City of Duluth (the "City") does hereby accept from St. Louis County (the "County") the amount of \$15,000 for improvements to the Western Duluth Little League Field to include advertising rights at the field consisting of a sign acknowledging the county, with said sum payable into fund 452-030-4260 Project: HANDHTAX-1505 (Tourism & Recreational Projects, Finance, St. Louis County, Wheeler Athletic Complex).

FURTHER RESOLVED, that the City agrees to maintain said sign for ten years and to replace said sign should it be destroyed within five years of its placement.

FURTHER RESOLVED, that the city hereby thanks St. Louis County for its support.

STATEMENT OF PURPOSE: This resolution authorizes the acceptance of \$15,000 from St. Louis County for improvements to the Western Duluth Little League Field at Wheeler Field. In 2017, the Western Little League and the City identified improvements to the Little League Field at the Wheeler Athletic Complex, including new access roads, grass infield, upgraded fencing, and a new concession stand. The county was approached for funding support for the improvements and has generously offered to provide \$15,000 for the improvements and for advertising rights consisting of a sign acknowledging the county. The county asked that the city maintain the sign for ten years, and replace the sign in the event it is destroyed within five years of placement.