RESOLUTION NO. 28 2012

A RESOLUTION TO APPROVE DISPOSITION OF PROPERTY UNDER I.C. 36-1-11-3.

WHEREAS, the Board of Public Works at a duly noticed meeting did on August 13, 2012 declare the following described real estate to be surplus and recommended the disposition of said property to-wit:

A part of the southwest quarter of out lot number forty (40) of the original out lots of the town, now the city of Terre Haute bounded as follows to-wit: Commencing at the southwest corner of said out lot numbered forty (40) and running thence east along Wabash Avenue seventy-four (74) feet and three and one-half (3½) inches to the center of the division wall of stores formerly numbered one hundred and forty-two (142) and one hundred forty-four (144); thence north along the center line of said division wall one hundred and forty-one (141) feet and two (2) inches to the alley; thence west along the alley seventy-four (74) feet and three and one-half (3½) inches to Fifth Street; and thence south along the west line of the out lot one hundred and forty-one (141) feet and two (2) inches to the place of beginning.

(Being the former City of Terre Haute Transit Station)

WHEREAS, the action of the Board of Public Works was taken on behalf of the Mayor under I.C. 26-1-11-3 and;

WHEREAS, I.C. 36-1-11-3 requires that disposition of real estate having an appraised value over Fifty Thousand Dollars (\$50,000.00) be approved by the Common Council.

WHEREAS, the Common Council affirms that disposition of the real estate is appropriate.

NOW THEREFORE it is resolved that said real estate be disposed of under I.C. 36-1-11-4 by the Board of Public Works as disposing agent.

Introduced by:	George Azar, Councilman
	mbu, 2012.
Hon More	6_,Don Morris, President
ATTEST: Clinks Offank	Charles P. Hanley, City Clerk

Presented by me to the Mayor this	9th day of_	November	, 2012.
<u>A</u>	who Han	Charles P. Hanle	y, City Clerk
Approved by me, the Mayor, this _	qut day of	NOVEMBER	, 2012.
	She a y	Duke A. Bei	nnett, Mayor
ATTEST: Mulo P	_		