

RESOLUTION NO. 2024-_____

A RESOLUTION TO AUTHORIZE THE PURCHASE PLAYGROUND EQUIPMENT FOR POCKET PARKS.

WHEREAS, the City of Forest Park (“City”) is a municipal corporation duly organized and existing under the laws of the State of Georgia and is charged with being fiscally responsible concerning the use and expenditure of all public funds; and

WHEREAS, the City’s Police Department requires additional portable radios for its incoming police officers; and

WHEREAS, the City desires to enhance its parks by purchasing new playground equipment for the pocket parks located in Wards 3, 4, and 5; and

WHEREAS, pursuant to Sec. 3-1-9(b)(3) of the City’s Code of Ordinances, competitive bids are not required for purchases made pursuant to a state contract; and

WHEREAS, the State has an existing Sourcewell contract for Burke playground equipment (Contract No. 010521-BUR) under which the City can purchase the necessary equipment.

THEREFORE, THE CITY COUNCIL OF THE CITY OF FOREST PARK HEREBY RESOLVES:

SECTION 1. Approval of Vendor. The quote from PlaySouth Playground Creators for Burke playground equipment as presented to the Council on April 1, 2024, is hereby approved.

SECTION 2. Public Record. This document shall be maintained as a public record by the City Clerk and shall be accessible to the public during all normal business hours of the City of Forest Park.

SECTION 3. Authorization of Execution. The Mayor is hereby authorized to sign all documents necessary to effectuate this Resolution.

SECTION 4. Attestation. The City Clerk is authorized to execute, attest to, and seal any documents which may be necessary to effectuate this ordinance, subject to approval as to form by the City Attorney.

SECTION 5. Effective Date. This resolution shall become effective immediately upon its adoption by the Mayor and City Council of the City of Forest Park as provided in the City Charter.

SO RESOLVED this ____ day of _____, 2024.

Angelyne Butler, Mayor

ATTEST:

City Clerk (SEAL)

APPROVED AS TO FORM:

City Attorney