<b>RESOLUTION NO.</b>	

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF LEON VALLEY, TEXAS, AUTHORIZING THE CITY MANAGER TO ENTER INTO AN AGREEMENT FOR THE PURPOSE OF PROVIDING PROFESSIONAL CONSULTING ENGINEERING SERVICES FOR THE CITY OF LEON VALLEY.

**WHEREAS**, the city is required to utilize the services of a licensed professional engineer and surveyor for larger public works projects; and

**WHEREAS**, licensed professional engineering services are essential for the review of building plans and plats, traffic studies, street, drainage, and stormwater plans, and other related services; and

**WHEREAS**, the city advertised Requests for Qualifications for engineering firms to provide these services, following all applicable local and state laws regarding the review and selection of the highest qualified engineering firm for these services; and

**WHEREAS**, On September 5, 2023, the City Council selected Ardurra Group Engineering as the most highly qualified provider of those services on the basis of demonstrated competence and qualifications; and

**WHEREAS**, it is recommended that the City Council authorize the City Manager to execute the negotiated agreement Attached as Exhibit A and allow the city to enter into a contract with this firm for these services.

## NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF LEON VALLEY, TEXAS, THAT:

- 1. The City Manager of the City of Leon Valley, Texas is hereby authorized to enter into an agreement with Ardurra Engineering, for the purpose of providing professional consulting engineering services for the City of Leon Valley.
- 2. The Mayor and City Council, with the adoption of this Resolution, further authorize the City Manager to act on behalf of the City of Leon Valley in all matters related to the Contract.

**PASSED, ADOPTED, AND APPROVED** by the City Council of the City of Leon Valley on this 17th day of October, 2023.

	APPROVED	
	CHRIS RILEY Mayor	
Attest:	Mayor	
SAUNDRA PASSAILAIGUE, TRMC City Secretary		
Approved as to Form:		
City Attorney		