RESOLUTION AUTHORIZING ACQUISITION OF FEE SIMPLE, TEMPORARY CONSTRUCTION EASEMENTS, PERMANENT UTILITY EASEMENTS, PERMANENT DRAINAGE EASEMENT, AND AERIAL UTILITY EASEMENT FOR THE MEADOWLARK DRIVE IMPROVEMENT PROJECT BY DEED OR CONDEMNATION

WHEREAS, it is necessary the City of Winston-Salem acquire fee simple, temporary construction easements, permanent utility easements, permanent drainage easement, and aerial utility easement based on the appraised value of the four properties specified in the attached Exhibit A, which is incorporated in this resolution by reference, for the Meadowlark Drive Improvement Project by deed or condemnation; and

WHEREAS, with these acquisitions, all properties have been acquired for the project; and

WHEREAS, it may become necessary to purchase additional easement square footage for reasons such as unforeseen field conditions or recommended design revisions during construction that result in net cost savings to the project.

NOW, THEREFORE, BE IT RESOLVED that the Mayor and the City Council of the City of Winston-Salem hereby authorize the acquisition of said fee simple, temporary construction easements, permanent utility easements, permanent drainage easement, and aerial utility easement by deed or condemnation, as described in Exhibit A, for the total recommended appraisal based purchase price of \$227,025 and to charge all costs associated with the purchase or condemnation to Account No. 304-531103-541301.

BE IT FURTHER RESOLVED that it is the intent of the City Council that the City Manager or his appropriate designee(s) proceed with the acquisition of said fee simple,

temporary construction easements, permanent utility easements,

permanent drainage easement, and aerial utility easement by deed or condemnation, and that the City Manager or his designee(s) may acquire additional easement square footage in a dollar amount not to exceed \$12,045 for reasons such as unforeseen field conditions or design revisions during construction which would result in net cost savings to the project.