

RESOLUTION 2015-11

VILLAGE OF ANGEL FIRE

PARTICIPATION IN LOCAL GOVERNMENT ROAD FUND HARDSHIP MATCH WAIVER PROGRAM ADMINISTERED BY NEW MEXICO DEPARTMENT OF TRANSPORTATION

WHEREAS, the VILLAGE OF ANGEL FIRE and the New Mexico Department of Transportation have entered into a joint and coordinated effort.

WHEREAS, the total cost of the project will be \$48,527.00 to be funded in proportional share by the parties hereto as follows:

a. New Mexico Department of Transportation's share shall be 75% or \$36,395.00

and

b. VILLAGE OF ANGEL FIRE'S proportional matching share shall be 25% or \$12,132.00.

TOTAL PROJECT COST IS \$48,527.00.

VILLAGE OF ANGEL FIRE shall pay all costs, which exceed the total amount of \$48,527.00.

WHEREAS, NMAC 27.3.8 allows Public Entities who are experiencing financial hardship to apply for a Match Waiver of all or part of the above mentioned Public Entity match.

WHEREAS, VILLAGE OF ANGEL FIRE qualifies for the Match Waiver because we have had a series of unfortunate financial setbacks which have placed us at risk with our audits. The Village of Angel Fire has sustained recent infrastructure failures such as the failure of Coffey Well 2 and the need for a new roof at the Community Center, both projects costing over \$1,000,000. The cost of these projects will cause a financial hardship for the Village and additional funding will not generally be available to cover the amount of the match share of \$12,132.00.

Now therefore, be it resolved in official session that the VILLAGE OF ANGEL FIRE determines, resolves, and orders as follows:

That the VILLAGE OF ANGEL FIRE requests a Match Waiver in the amount of \$12,132.00 for LGRF Project for year 2015 - 2016 to plan, design, construction management, construction, reconstruction, pavement rehab, drainage improvements and miscellaneous construction within the control of the VILLAGE OF ANGEL FIRE in ANGEL FIRE/COLFAX COUNTY, New Mexico.



Barbara Cottam, Mayor

June 9, 2015

DATE



Terry Cordova, Village Clerk

June 9, 2015

DATE