TOWN OF GOLDEN BEACH, FLORIDA RESOLUTION NO. 1928.08

A RESOLUTION OF THE TOWN COUNCIL OF THE TOWN OF GOLDEN BEACH, FLORIDA, APPROVING AGREEMENT FOR MONEY LAUDERING CONSULTANT WITH ROBERTO BARRIO; PROVIDING FOR IMPLEMENTATION AND FOR AN EFFECTIVE DATE.

WHEREAS, the Town Council wishes to engage Roberto Barrio (the "Contractor") as a law enforcement officer on a contract basis to serve on the South Florida Money Laundering Strike Force (the "SFMLSF"); and

WHEREAS, the Contractor desires to provide his special expertise to the Town for the benefit of the SFMLSF; and

WHEREAS, the Town Council finds that it is in the best interest of the Town to engage the Contractor under the terms of the Agreement for Money Laundering Consultant (the "Agreement") substantially in the form attached hereto as Exhibit "A".

NOW, THEREFORE, BE IT RESOLVED BY THE TOWN COUNCIL OF THE TOWN OF GOLDEN BEACH, FLORIDA, AS FOLLOWS:

Section 1. Recitals Adopted. That the foregoing recitals are true and correct and incorporated herein by this reference.

Section 2. Approval of Agreement. The Town Council hereby approves the Agreement attached as Exhibit "A" to this Resolution.

Section 3. Implementation. The Town Council authorizes Mayor to execute the Agreement once approved by the Town Attorney as to form and legal sufficiency, and authorizes the Mayor and Town Manager to take all action necessary to implement the Agreement.

Effective Date. That this Resolution shall be effective immediately Section 4. upon adoption.

The Motion to adopt the foregoing Resolution was offered by Councilmember Lusskin, seconded by Vice Mayor Rojas and on roll call the following vote ensued:

Mayor Glenn Singer	<u>Aye</u>
Vice Mayor Amy Rojas	<u>Aye</u>
Councilmember Ben Einstein	<u>Aye</u>
Councilmember Judy Lusskin	<u>Aye</u>
Councilmember Ken Bernstein	<u>Absent</u>

PASSED AND ADOPTED by the Town Council of the Town of Golden Beach,

Florida, this <u>24th</u> day of <u>June</u>, 2008.

ATTEST:

TOWN CLERK

APPROVED AS TO FORM AND LEGAL SUFFICIENCY: