## GOLDEN BEACH, FLORIDA

## **RESOLUTION NO. 1602.04**

A RESOLUTION OF THE TOWN COUNCIL OF THE TOWN OF GOLDEN BEACH, FLORIDA AUTHORIZING THE TOWN MANAGER TO DISBURSE FUNDS FROM THE STORMWATER ACCOUNT SUFFICIENT TO SATISFY THE INVOICE FOR PARTIAL PAYMENT TO METRO SERVICES, INC. IN THE AMOUNT OF \$120,000.00; PROVIDING FOR SEVERABILITY; PROVIDING FOR CONFLICT; PROVIDING AN EFFECTIVE DATE.

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

Section 1. That the Town Council hereby authorizes the Town Manager to disburse funds from the Stormwater account sufficient to satisfy the invoice for partial payment to Metro Services, Inc. in the amount of \$120,000.00.

Section 2. Severability. That the provisions of this Resolution are declared to be severable and if any section, sentence, clause or phrase of this Resolution shall, for any reason, be held to be invalid or unconstitutional, such decision shall not affect the validity of the remaining sections, clauses, sentences and phrases of this Resolution but they shall remain in effect, notwithstanding the invalidity of any part.

<u>Section 3. Conflict.</u> That all resolutions or parts of resolutions in conflict with this Resolution are hereby repealed to the extent of such conflict.

<u>Section 4. Effective Date.</u> That this Resolution shall become effective immediately upon approval of the Town Council.

## Sponsored by Administration.

The Motion to adopt the foregoing resolution was offered by <u>Mayor Addicott</u> seconded by <u>Councilmember Einstein</u> and on roll call the following vote ensued:

Mayor Addicott	<u>AYE</u>
Vice Mayor Paruas	<u>AYE</u>
Councilmember Einstein	<u>AYE</u>
Councilmember Iglesias	AYE
Councilmember Singer	<u>ABSENT</u>

**PASSED AND ADOPTED** by the Town Council of the Town of Golden Beach this  $\underline{22^{ND}}$  day of <u>June</u>, 2004.

MAYOR MICHAEL ADDICOTT

ATTEST:

CATHY YZABO TOWN CLIERK

APPROVED AS TO FORM AND LEGAL SUFFICIENCY

PAUL D. EICHNER TOWN ATTORNEY