



Legislation Details (With Text)

File #: RES 15-902 **Version:** 1
Type: Resolution **Status:** Passed
In control: City Council
Final action: 5/20/2015

Title: Authorizing the appropriate personnel to enter into MnDOT Agreement No. 1000621 for the I-35E Harrison Avenue Noise-Wall Community Landscape Partnership.

Sponsors: Dave Thune

Indexes:

Code sections:

Attachments: 1. MnDOT Agreement 100621

Date	Ver.	Action By	Action	Result
5/26/2015	1	Mayor's Office	Signed	
5/20/2015	1	City Council	Adopted	Pass

Authorizing the appropriate personnel to enter into MnDOT Agreement No. 1000621 for the I-35E Harrison Avenue Noise-Wall Community Landscape Partnership.

WHEREAS, Mn/DOT Project S.P. 6280-969 provides for landscaping adjacent to the noise wall approximately 20 feet high adjacent to the south side of Interstate 35E between Goodrich Avenue and Garfield Street,

AND WHEREAS, MnDOT has been working closely with the Little Bohemia Neighborhood Association to have landscaping elements provided for aesthetic purposes adjacent to the noise wall,

AND WHEREAS, Council Resolution 15-502 authorizing the City to act as a sponsoring unit for the project identified as "I-35E Harrison Avenue Noise-Wall Community Landscape Partnership" on state trunk highway I-35E to be conducted during the period April 1, 2015 through April 1, 2016 was passed on March 18, 2015.

NOW THEREFORE, BE IT RESOLVED:

That the City of Saint Paul enter into Mn/DOT Agreement No. 1000621 with the State of Minnesota, Department of Transportation for the following purposes:

To Provide for payment by the State to the City of the State's share of the costs of the acquisition of said landscaping materials to be placed upon, along and adjacent to Trunk Highway No. 35E from Garfield Street & Forbes Avenue to Western Avenue within the corporate City limits under State Project No. 6280-969 (T.H. 35E=390).

Be it further resolved that the Mayor and the proper City officials are authorized to execute the Agreement and any attachments to the Agreement.