



## Legislation Details (With Text)

**File #:** RES 21-353    **Version:** 1

**Type:** Resolution    **Status:** Passed

**In control:** City Council

**Final action:** 3/17/2021

**Title:** Authorizing the Department of Parks and Recreation to apply for and, if awarded, accept up to \$700 in funds from the Minnesota Alliance with Youth, which includes indemnification, for the Saint Paul Youth Commission's IMPACT Project.

**Sponsors:** Mitra Jalali

**Indexes:**

**Code sections:**

**Attachments:**

Date	Ver.	Action By	Action	Result
3/23/2021	1	Mayor's Office	Signed	
3/17/2021	1	City Council	Adopted	Pass

Authorizing the Department of Parks and Recreation to apply for and, if awarded, accept up to \$700 in funds from the Minnesota Alliance with Youth, which includes indemnification, for the Saint Paul Youth Commission's IMPACT Project.

WHEREAS, the Parks and Recreation Department is prepared to accept grant funds from the Minnesota Alliance with Youth for the Saint Paul Youth Commission; and,

WHEREAS, the grant funds, if awarded, will provide funds for the Youth Commissioners IMPACT Project to collect and distribute essential supplies to community residents impacted by COVID-19; and

WHEREAS, the Saint Paul Youth Commission is the place where Saint Paul Youth: Stand Up, Speak Up, Lead!; and,

WHEREAS, the Saint Paul Youth Commission is the place for young people to play a role in making Saint Paul a city that works for all of us; and,

WHEREAS, the City Council finds that the Saint Paul Youth Commission, and this IMPACT Project, has a public purpose by providing Saint Paul youth with an opportunity to make an impact in the local community; now, therefore, be it

RESOLVED, that the City Council of Saint Paul hereby authorizes the Department of Parks and Recreation to apply for, and if awarded, accept \$700 in funds from the Minnesota Alliance with Youth for the Saint Paul Youth Commission's IMPACT Project, and for staff to execute the required agreements which include an indemnification provision.