

RESOLUTION NO. 21 - _____

A Resolution Amending And Reissuing the Relocation Order For The Tri-County Airport.

WHEREAS this Resolution is required as part of the Tri-County Airport drainage ditch project; and

WHEREAS this Relocation Order is required pursuant to Wis stat. § 32.05(1) to properly establish, lay out, widen, extend, construct, reconstruct, improve, or maintain a portion of land designated in the Relocation Order attached to relocate or change and acquire certain lands or interests in lands shown on the right of way plat for the project listed on the order; and

WHEREAS Richland County Board Resolution No. 21-106 originally ordered the relocation of intended right of way for the drainage project; and

WHEREAS the original drainage ditch design plan has been altered to utilize properties in which the owners are willing to grant permanent easement for the project; and

WHEREAS to effect this change, pursuant to authority granted under Wis. Stat § 32.05(1), Richland County orders that:

- 1. That said drainage way is laid out and established to the lines and widths as shown on the plat.
- 2. The required lands or interests in lands as shown on the plat shall be acquired by Richland County. (see the attached Exhibit A.)
- 3. This order supersedes and amends any previous order issued by Richland County.

NOW THEREFORE BE IT RESOLVED BY THE Richland County Board of Supervisors authorizes the County Administrator to sign and issue the attached Relocation Order (see the attached Exhibit B) for the Tri-County Airport drainage ditch project; and,

BE IT FURTHER RESOLVED that this Resolution shall be effective immediately upon its passage and publication and shall supersede actions taken in Resolution No. 21-106.

VOTE ON FOREGOING RESOLUTION

RESOLUTION OFFERED BY THE
FINANCE AND PERSONNEL COMMITTEE

AYES _____NOES _____

FOR AGAINST

RESOLUTION _____

DEREK S. KALISH
COUNTY CLERK

DATED: SEPTEMBER 21, 2021

SHAUN MURPHY-LOPEZ
DAVID TURK
MELISSA LUCK
MARTY BREWER
LINDA GENTES
MARC COUEY
DONALD SEEP