

CITY OF LA FERIA

RESOLUTION NO. 2015-38

**A RESOLUTION OF THE CITY OF LA FERIA ESTABLISHING
PROCUREMENT PRACTICES IN MATTERS RELATING TO FUTURE
HAZARD MITIGATION GRANT PROJECTS AND ACTIVITIES
RELATED THERETO.**

WHEREAS, the City of La Feria (the City) intends to seek future grant funding which is from time to time made available, directly or indirectly, by the Federal Emergency Management Administration (FEMA) or the Texas Division of Emergency Management (TDEM) for Hazard Mitigation Grant Projects (HMGP) and activities related thereto; and

WHEREAS, the City is a home-rule municipality organized under the laws of the State of Texas, and as such, the City's normal procurement practices are as set forth in applicable provisions of the City's Charter and ordinances and/or the applicable laws of the State of Texas; and

WHEREAS, the United States has also established certain specific rules, regulations and laws applicable to such HMGP grants, including but not limited to the provisions of Title 2 and Title 44 of the Code of Federal Regulations (CFR); and

WHEREAS, in order to insure the success of every project and to qualify for such future HMGP funding, the City is required to utilize the most stringent procurement practices, whether such practices be federal, state, or local.

NOW, THEREFORE BE IT RESOLVED BY THE CITY COMMISSION OF THE CITY OF LA FERIA, TEXAS, that:

1. In all actions of the City pertaining to Hazard Mitigation Grant Projects and related activities, the City shall apply the most stringent procurement regulations, rules, statutes or ordinances, whether federal, state or local, as such regulations, rules, statutes or ordinances may be amended, in relation to all actions taken by the City.
2. This Resolution is effective immediately upon approval.

PASSED AND APPROVED THIS THE 3RD DAY OF NOVEMBER 2015.

APPROVED:



VICTOR GONZALEZ, JR., MAYOR

ATTEST:

Esmeralda R. Sánchez

ESMERALDA R. SÁNCHEZ, CITY SECRETARY

APPROVED AS TO FORM:

Richard S. Talbert

RICHARD S. TALBERT, CITY ATTORNEY