

**RESOLUTION No. 19/20-10
CITY OF DAYTON, OREGON**

A Resolution of the Dayton City Council authorizing the Mayor to cast votes for the City with the Dayton Village Home Owners Association and Declaring Surplus Property

WHEREAS, the City purchased real property, specifically Lots 1-12 located within the Dayton Village planned unit development, from Yamhill County with the intent to sell the Lots to a developer for affordable housing development purposes; and

WHEREAS, the owner of each Lot is a voting member in the Dayton Village Home Owners Association (HOA) resulting in 12 votes for the City; and

WHEREAS, the Lots are limited in how they can be developed pursuant to the Declaration of Covenants, Conditions and Restrictions of Dayton Village (the CCRs); and

WHEREAS, the City desires to donate Lots 1 and 2 to the HOA to be developed for public parking to benefit the development and the public; and

WHEREAS, Lots 1 and 2 will be used for public purposes and it is in the public interest to declare Lots 1 and 2 as surplus property.

WHEREAS, the City desires to allocate its votes for potential CCR changes to allow Lots 1 and 2 to be developed for parking and to allow the HOA to acquire Lots 1 and 2.

The City of Dayton resolves as follows:

Section 1. The City Council authorizes the Mayor to vote to approve Dayton Village HOA CCR changes to allow Lots 1 and 2 to be developed and used as a parking area and to allow the HOA to acquire Lots 1 and 2.

Section 2. The City Council declares that Lots 1 and 2 are surplus property and authorizes the City Manager to negotiate a donation agreement with the HOA in the event the HOA votes to acquire Lots 1 and 2.

Section 3. This resolution is effective upon approval by the City Council.

ADOPTED this 9th day of December 2019.

In Favor: Collins, Holbrook, Mackin, Marquez, Price, Wytoski

Opposed: None

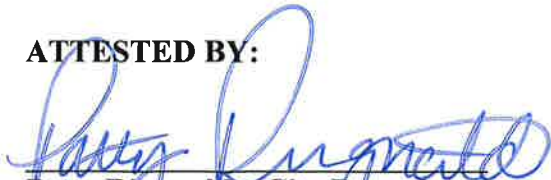
Absent: Sandoval-Perez

Abstained: None


Elizabeth Wytoski, Mayor

12/17/19
Date of Signing

ATTESTED BY:


Patty Ringnald, City Recorder

12/9/19
Date of Enactment