

RESOLUTION NO. 00-01-13B

Request for Legislative Funding

BE IT REMEMBERED, that at a regular meeting of the Board of Commissioners of Grant County, held at the Grant County Courthouse on the 13th day of January, 2000, the following Resolution was unanimously adopted.

WHEREAS, there is a need to provide recreation facilities to the residents of the County of Grant, and

WHEREAS, funding is necessary to continue the construction of a regional recreation facility which was initiated by the County of Grant in 1990.

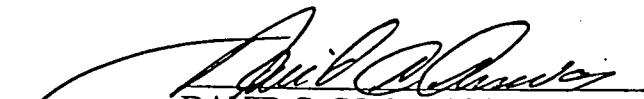
NOW THEREFORE BE IT RESOLVED, that the Board of Commissioners of Grant County hereby requests the New Mexico State Legislature for an appropriation to continue the construction of the regional recreation facility in the County of Grant.

PASSED, APPROVED and ADOPTED by the Board of Commissioners of Grant County, New Mexico, on this 13th day of January, 2000.

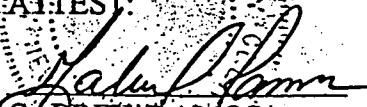
BOARD OF COMMISSIONERS OF
GRANT COUNTY


MANUEL T. SERNA, MEMBER


CARL W. SCHOLL, MEMBER


DAVID C. CONWAY, MEMBER

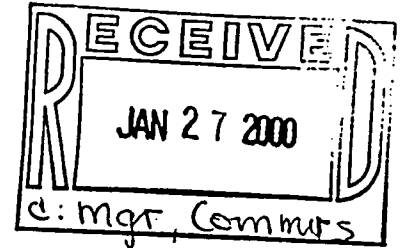
ATTEST:


GABRIEL RAMOS
COUNTY CLERK

City Of Bayard

JANUARY 25, 2000

GRANT COUNTY COMMISSION
C/O LUIS CARDOZA, COUNTY MANAGER
P. O. BOX 898
SILVER CITY, NEW MEXICO 88062



DEAR MR. CARDOZA:

THIS LETTER WILL SERVE AS A RECOMMENDATION FROM THE CITY OF BAYARD FOR THE COUNTY OF GRANT, IN THEIR EFFORTS TO SECURE FUNDING FOR THE COMPLETION OF THE FT. BAYARD, BATAAN MEMORIAL RECREATIONAL FACILITY.

THE FACILITY IS MUCH NEEDED AND WILL SERVE THE COUNTY AS A WHOLE. THE BALL FIELDS PROVIDED BY THIS FACILITY ARE BADLY NEEDED DURING THE SUMMER, DUE TO AN EVER GROWING SHORTAGE OF PRACTICE FIELDS AND REGULATION FIELDS.

ANY CONSIDERATION GIVEN TO THIS RECOMENDATION FOR THIS FUNDING REQUEST WOULD BE GREATLY APPRECIATED BY THE RESIDENTS OF BAYARD AND GRANT COUNTY.

SINCERELY,

Charles L. Kelly
CHARLES L. KELLY
MAYOR

Juan P. Saenz
JUAN P. SAENZ
COUNCILOR

Rodolopho S. Martinez
RODOLOPHO S. MARTINEZ
COUNCILOR

Chon S. Fierro
CHON S. FIERRO
COUNCILOR

Jovita G. Gonzales
JOVITA G. GONZALES
COUNCILOR