

RESOLUTION NO. 2016-06

**A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF MABTON,
WASHINGTON AUTHORIZING USE OF MABTON METHODIST CHURCH
BUILDING WEST MODULAR UNIT LOCATED IN FEEZELL PARK BY THE
GREATER MABTON ASSOCIATION (GMA)**

WHEREAS, the City of Mabton is the owner of the Mabton Methodist Church Building West Modular Unit located in Feezell Park and such facility is intended for community use;

WHEREAS, Greater Mabton Association (GMA), a nonprofit organization supporting and furthering the Mabton Community, has requested permission to use the West Modular Unit for furtherance of its community activities and programs and organizational service;

WHEREAS, Greater Mabton Association (GMA) has specifically requested authorization to use the West Modular Unit for planning, organizing and meeting space for the Annual Mabton Community Days Festival (Saturday, June 18, 2016); and

WHEREAS, the City Council has determined that Greater Mabton Association (GMA) use of the West Modular Unit is for the public good and the betterment of the community of Mabton,

Now, therefore the City Council of the City of Mabton, Washington, does resolve as follows:

1. The Greater Mabton Association is authorized to use the West Modular Unit next to the Mabton Methodist Church in Feezell Park upon payment of a \$50.00 security damage deposit.
2. The Greater Mabton Association may use the West Modular Unit next to the Mabton Methodist Church for its nonprofit activities supporting the Mabton Community upon the condition that it shall maintain and keep the premises in good condition, normal wear and tear excepted. City shall continue to pay utilities for the premises.
3. The Greater Mabton Association may use the West Modular Unit next to the Mabton Methodist Church in Feezell Park through December 31, 2016.

PASSED by the City Council and approved by the Mayor on Tuesday, April 26, 2016.



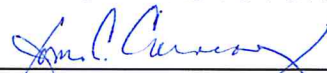
Mayor Mario Martinez

ATTEST:



Walt Bratton, City Administrator

APPROVED AS TO FORM:



James Carmody, City Attorney