Approved as to Form and Legality

City Attorney's Office

OFFICE OF THE CITY CLERN
OAKLAND

OAKLAND CITY COUNCIL

08 MAR -3 PM 3: 35

RESOLUTION NO. _____ C.M.S.

INTRODUCED BY COUNCIL PRESIDENT DE LA FUENTE

RESOLUTION AUTHORIZING A GRANT FROM COUNCILMEMBER DE LA FUENTE'S PRIORITY PROJECT FUNDS TO THE FRIENDS OF OAKLAND PARKS & REC IN THE AMOUNT OF \$1,166.19 TO FUND THE PURCHASE OF MARTIAL ARTS EQUIPMENT TO BE USED AT OAKLAND RECREATION CENTERS FOR MARTIAL ARTS CLASSES.

WHEREAS, on June 8, 2006 the City Council did amend the 2005-2007 Policy Budget for the City of Oakland to include \$250,000 a piece for the Mayor and each councilmember to use as priority funds for projects in the City of Oakland or in councilmembers' districts subject to City Council approval; and

WHEREAS, Council President De La Fuente wishes to grant a portion of his priority project funds to the Friends of Oakland Parks & Rec. to be used for funding the purchase of martial arts equipment to be used at Oakland recreation centers for martial arts classes; and

WHEREAS, the City will require the Friends of Oakland Parks & Rec. to provide documentation for use of the Councilmember's priority project funds; now, therefore, be it

RESOLVED: that the City Council authorizes the grant of \$1,166.19 from Council President De La Fuente's priority project funds to the Friends of Oakland Parks & Rec. for funding the purchase of martial arts equipment to be used at Oakland recreation centers for martial arts classes; and, be it

FURTHER RESOLVED: that the City Administrator is authorized to execute a grant agreement with the Friends of Oakland Parks & Rec. consistent with the purposes of the grant, subject to approval as to form and legality by the City Attorney.

N COUNCIL	, OAKLAND, CALIFORNIA,	, 20
PASSED BY	THE FOLLOWING VOTE:	
AYES-	BROOKS, BRUNNER, CHANG, NADE PRESIDENT DE LA FUENTE	EL, REID, QUAN, KERNIGHAN and
NOES-		•
ABSENT-		
ABSTENTIO	N	
	ATTEST:	LATONDA SIMMONS City Clerk and Clerk of the Council of the City of Oakland, California