



Legislation Details (With Text)

File #:	07422	Version:	1	Name:	Accepting improvements and assessing benefits for 2nd Addition to Reston Heights Street Light Improvement District (3rd AD)
Type:	Resolution	Status:			Passed
File created:	8/30/2007	In control:			BOARD OF PUBLIC WORKS
On agenda:	9/18/2007	Final action:			9/18/2007
Enactment date:	9/20/2007	Enactment #:			RES-07-00987
Title:	Accepting improvements and assessing benefits for 2nd Addition to Reston Heights Street Light Improvement District. (3rd AD)				
Sponsors:	Common Council By Request				
Indexes:					
Code sections:					
Attachments:	1. Reston Heights Final.pdf, 2. RestonHts 2ndAddn.pdf				

Date	Ver.	Action By	Action	Result
9/18/2007	1	COMMON COUNCIL	Adopt	Pass
9/5/2007	1	BOARD OF PUBLIC WORKS	RECOMMEND TO COUNCIL TO ADOPT - REPORT OF OFFICER	Pass
8/31/2007	1	Engineering Division	Fiscal Note Required / Approval	
8/31/2007	1	Finance Dept/Approval Group	Approved Fiscal Note By The Comptroller's Office	

Fiscal Note

The total costs assessed for this project will be \$10,064.00. The funds are available and will be recovered through special assessments in Capital Account Number CE57-58545-810412.

Title

Accepting improvements and assessing benefits for 2nd Addition to Reston Heights Street Light Improvement District. (3rd AD)

Body

BE IT RESOLVED that the street light improvement in the 2nd Addition to Reston Heights Street Light Improvement District which has been completed, be and hereby is accepted.

The total cost of such improvement being: \$10,064.00

Of which the City is to pay: \$ - 0 -

And the abutting property: \$10,064.00

BE IT FURTHER RESOLVED that the sum so charged to the abutting property be and hereby is assessed and levied upon said property, payable by the owners of the lots or parcels of land benefited as determined by the Board of Public Works, and in accordance with its recommendations, the amount so charged to each of the several lots or parcels of land so benefited being as follows, to-wit:

See Attached Schedule