

**RESOLUTION OF THE CITY COUNCIL OF PASCAGOULA, MISSISSIPPI
APPROVING MISSISSIPPI POWER COMPANY SERVICES AGREEMENT FOR
INSTALLATION OF LIGHTING ON HIGHWAY 90 SOUTH SIDE CORRIDOR**

WHEREAS, the Mississippi Department of Transportation initiated a plan for safety improvements on Highway 90 in fall 2019; and

WHEREAS, as part of this construction project, the Mississippi Department of Transportation removed their lighting from Highway 90; and

WHEREAS, the City of Pascagoula is now responsible for lighting the Highway 90 Corridor; and

WHEREAS, the City has worked with Mississippi Power Company to light the Highway 90 South Side Corridor, which falls within its territory; and

WHEREAS, Mississippi Power Company has provided the attached Services Agreement to install lighting on Highway 90 South Side Corridor for \$639,660.00; and

WHEREAS, in addition, Mississippi Power Company in its Services Agreement has provided an option to provide monthly maintenance for \$481.80; and

WHEREAS, to ensure the safety of Pascagoula's citizens, the City should approve the lighting agreement submitted by Mississippi Power Company.

NOW, THEREFORE, BE IT RESOLVED AS FOLLOWS:

SECTION 1. That the City Council of Pascagoula, Mississippi hereby adopts the foregoing recitals as its findings.

SECTION 2. That the City Council of Pascagoula, Mississippi hereby approves the attached Mississippi Power Company Services Agreement, for installation of lighting for the

Highway 90 South Corridor for \$639,660.00, including the monthly maintenance for \$481.80, subject to Mississippi Power Company's agreement to the City Standard Contract Addendum.

The motion to approve the foregoing resolution was made by _____

and seconded by _____, and the following vote was recorded:

Mayor Jay Willis _____

Councilman Hyde _____

Councilman Fornett _____

Councilman Walker _____

Councilman Parker _____

Councilman Blythe _____

Councilman Gatchell _____

RESOLVED, this the _____ day of _____, 2021.

ATTEST:

CITY COUNCIL

City Clerk

By: _____