RESOLUTION NO. 25-

A RESOLUTION OF THE CITY COMMISSION OF THE CITY OF FORT LAUDERDALE, FLORIDA, APPROVING A CITY OF FORT LAUDERDALE FY 2025 NOT FOR PROFIT GRANT PARTICIPATION AGREEMENT WITH FORT LAUDERDALE HISTORICAL SOCIETY, INC., AUTHORIZING EXECUTION OF THE NOT FOR PROFIT GRANT PARTICIPATION AGREEMENT, AND PROVIDING FOR SEVERABILITY AND AN EFFECTIVE DATE.

WHEREAS, the historic King-Cromartie House Museum, constructed of local pine and salvaged ship timbers by pioneer farmer and builder Ed King, is on the History Fort Lauderdale Museum Campus belonging to Fort Lauderdale Historical Society, Inc., ("Participant"), which was established in 1962; and

WHEREAS, the provision of funds to the Participant for capital improvements to the King-Cromartie House Museum, which is regularly toured by school groups and other visitors, would serve a legitimate public and municipal purpose;

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COMMISSION OF THE CITY OF FORT LAUDERDALE, FLORIDA:

<u>SECTION 1</u>. The City Commission of the City of Fort Lauderdale, Florida, hereby approves a City of Fort Lauderdale FY 2025 Not for Profit Grant Participation Agreement with Fort Lauderdale Historical Society, Inc., ("Grant Participation Agreement"), in substantially the form attached to City Commission Agenda Memo #25-0759, and authorizes execution of the Grant Participation Agreement.

<u>SECTION 2</u>. That if any clause, section, or other part of this Resolution shall be held invalid or unconstitutional by any court of competent jurisdiction, the remainder of this Resolution shall not be affected thereby, but shall remain in full force and effect.

SECTION 3.	That this Resolution shall be in full force and effect upon its adoption.				
	ADOPTED this	day of	, 20	025.	
				Mayor	

RESOLUTION NO. 25- PAGE 2

ATTEST:	DEAN J. TRANTALIS
City Clork	Dean J. Trantalis
City Clerk DAVID R. SOLOMAN	John C. Herbst
APPROVED AS TO FORM	Steven Glassman
AND CORRECTNESS:	Pamela Beasley-Pittman
Interim City Attorney D'WAYNE M. SPENCE	Ben Sorensen