

**RESOLUTION NO. 1260**

**A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF DES MOINES, WASHINGTON,** declaring certain City vehicles surplus and authorizing disposal of surplus vehicles by auction or trade-in.

**WHEREAS,** during regular business the City accumulates vehicles and equipment, and

**WHEREAS,** the City intends to dispose of unneeded vehicles and equipment as allowed by law as surplus, and

**WHEREAS,** the City of Des Moines typically sells surplus vehicles and equipment at public auction to the highest bidder or trades in surplus vehicles and equipment at reputable dealerships,

**WHEREAS,** the City desires to surplus the vehicles and equipment identified in Exhibit "A" attached to this Resolution; now therefore,

**THE CITY COUNCIL OF THE CITY OF DES MOINES RESOLVES AS FOLLOWS:**

**Sec. 1.** The vehicles and equipment identified by Exhibit "A" are hereby declared by this Resolution to be surplus vehicles and equipment.

**Sec. 2.** The City manager is authorized to dispose of the items identified by Exhibit "A" by auction or trade-in.

**Sec. 3.** The City Manager is authorized to establish a minimum bid/sale amount for the property identified in Exhibit "A" as deemed to protect the City's interests.

**Sec. 4.** The City Manager is authorized to contract for professional auction services where the cost of such services does not exceed twenty-five percent (25%) of the amount bid, plus reasonable advertising fees.

**Sec. 5.** All net proceeds from the disposal of the surplus property identified in Exhibit "A" shall be deposited into the Equipment Rental Fund.

**ADOPTED BY** the City Council of the City of Des Moines, Washington this 24th day of April, 2014 and signed in authentication thereof this 24th day of April, 2014.

  
MAYOR

APPROVED AS TO FORM:

  
Assistant City Attorney

ATTEST:

  
City Clerk

**EXHIBIT "A"**

**Resolution No. 1260**

<b>Number</b>	<b>DESCRIPTION</b>	<b>Approximate Value</b>
P245	White 1993 GMC Elgin Crosswind Sweeper, License 45138D, VIN # G2102D	\$2000