



City of Grand Island

Tuesday, February 8, 2022

Council Session

Item E-1

Public Hearing on Acquisition of Utility Easement - 802 Bronze Rd (Willis Storage, LLC)

Council action will take place under Consent Agenda item G-5.

Staff Contact: Tim Luchsinger, Stacy Nonhof

Council Agenda Memo

From: Tim Luchsinger, Utilities Director
Stacy Nonhof, Interim City Attorney

Meeting: February 8, 2022

Subject: Acquisition of Utility Easement – 802 Bronze Rd – Willis Storage, LLC

Presenter(s): Timothy Luchsinger, Utilities Director

Background

Nebraska State Law requires that acquisition of property must be approved by City Council. The Utilities Department needs to acquire an easement relative to the property of Willis Storage, LLC, through a part of Lot Four (4), Westgate Industrial Park Second Subdivision, in the City of Grand Island, Hall County, Nebraska (802 Bronze Rd), in order to have access to install, upgrade, maintain, and repair power appurtenances, including lines and transformers.

Discussion

Willis Storage, LLC has requested a new electrical service for their new building located at 802 Bronze Rd. To accommodate the new electrical service, the City will need to install a 150 KVA three phase transformer and 80 linear feet of 4" PVC conduit with 1/0 cable. The proposed easement will allow the Department to install, access, operate, and maintain the electrical infrastructure at this location.

Alternatives

It appears that the Council has the following alternatives concerning the issue at hand. The Council may:

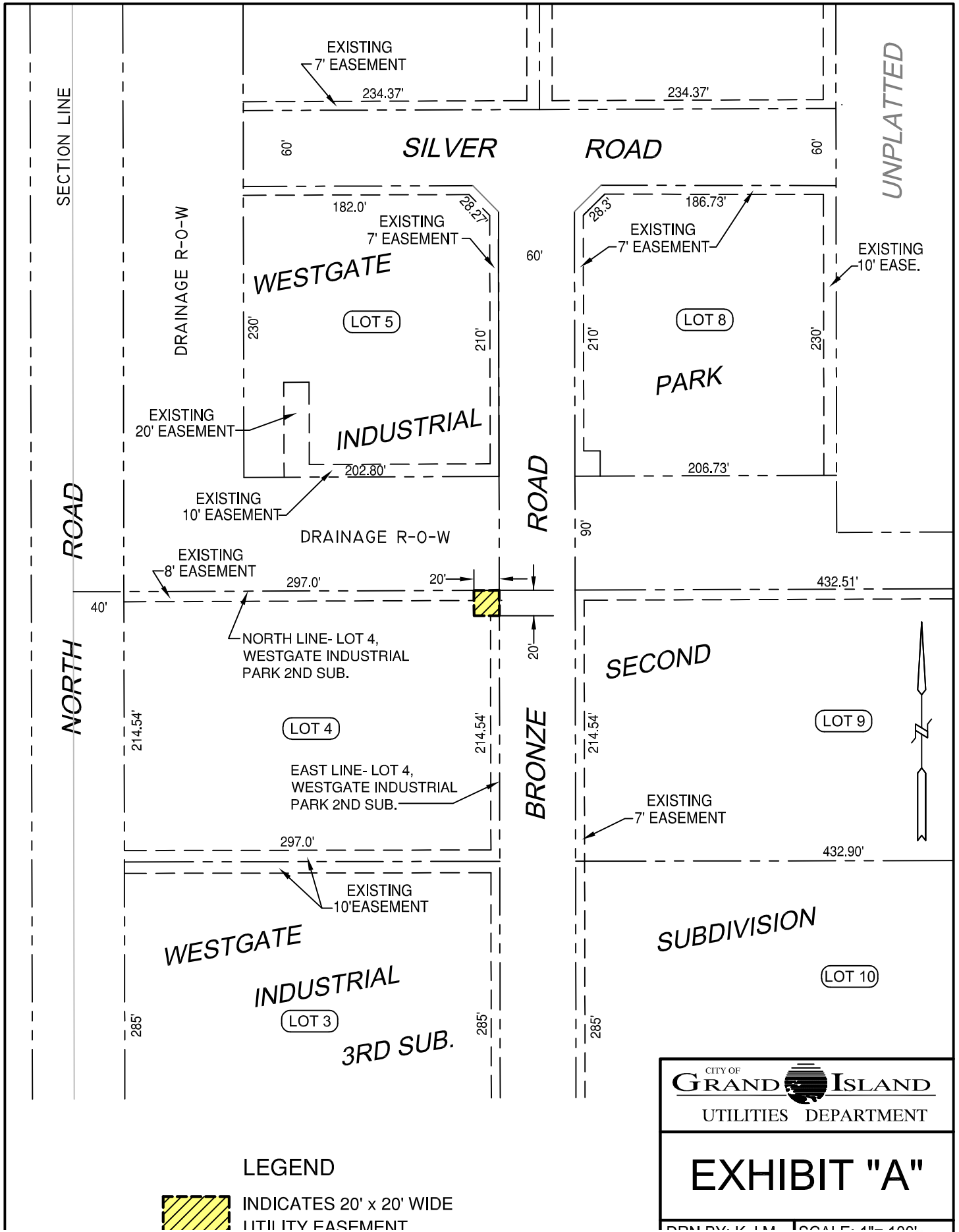
1. Make a motion to approve
2. Refer the issue to a Committee
3. Postpone the issue to future date
4. Take no action on the issue


Recommendation

City Administration recommends that the Council approve the resolution for the acquisition of the easement for one dollar (\$1.00).

Sample Motion

Move to approve acquisition of the Utility Easement.



LEGEND
 INDICATES 20' x 20' WIDE UTILITY EASEMENT

CITY OF
GRAND ISLAND
 UTILITIES DEPARTMENT
EXHIBIT "A"