



City of Grand Island

Tuesday, October 27, 2015

Council Session

Item E-2

Public Hearing on Acquisition of Utility Easement - 3840 and 3860 S. Locust Street - Hooker Brothers

Council action will take place under Consent Agenda item G-4.

Staff Contact: Tim Luchsinger, Stacy Nonhof

Council Agenda Memo

From: Tim Luchsinger, Utilities Director

Meeting: October 27, 2015

Subject: Acquisition of Utility Easement – 3840 and 3860 S. Locust Street – Hookers Bros. Sand & Gravel, Inc.

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 Hooker Bros. Sand and Gravel, Inc., located through a part of the Southeast Quarter (SE ¼), Section Thirty Three (33), Township Eleven (11) North, Range Nine (9) West of the 6th P.M., Hall County, Nebraska (3840 and 3860 S. Locust Street) in order to have access to install, upgrade, maintain, and repair power appurtenances, including lines and transformers.

Discussion

The property used for a sand and gravel operation located at 3840 and 3860 S. Locust Street is being redeveloped for residential homes. In order to serve the area being developed by Hooker Brothers Sand and Gravel, Inc., the Utilities Department needs to acquire an easement along the north side of their property for operation, maintenance, and access of underground primary power lines, pad-mounted transformers, termination equipment, and related infrastructure.

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.

