

City of Pittsburgh

510 City-County Building 414 Grant Street Pittsburgh, PA 15219

Text File

Introduced: 4/30/2021 Bill No: 2021-1437, Version: 1

Committee: Committee on Public Works Status: Passed Finally

Resolution amending Resolution number 221 of 2020, authorizing the Mayor and Director of Mobility and Infrastructure to apply for a grant from the Redevelopment Authority of Allegheny County's (RAAC) Gaming Economic Development Tourism Fund in the amount of \$443,659.00 to decrease the grant award to ONE HUNDRED THOUSAND (\$100,000.00) dollars to provide funding for Shadyside Streetscape Improvements.

Be it resolved by the Council of the City of Pittsburgh as follows:

Section 1. Resolution amending Resolution number 221 of 2020, authorizing the Mayor and Director of Mobility and Infrastructure to apply for a grant from the Redevelopment Authority of Allegheny County's (RAAC) Gaming Economic Development Tourism Fund in the amount of \$443,659.00 to decrease the grant award to ONE HUNDRED THOUSAND (\$100,000.00) dollars to provide funding for Shadyside Streetscape Improvements.

Section 2. The Mayor and the Director of the Department of Mobility and Infrastructure of the City of Pittsburgh are authorized to execute relevant agreements with the Redevelopment Authority of Allegheny County in order to receive a grant award in the amount of ONE HUNDRED THOUSAND (\$100,000.00) dollars to provide funding for the Shadyside Streetscape Improvements in the City of Pittsburgh. Monies from the grant agreement shall be deposited into the Grants Trust Fund account 6029400349.45115.00.

Section 3. The Mayor and the Director of the Department of Mobility and Infrastructure are further authorized to enter into agreements, or contracts, or utilize existing agreements or contracts not to exceed ONE HUNDRED THOUSAND (\$100,000.00) dollars to provide funding for the Shadyside Streetscape Improvements in the City of Pittsburgh. Costs are chargeable to and payable from the Grants Trust Fund account 6029400349.53901.00.