



RESOLUTION NO. 2025-028

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF FARMERS BRANCH, TEXAS, REPEALING AND REPLACING RESOLUTION 2024-216; AUTHORIZING EXECUTION OF AN ADVANCE FUNDING AGREEMENT (AFA) WITH THE TEXAS DEPARTMENT OF TRANSPORTATION (TxDOT) FOR A TRANSPORTATION ALTERNATIVES SET-ASIDE (TASA) PROJECT; AUTHORIZING THE CITY MANAGER TO EXECUTE THE APPROPRIATE AGREEMENTS AND PROVIDE FOR PAYMENT ON THE CITY'S BEHALF; AND PROVIDING AN EFFECTIVE DATE.

WHEREAS, on October 26, 2023, via Minute Order 116575, the Texas Transportation Commission authorized the City of Farmers Branch, Texas' ("City") installation of a crosswalk at the intersection of Valley View Lane and Mercer Parkway Project to connect the Westside Art Trail to the John F. Burke Nature Preserve project ("Project") to receive Transportation Alternatives Set-Aside (TASA) funds for project construction and Texas Department of Transportation (TxDOT or the State) oversight; and

WHEREAS, the TASA funds require a local match, the City commits to provide the match. The local match is comprised of cash or Transportation Development Credits (TDCs); and

WHEREAS, the City is responsible for all non-reimbursable costs and 100% of overruns, if any; and

WHEREAS, the City Council of the City of Farmers Branch, Texas, upon full review and consideration of the proposed Project, desires to reaffirm its support of the Project and approve and authorize the execution of an Advance Funding Agreement (AFA) with TxDOT for the Project.

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF FARMERS BRANCH, TEXAS THAT:

SECTION 1. The City Manager is hereby authorized to enter into an AFA with TxDOT for this Project.

SECTION 2. This resolution shall become effective immediately from and after its passage.

PASSED AND APPROVED BY THE CITY COUNCIL OF THE CITY OF FARMERS BRANCH, TEXAS, THIS 3rd DAY OF JUNE, 2025.

ATTEST:

APPROVED:

Stacy Henderson, City Secretary

Terry Lynne, Mayor

APPROVED AS TO FORM:

Whitt Wyatt, City Attorney
[sr_03.14.2025]