

City of Goodyear

Legislation Details (With Text)

File #:	15-5687	Version: 1	Name:		
Туре:	Resolution		Status:	Passed	
File created:	9/24/2015		In control:	City Council Regular Meeting	
On agenda:	10/5/2015		Final action:	10/5/2015	
Title:	 FOURTH AMENDMENT TO AMENDED & RESTATED DEVELOPMENT AGREEMENT FOR PRADERA RECOMMENDATION: ADOPT RESOLUTION NO. 15-1724 APPROVING, AUTHORIZING AND DIRECTING THE EXECUTION OF THE FOURTH AMENDMENT TO THE AMENDED AND RESTATED DEVELOPMENT AGREEMENT FOR PRADERA; PROVIDING AUTHORIZATION AND DIRECTION TO TAKE ACTIONS AND EXECUTE DOCUMENTS NECESSARY TO CARRY OUT INTENT OF RESOLUTION AND FOURTH AMENDMENT; AND PROVIDING FOR AN EFFECTIVE DATE. PURPOSE: The purpose of this item is to review and approve a Fourth Amendment to the Amended & Restated Development Agreement for Pradera, which amends the terms of the Amended & Restated Development Agreement for Pradera to extend the deadlines for the recordation of the existing and approved final plat for Pradera. (Sarah Chilton, Assistant City Attorney) 				

Indexes:

Code sections:

Attachments: 1. Staff Report, 2. Resolution, 3. Amendment

Date	Ver.	Action By	Action	Result
10/5/2015	1	City Council Regular Meeting	APPROVED on the Consent Agenda	

FOURTH AMENDMENT TO AMENDED & RESTATED DEVELOPMENT AGREEMENT FOR **PRADERA**

RECOMMENDATION:

ADOPT RESOLUTION NO. 15-1724 APPROVING, AUTHORIZING AND DIRECTING THE EXECUTION OF THE FOURTH AMENDMENT TO THE AMENDED AND RESTATED DEVELOPMENT AGREEMENT FOR PRADERA; PROVIDING AUTHORIZATION AND DIRECTION TO TAKE ACTIONS AND EXECUTE DOCUMENTS NECESSARY TO CARRY OUT INTENT OF RESOLUTION AND FOURTH AMENDMENT; AND PROVIDING FOR AN EFFECTIVE DATE.

PURPOSE:

The purpose of this item is to review and approve a Fourth Amendment to the Amended & Restated Development Agreement for Pradera, which amends the terms of the Amended & Restated Development Agreement for Pradera to extend the deadlines for the recordation of the existing and approved final plat for Pradera. (Sarah Chilton, Assistant City Attorney)