

Resolution 2014-58
Surplus Property/Buildings & Grounds

WHEREAS, *Idaho Code* §31-807 vests the Board of County Commissioners with the power and authority to manage real and personal property for the benefit of the County; and

WHEREAS, *Idaho Code* §31-829 provides that whenever any elected official has any personal property belonging to the county under his/her jurisdiction or control which, in his/her judgment, is of no further use to the county, he/she may, with the consent of the Board of County Commissioners, have the property declared as surplus and dispose of the property through sale or other means; and,

WHEREAS, *Idaho Code* §31-808 provides that property classified as being valued under \$250.00 may be sold through a private sale without notice of public auction; and

WHEREAS, Kootenai County Buildings & Grounds has in its possession items outlined in Exhibit 'A' which are of no further use to the county; and

WHEREAS, the estimated total value of the property is less than \$250.00; and

WHEREAS, Kootenai County Buildings & Grounds desires to have the above referenced list of items declared as surplus property;

NOW THEREFORE, IT IS HEREBY RESOLVED that the items referenced hereinabove be, and hereby are, declared to be surplus property, and in accordance therewith, the Board of County Commissioners may take action to dispose of said items by public or private sale, or by another means, in accordance with Idaho law.

Upon a motion to adopt the text of the foregoing Resolution made by Commissioner Green, seconded by Commissioner Nelson, the following vote was recorded:

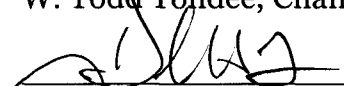
Commissioner Nelson:	Aye
Commissioner Green:	Aye
Chairman Tondee:	Aye

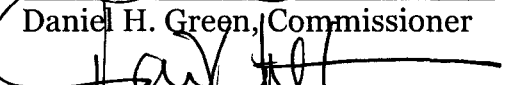
Upon said roll call, the text of the foregoing was duly enacted as a Resolution of the Board of Commissioners of Kootenai County, Idaho on the 19th day of August, 2014.

Dated this 19th day of August, 2014.

KOOTENAI COUNTY
BOARD OF COMMISSIONERS


W. Todd Tondee, Chairman


Daniel H. Green, Commissioner


Jai Nelson, Commissioner

