

RESOLUTION NO. 2010- 42
Surplus Vehicle/KCSD

WHEREAS, *Idaho Code* §31-807 and 31-808 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, the Kootenai County Sheriff's Department has a 1999 Ford CV, VIN #2FAFP71W1XX155532 which has outlived its usefulness to the Sheriff's Department; and,

WHEREAS, the vehicle described hereinabove, in its present condition, has a value of less than \$250.00, or has no value whatsoever, and therefore would not be cost effective for use by any other county department; and,

WHEREAS, the Kootenai County Sheriff's Department desires to have the vehicle declared as surplus property;

NOW THEREFORE, it is hereby resolved that the vehicle described hereinabove be, and hereby is, declared to be surplus property, and, in accordance therewith, the Board of County Commissioners may take action to dispose of the property or sell the property through private sale using the County's contracted auctioneer propertyroom.com.

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

Commissioner Tondee:
Commissioner Piazza:
Chairman Currie:

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 _____ day of May, 2010.

DATED this _____ day of May, 2010.

KOOTENAI COUNTY
BOARD OF COMMISSIONERS

ATTEST:
DANIEL J. ENGLISH, CLERK

Elmer R. Currie, Chairman

By: _____
Deputy Clerk

Richard Piazza, Commissioner

W. Todd Tondee, Commissioner