## PORT COMMISSION CITY AND COUNTY OF SAN FRANCISCO

## **RESOLUTION NO. 24-42**

- WHEREAS, The Federal Emergency Management Agency ("FEMA") has approved and issued funds the Port grant funding through their Hazard Mitigation Grant Program ("HMGP") in the amount of \$2,700,000; and
- WHEREAS, The Port applied for the grant funds to undertake the Pier 94/96 Seismic Improvements project to design improvements to the project site; and
- WHEREAS, on August 5<sup>th</sup>, 2024, FEMA announced its award of \$2,700,000 for the investigation, assessment, and design phases of the Pier 94/96 Seismic Improvements project; and
- WHEREAS, FEMA requires expenditures of grant funds pursuant to certain terms and conditions as further described in the Memorandum to the Port Commission dated October 3rd, 2024; and
- WHEREAS, under the City Administrative Code Section 10.170-1, the Port must obtain the Board of Supervisors' approval to accept and expend grant funds of \$100,000 or more; and
- WHEREAS, The Port will provide \$900,000 in matching funds as required by FEMA from its HMGP grant; now, therefore, be it
- RESOLVED, That the Port Commission hereby authorizes the Executive Director or her designee to accept and expend \$2,700,000 in grant funds from FEMA to supplement the Port's budget for the design of seismic improvements on Pier 94/96, and to seek the Board of Supervisors's authorization to accept and expend the funds; and be it further
- RESOLVED, That, upon the Board of Supervisors' approval, the Port Commission authorizes the Executive Director or her designee to act as a representative of the Port and to negotiate and execute all other agreements and instruments necessary to obtain and expend the grant monies on behalf of Port, in such form approved by the City Attorney.

*I hereby certify that the foregoing resolution was adopted by the Port Commission at its meeting of October 8, 2024.* 

DocuSigned by: <u>fenica Lin</u> Secretarv 2A9BEF9AAF934F9...



EXHIBIT A Area of Work Identified in Grant Application