



**RESOLUTION NUMBER 2023-28**

**DELEGATION OF AUTHORITY TO THE COUNTY MANAGER TO ENTER INTO CERTAIN CONTRACTS AND SETTLEMENT AGREEMENTS**

**WHEREAS**, the Union County Board of County Commissioners reserves unto itself the sole authority to sign contracts with vendors, service providers and funding agencies on behalf of Union County; and

**WHEREAS**, the Union County Board of County Commissioners reserves unto itself the sole authority to expend funds to procure goods and services for Union County expect as that authority is delegated through the annual budget process; and

**WHEREAS**, the Union County Board of County Commissioners has hired a professional County Manager to among other things, manage the day-to-day business of Union County; and

**WHEREAS**, the Union County Board of County Commissioners, recognizes that it would improve the efficiency and effectiveness of County operations by granting the County Manager certain limited authority to sign contracts on behalf of the Board of County Commissioners.

**NOW THEREFORE BE IT RESOLVED** that the Union County Board of County Commissioners hereby delegates to the County Manager the authority to sign contracts or agreements with vendors, contractors and professional service providers and State and Federal Agencies, with the stipulation that funds must be budgeted and available, the Union County procurement policy must be followed, and County Manager must consult with Chairman for any amount over \$500,00.00 prior to executing. Any contract, agreement, or settlement entered into pursuant to this resolution shall be presented to the Board of County Commissioners at its next regularly scheduled Commission meeting. This resolution will terminate on December 31, 2023.

**PASSED, APPROVED AND ADOPTED** this 10<sup>th</sup> day of January, 2023.

**BOARD OF COUNTY COMMISSIONERS OF UNION COUNTY, NEW MEXICO**

**ATTEST  
SEAL**

*Brenda Green*  
Brenda Green, County Clerk

By: *Clyde Kirtley*  
Chairman

*J. Lee Hunt*  
Member

*Lloyd Miller*  
Member