



# **RESOLUTION No. 17-535**

## **OF THE BOARD OF SUPERVISORS OF THE COUNTY OF NEVADA**

### **RESOLUTION DECLARING CERTAIN COUNTY PROPERTY AS SURPLUS AND AUTHORIZING THE TRANSFER OF SURPLUS PROPERTY TO THE GRASS VALLEY SCHOOL DISTRICT (4/5 AFFIRMATIVE VOTE REQUIRED)**

WHEREAS, the County of Nevada is in possession of a 1995 Ford Custom Super Van (County asset #23401) which the Fleet Manager and Purchasing Agent have determined is no longer required for county purposes, and

WHEREAS said vehicle is fully depreciated and has a de minimus market value; and

WHEREAS, Section 25365 of the California Government Code authorizes the Board of Supervisors to dispose of surplus property by transfer to the state or to any city, district, etc. by four-fifths vote; and

WHEREAS, the Grass Valley School District has a need for such a vehicle for its public purposes.

NOW, THEREFORE, BE IT RESOLVED, that the Board of Supervisors of the County of Nevada:

1. Declares that the vehicle recorded in the County's asset inventory as asset #23401, a 1995 Ford Custom Super Van, is surplus property.
2. Directs the Auditor-Controller to transfer ownership of the vehicle from the Fleet Internal Service Fund to the General Fund.
3. Approves, by 4/5 majority vote, the donation of said vehicle to the Grass Valley School District.
4. Acknowledges that the County Purchasing Agent published notice of the intended donation pursuant to Section 25365 of the Government Code and that no public comments or objections that warrant Board reconsideration were received during the publication period.

PASSED AND ADOPTED by the Board of Supervisors of the County of Nevada at a regular meeting of said Board, held on the 24th day of October, 2017, by the following vote of said Board:

Ayes: Supervisors Heidi Hall, Edward Scofield, Dan Miller, Hank Weston and Richard Anderson.

Noes: None.

Absent: None.

Abstain: None.

ATTEST:

JULIE PATTERSON HUNTER  
Clerk of the Board of Supervisors

By: 

  
Hank Weston, Chair

10/24/2017 cc: Purchasing\*  
AC\*  
GVSD