

<u>MEMO</u>

To: GRTA Board of Directors

From: Executive Director Stogner

Date: June 20, 2022

Subject: Agenda Item H.4 - Discussion and Possible Action Regarding Approval of

Utility Corridor Easement with Town of Scotia Community Services District

The Town of Scotia in Humboldt County has been in the process of replacing older infrastructure that runs under GRTA trackway, including a sewer line, drain line, power supply line and new water line. Previously placed existing lines were installed by a predecessor in interest private company and are in need of repair and replacement as the Town of Scotia takes responsibility for same going forward.

The Scotia Community Services Department (SCSD) would like the GRTA to grant easement corridors that support the above-cited subsurface infrastructure. These lines are currently in place and the utilities have existed in the same approximate locations for decades. The Board previously directed staff and counsel to finalize an easement agreement and return to the Board for final approval. Pursuant to that direction, staff and counsel have made recommended revisions to the easement draft first provided by SCSD, and present the attached draft easement for the Board's consideration and approval. As of the date of this memorandum, staff and counsel have not yet received final approval as to the revisions proposed by counsel, and therefor the attached easement is not yet finalized and counter-signed by SCSD.

Staff Recommendation:

Staff recommends the Board authorize and direct the Chair of the Board of Directors to execute and deliver the proposed easement agreement to the SCSD, upon counter-signature by SCSD as to its agreement to all terms thereof. Staff recommends the Board authorize counsel to finalize the easement form by making any minor or typographical revisions that do not alter the intent or material terms of the easement prior to presentation to the Chair of the Board of Directors for signature, as is necessary or appropriate upon final review by SCSD.