

A RESOLUTION
OF THE MAYOR AND ALDERMEN OF THE CITY OF SAVANNAH
AUTHORIZING THE MAYOR TO SIGN AFFIDAVIT OF EXECUTIVE SESSION

BE IT RESOLVED by the Mayor and Aldermen of the City of Savannah as follows:

At the meeting held on the 27 day of April, 2017,

the Council entered into a closed session for the purpose of discussing:

Litigation & Real Estate

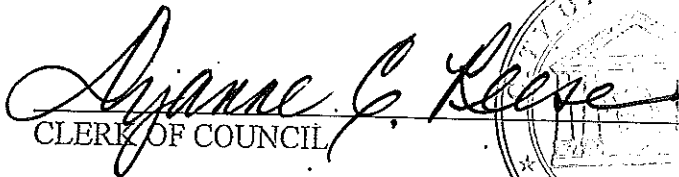
At the close of the discussions upon this subject, the Council reentered into open session and herewith takes the following action in open session:

- (1) The actions of Council and the discussions of the same regarding the matter set forth for the closed session purposes are hereby ratified;
- (2) Each member of this body does hereby confirm that to the best of his or her knowledge, the subject matter of the closed session was devoted to matters within the specific relevant exception(s) as set forth above;
- (3) The presiding officer is hereby authorized and directed to execute an affidavit, with full support of the Council in order to comply with O.C.G.A. §50-14-4(b); 17
- (4) The affidavit shall be included and filed with the official minutes of the meeting and shall be in a form as required by the statute.

ADOPTED AND APPROVED THIS 27 DAY OF April, 2017.


MAYOR

ATTEST:


CLERK OF COUNCIL



AFFIDAVIT PURSUIT TO O.C.G.A §50-14-4(b)

In person before me the undersigned officer authorized to administer oaths appeared

Eddie W. DeLoach, who after being duly sworn says:

That as Mayor, I presided at a meeting of the Mayor and Aldermen of the City of Savannah held on the 27 day of April, 2017.

That pursuant to O.C.G.A Title 50, Chapter 14, the meeting was closed for the purpose of:

Litigation & Real Estate

and that the subject matter of the closed meeting was devoted to matters within the exceptions provided by law and hereinabove identified.

This 27 day of April, 2017.

Eddie W. DeLoach
Mayor

Sworn to and subscribed before me

this 27 day of April, 2017.

Rei Lutz
NOTARY PUBLIC, CHATHAM COUNTY GEORGIA

My Commission Expires: _____

