



CITY OF WASILLA

290 E. HERNING AVE.
WASILLA, ALASKA 99687
PHONE: (907) 373-9050
FAX: (907) 373-0788

Requested By: Councilman
Carson
Prepared By: Municipal
Services

RESOLUTION NO. WR92-05 SUBSTITUTE

A RESOLUTION OF THE CITY COUNCIL OF WASILLA, ALASKA, REQUESTING THE ALASKA PUBLIC UTILITIES COMMISSION TO EXCLUDE THE CITY OF WASILLA FROM ITS DESIGNATION OF SOLID WASTE WASILLA COMMERCIAL CORE AREA, THUS PERMITTING COMPETITION AND CHOICE OF SOLID WASTE CARRIERS FOR MULTI-TENANT BUSINESSES INSIDE THE CITY OF WASILLA.

WHEREAS, our democratic society was founded on competition and fair play; and

WHEREAS, competition makes for a healthy business and service climate; and

WHEREAS, the Alaska Public Utilities Commission currently prohibits competition for multi-tenant businesses, including apartment houses, inside the Wasilla Commercial Core Area; and

WHEREAS, there are other solid waste carriers capable of competing for business inside the City of Wasilla, who have demonstrated long-term stability, and who are currently operating in the Mat-Su Borough, but who are excluded from this Wasilla Commercial Core Area, for multi-tenant businesses; and

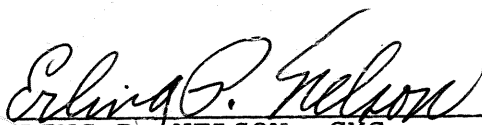
WHEREAS, the Wasilla City Council desires to have the most favorable atmosphere for its commercial businesses;

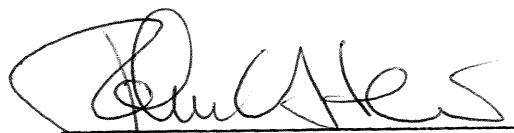
NOW THEREFORE BE IT RESOLVED, that the Wasilla City Council hereby requests that the Alaska Public Utilities Commission do the necessary procedures, and solicit comments, so that the wishes of the City of Wasilla, may be heard and acted upon, and so that multi-tenant businesses inside the City of Wasilla may exercise their choice of solid waste carrier according to popular democratic principles of competition and fair play.

I certify that a resolution in substantially the above form was passed by a majority of those voting at a duly called and conducted meeting of the governing body of the City of Wasilla this 27th day of January, 1992.

ATTEST:

APPROVED:


LING P. NELSON, CMC
City Clerk


JOHN C. STEIN, Mayor

(SEAL)