RESOLUTION NO. 2022 - 44

A RESOLUTION CHANGING THE NAME OF THE ENTIRETY OF HIGGINSON STREET TO "VETERANS BOULEVARD"; AND FOR OTHER PURPOSES

BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF SEARCY, TO-WIT:

WHEREAS, Significant improvements have been constructed on, and adjacent to a public road, street or way in the City of Searcy currently named Higginson Street; and

WHEREAS, the City of Searcy does not currently have a road, street or way that honors veterans of the United States uniformed services; and

WHEREAS, the City of Searcy wishes to inconvenience the fewest number of homes and businesses by renaming a City street to honor those who have served the United States through their military service; and

WHEREAS, the City Council of the City of Searcy, Arkansas, desires to rename Higginson Street to Veterans Boulevard in order to honor those who have served in the United States military.

NOW, THEREFORE, be it resolved by the City Council of the City of Searcy, Arkansas, to-

wit:

<u>Section 1.</u> Hereafter, in recognition of the service of those citizens of the City of Searcy who have served the United States, and to honor those veterans, all of Higginson Street shall be renamed:

Veterans Boulevard

With such designation of the said street to be more particularly described as follows:

Higginson Street from the South right-of-way line of Lincoln Street, proceeding South along Higginson Street to the intersection of Higginson Street with Booth Road.

<u>Section 2.</u> The Mayor and City Clerk shall notify the relevant public safety authorities, and including the White County Department of Emergency Services or other entity responsible for 911 mapping to advise of the change of the name of that portion of the street identified herein and shall be authorized to take all other action determined by them to be necessary and proper to accomplish the purposes of this resolution.

PASSED AND ADOPTED this 13th day of December, 2022.

/s/ Kyle Osborne Mayor of Searcy

ATTEST:

/s/ Jerry Morris City Clerk