

STATE OF ALABAMA)
COUNTY OF BALDWIN)

***RESOLUTION # 2022-142
OF THE
BALDWIN COUNTY COMMISSION***

EXERCISING THE AUTHORITY PROVIDED IN ALABAMA ACT 2021-297 TO AGREE WITH THE CITY OF BAY MINETTE FOR THE BALDWIN COUNTY COMMISSION TO ASSUME JURISDICTION OVER AND ISSUE PERMITS FOR THE SOUTH ALABAMA MEGASITE.

WHEREAS, pursuant to Alabama Act 2021-297, the Baldwin County Commission (“County”) may enter into an agreement with a municipality to assume jurisdiction over and issue permits for properties which lie partially in the police jurisdiction of the municipality and partially in the unincorporated area of the County; and

WHEREAS, the City of Bay Minette, Alabama (“City”) is a municipal corporation located in Baldwin County and organized and existing under the laws of the State of Alabama; and

WHEREAS, the South Alabama Megasite, which is shown on Exhibit “A” hereto, is an industrial development that lies partially in the City’s police jurisdiction and partially in the unincorporated area of Baldwin County; and

WHEREAS, the County has determined that it is wise, expedient, and economical for the County to assume responsibility for all building permitting for the South Alabama Megasite to promote cohesive development of the property; and

WHEREAS, the City has determined that it will relinquish jurisdiction over the South Alabama Megasite.; now therefore

BE IT RESOLVED BY THE BALDWIN COUNTY COMMISSION, IN REGULAR SESSION ASSEMBLED, that that, pursuant to the authority granted the Baldwin County Commission in Alabama Act 2021-297, and to protect the health, safety and welfare of the public, the Baldwin County Commission will enter into an agreement, attached as Exhibit “B” hereto, with the City of Bay Minette for the Baldwin County Building Official to assume jurisdiction over and issue all permits for the South Alabama Megasite development.

DONE, under the Seal of Baldwin County, Alabama, as affixed on this the 2nd day of August 2022.

Commissioner James E. Ball, Chairman

ATTEST:

Ronald J. Cink, Budget Director