City of Philadelphia

Legislation Text

File #: 110770, Version: 0

Authorizing the Commissioner of Public Property to execute and deliver to the Redevelopment Authority of the City of Philadelphia, without consideration, deeds conveying conditional fee simple title to certain City-owned lots or pieces of ground with the buildings and improvements thereon, situate in the Sixth and Sixtieth Wards of the City of Philadelphia, pursuant to Chapter 16-400 of The Philadelphia Code and authorizing the Redevelopment Authority of the City of Philadelphia to dispose of such properties for rehabilitation and/or improvement in accordance with the terms of Chapter 16-400 of The Philadelphia Code.

WHEREAS, Chapter 16-400 of The Philadelphia Code relating to vacant property, grants the City the power to convey certain classes of real property to the Redevelopment Authority of the City of Philadelphia, without consideration, to implement the public purpose set forth in that Chapter; and

WHEREAS, The Vacant Property Review Committee has recommended acceptance and disposition of the vacant properties listed below; now therefore

RESOLVED, BY THE COUNCIL OF THE CITY OF PHILADELPHIA

SECTION 1. The Commissioner of Public Property is hereby authorized to execute and deliver to the Redevelopment Authority of the City of Philadelphia, without consideration, deed conveying conditional fee simple title to 5331 Walnut street and 4007 Wyalusing avenue pursuant to Chapter 16-400 of The Philadelphia Code, under certain terms and conditions.

SECTION 2. The Redevelopment Authority is hereby authorized to dispose of the aforementioned properties for rehabilitation and/or improvements under certain terms and conditions pursuant to Chapter 16-400 of The Philadelphia Code.

SECTION 3. The City Solicitor is hereby authorized to prepare or to approve all instruments and documents and to include in such instruments and documents such terms and conditions as are necessary to effectuate the purpose of Chapter 16-400 of The Philadelphia Code.