

Great Lakes Water Authority

Legislation Details

2020	0-050	Version:	1	Name:		
Res	olution			Status:	Passed	
2/8/2	2020			In control:	Board of Directors Workshop Meet	ing
2/12	2/2020			Final action:	2/12/2020	
Resolution Regarding Approval of Series Ordinance Authorizing Issuance and Sale of Sewage Disposal System Revenue Refunding Bonds in an Amount Not to Exceed \$800,000,000 (Ordinance 2020-04)						
Nicolette Bateson						
Finance						
1. 7B3 Sewer Revenue Refunding Series Ordinance FINAL 2.12.pdf, 2. 7B4 Resolution- Approval of Sewer Revenue Refunding Series Ordinance FINAL 2.12.pdf						
Ver.	Action By	y		Ac	tion	Result
1			Vorks	hop Ap	proved	Pass
	Res 2/8/: 2/12 Res Disp 2020 Nicc Fina 1. 7l Sew Ver.	Disposal Syst 2020-04) Nicolette Bate Finance 1. 7B3 Sewer Sewer Reven Ver. Action By 1 Board o	Resolution 2/8/2020 2/12/2020 Resolution Regarding Ap Disposal System Revenu 2020-04) Nicolette Bateson Finance 1. 7B3 Sewer Revenue R Sewer Revenue Refundir Ver. Action By	Resolution 2/8/2020 2/12/2020 Resolution Regarding Approval Disposal System Revenue Refu 2020-04) Nicolette Bateson Finance 1. 7B3 Sewer Revenue Refund Sewer Revenue Refunding Ser Ver. Action By 1 Board of Directors Works	Resolution Status: 2/8/2020 In control: 2/12/2020 Final action: Resolution Regarding Approval of Series Ordin Disposal System Revenue Refunding Bonds in 2020-04) Nicolette Bateson Finance 1. 7B3 Sewer Revenue Refunding Series Ordin Sewer Revenue Refunding Series Ordin Ver. Action By Action By Action 1 Board of Directors Workshop	Resolution Status: Passed 2/8/2020 In control: Board of Directors Workshop Meet 2/12/2020 Final action: 2/12/2020 Resolution Regarding Approval of Series Ordinance Authorizing Issuance and Sale of Disposal System Revenue Refunding Bonds in an Amount Not to Exceed \$800,000, 2020-04) Nicolette Bateson Finance 1. 7B3 Sewer Revenue Refunding Series Ordinance FINAL 2.12.pdf, 2. 7B4 Resolut Sewer Revenue Refunding Series Ordinance FINAL 2.12.pdf Ver. Action By Action 1 Board of Directors Workshop