CITY AND BOROUGH OF SITKA RESOLUTION NO. 2016-21

A RESOLUTION OF THE CITY AND BOROUGH OF SITKA, ALASKA SUPPORTING THE RENAMING OF THE FOREST AND MUSKEG TRAIL TO THE "BEN GRUSSENDORF TRAIL"

WHEREAS, Ben Grussendorf Jr. led the development of the City and Borough of Sitka, serving as Chair of the Charter Commission in 1970, on the Assembly from 1970 to 1979, and serving two terms as Mayor from 1975-1979; and

WHEREAS, during that tenure the citizens of Sitka noted his leadership skills, his ability to listen to opinions, and his honesty. Grussendorf worked diligently and tirelessly on behalf of Sitkans; and

WHEREAS, in 1980, Ben Grussendorf was elected to the Alaska House of Representatives, where he served 20 years, including six years as House Speaker. He served on the Alaska Municipal League's Legislative Committee and two terms as President of the Alaska Conference of Mayors; and

WHEREAS, Grussendorf developed a statewide reputation for his respect and knowledge of the wilderness and its habitat and was appointed to the Alaska State Board of Game, where he proudly served for 10 years. Grussendorf enjoyed hiking, fishing, hunting and looked forward to time spent outdoors; and

WHEREAS, Ben's leadership and knowledge were held in high regard and sought after frequently, and he served as a mentor to many. It is fitting that the City and Borough of Sitka commemorate the name of a man who dedicated many years of service to his community and State of Alaska.

NOW, THEREFORE, BE IT RESOLVED that the Assembly of the City and Borough of Sitka, Alaska by this resolution is in support of renaming the Forest and Muskeg Trail to the "Ben Grussendorf Trail" in honor of his service to Sitka and that it be formally known only by that name or the shorter referenced version of "Grussendorf Trail".

PASSED, APPROVED, AND ADOPTED by the Assembly of the City and Borough of Sitka, Alaska, on this 25th day of October, 2016.

Matthew Hunter, Mayor

ATTEST:

Sara Peterson, CMC Municipal Clerk

1st and final reading 10/25/16