

Office of the Mayor
Andrew "FoFo" Gilich



140 Lameuse Street
P.O. Box 429
Biloxi, Mississippi 39533
Office: 228.435.6254
Fax: 228.435.6129
www.biloxi.ms.us

December 28, 2015

To All Local Governments

Dear Sir/Madam:

I am writing as a follow up to the Mayors forum held December 16th at Biloxi City Hall. Nine of the 12 local mayors attended, as did the Jackson County Administrator, three city managers, and Supervisors from Jackson and Harrison counties.

It was unanimously agreed by all present that we should pursue BP settlement monies in a unified manner, to show our state leaders that we can and will work together to solve problems of Coast-wide importance. To that end, all in attendance agreed to first adopt individual resolutions memorializing the State Legislature to dedicate at least 80% of all BP Economic Damages settlement money to the three Coast counties. Additionally, those in attendance agreed to work together to prioritize all individual project submissions to the RESTORE Act portal and anticipated applications for projects to be funded from the 80% request of Economic Damages funds.

We sent our draft resolution on the 80% request to all local governments, asking that they be submitted for Council and Board approval at the earliest opportunity. If you did not receive a copy, please notify F. Cliff Kirkland of my staff immediately. His email address is ckirkland@biloxi.ms.us and his cell phone is 228-365-0212. Also, please let him know when you plan to present your resolution for approval.

We also are compiling a comprehensive list of all proposed RESTORE Act projects of the 15 local governments, which then will be prioritized and ranked at a subsequent meeting of all representative local governments. Therefore, we need your list as soon as possible. Please forward those to Cliff as well.

If you have any questions, please contact me at your convenience.

Sincerely,

A handwritten signature in blue ink, appearing to read "Andrew Gilich", is written over the word "Sincerely,".

Andrew "FoFo" Gilich