

RESOLUTION NO. M-2716

**A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF OLYMPIA, WASHINGTON,
AUTHORIZING THE CITY MANAGER TO SIGN A RESTRICTIVE COVENANT DEDICATING
CITY-OWNED PROPERTY FOR USE AS A CHILDREN'S MUSEUM FOR TEN YEARS**

WHEREAS, as a condition of the financial assistance provided to the Hands On Children's Museum (HOCM) by the Washington State Department of Commerce ("Commerce"), the City of Olympia is required to execute a Restrictive Covenant ("Covenant") ensuring that the following legally-described property ("Property") will be used for a children's museum as specified in Commerce contract number 22-96640-009:

LOT 5 OF OLYMPIA AREA ROWING BINDING SITE PLAN AS RECORDED AUGUST 25, 2005 UNDER AUDITOR'S FILE NO. 3761387 AND AMENDED APRIL 9, 2008 AND OCTOBER 27, 2009 AND FEBRUARY 13, 2018 AND NOVEMBER 20, 2020 UNDER AUDITOR'S FILE NOS. 4001839, 4118292, 4611194 AND 4802318

and

WHEREAS, the Covenant will restrict the use of the Property to a children's museum and will run with the land for a period of ten (10) years; and

WHEREAS, Commerce will issue a Release of Restrictive Covenant to the City of Olympia at the conclusion of the ten-year period;

NOW, THEREFORE, THE OLYMPIA CITY COUNCIL DOES HEREBY RESOLVE as follows:

1. The Olympia City Council hereby approves the form of Restrictive Covenant required by the Washington State Department of Commerce as a condition of financial assistance to the Hands On Children's Museum, and accepts the terms and conditions contained therein.
2. The City Manager, or designee, is authorized and directed to sign on behalf of the City of Olympia the Restrictive Covenant, and any other documents necessary to execute said Restrictive Covenant, and to make any amendments or minor modifications as may be required and are consistent with the intent of Restrictive Covenant, or to correct any scrivener's errors.

PASSED BY THE OLYMPIA CITY COUNCIL this 28th day of April 2026.


MAYOR

ATTEST:

Sean Krier
CITY CLERK

APPROVED AS TO FORM:

Mark Barber
CITY ATTORNEY