HOUSE CAPITAL OUTLAY REQUEST 0446 STATE OF NEW MEXICO 47TH LEGISLATURE - SECOND SESSION - 2006 REQUESTED BY

Kandy Cordova

CAPITAL PROJECTS IN BOSQUE FARMS IN VALENCIA COUNTY

I request that the following be funded:

• to the department of environment

BOSQUE FARMS WASTEWATER CLARIFIER

three million dollars (\$3,000,000) to plan, design and construct a clarifier for wastewater treatment in Bosque Farms in Valencia county

BOSQUE FARMS WATER BOOSTER STATION IMPROVE

five hundred thousand dollars (\$500,000) to plan, design and construct improvements to water booster station 2 in Bosque Farms in Valencia county

BOSOUE FARMS WATER METERS

two hundred thirty thousand eight hundred fifty dollars (\$230,850) to purchase and install radio-readable water meters in Bosque Farms in Valencia county

BOSQUE FARMS WATER STORAGE TANK IMPROVE

one hundred thousand dollars (\$100,000) to plan, design and construct improvements to the water storage tank in Bosque Farms in Valencia county

• to the department of transportation

HANSEN FARM RD IMPROVE-BOSQUE FARMS

forty thousand dollars (\$40,000) to plan, design and construct improvements to Hansen Farm road in Bosque Farms in Valencia county

• to the local government division of the department of finance and administration

BOSQUE FARMS FIRE AND POLICE STATION CONSTRUCT

four hundred thousand dollars (\$400,000) to plan, design, construct, equip and furnish the fire and police station in Bosque Farms in Valencia county

BOSQUE FARMS FIRE/POLICE DEPARTMENT BLDG PAVE

thirty thousand dollars (\$30,000) to pave the parking area of the fire and police department building in Bosque Farms in Valencia county

BOSQUE FARMS MAINTENANCE BLDG CONSTRUCT

one hundred thousand dollars (\$100,000) to design and construct a maintenance building in Bosque Farms in Valencia county

BOSQUE FARMS VILLAGE OFFICES RENOVATE ADA

seven hundred fifty thousand dollars (\$750,000) to renovate the village offices to comply with the Americans with Disabilities Act of 1990 in Bosque Farms in Valencia county