

(2) IF THE COUNTY COMMISSIONERS ISSUE BONDS UNDER THIS SECTION, THE COUNTY COMMISSIONERS MAY:

(I) ESTABLISH SINKING FUNDS;

(II) ESTABLISH DEBT SERVICE RESERVE FUNDS;

(III) PLEDGE OTHER ASSETS AND REVENUES TOWARDS THE PAYMENT OF THE PRINCIPAL AND INTEREST; OR

(IV) PROVIDE FOR MUNICIPAL BOND INSURANCE OR ANY OTHER TYPE OF FINANCIAL GUARANTY OF THE BONDS.

(3) ALL PROCEEDS RECEIVED FROM ANY BONDS ISSUED AND SOLD SHALL BE APPLIED SOLELY TO PAY THE COST OF INFRASTRUCTURE IMPROVEMENTS, INCLUDING:

(I) COSTS OF DESIGN, CONSTRUCTION, ESTABLISHMENT, EXTENSION, ALTERATION, OR ACQUISITION OF INFRASTRUCTURE IMPROVEMENTS;

(II) COSTS OF ISSUING BONDS;

(III) PAYMENT OF THE PRINCIPAL OF AND INTEREST ON LOANS, MONEY ADVANCES, OR INDEBTEDNESS INCURRED BY THE COUNTY FOR ANY OF THE PURPOSES STATED IN SUBSECTION (B)(2) OF THIS SECTION, INCLUDING THE REFUNDING OF BONDS PREVIOUSLY ISSUED UNDER THIS SECTION; AND

(IV) FUNDING OF A DEBT SERVICE RESERVE FUND OR PAYMENT OF INTEREST PRIOR TO, DURING, OR FOR A LIMITED PERIOD OF TIME AFTER CONSTRUCTION.

(E) (1) BEFORE ISSUING BONDS UNDER THIS SECTION, THE COUNTY COMMISSIONERS SHALL:

(I) DESIGNATE BY RESOLUTION ONE OR MORE AREAS AS A COMMUNITY DEVELOPMENT AUTHORITY;

(II) SUBJECT TO PARAGRAPH (3) OF THIS SUBSECTION, ADOPT A RESOLUTION CREATING A SPECIAL FUND WITH RESPECT TO THE COMMUNITY DEVELOPMENT AUTHORITY; AND

(III) PROVIDE FOR THE LEVY OF AN AD VALOREM OR COMMUNITY DEVELOPMENT TAX OR FEE ON ALL REAL OR PERSONAL PROPERTY WITHIN THE COMMUNITY DEVELOPMENT AUTHORITY AT A RATE OR AMOUNT DESIGNED TO PROVIDE ADEQUATE REVENUES TO PAY THE PRINCIPAL OF, INTEREST ON, AND REDEMPTION PREMIUM, IF ANY, ON THE BONDS, TO REPLENISH ANY DEBT SERVICE RESERVE FUND, AND FOR ANY OTHER PURPOSE RELATED TO THE ONGOING EXPENSES OF OR SECURITY FOR THE BONDS.

(2) AD VALOREM TAXES LEVIED UNDER THIS SECTION SHALL BE LEVIED IN THE SAME MANNER, UPON THE SAME ASSESSMENTS, FOR THE SAME PERIOD OR PERIODS, AND AS OF THE SAME DATE OR DATES OF FINALITY AS ARE GENERAL AD VALOREM TAXES WITHIN THE COMMUNITY DEVELOPMENT