

**Section 4.05. Application of Balance in Construction Account:** When the Project shall have been completed and equipped and opened for use and occupancy, as evidenced by a certificate signed by the President of the Borrower, accompanied by an opinion of counsel for the Borrower that there are no uncanceled liens of mechanics, laborers, contractors or materialmen, or others entitled to claim liens for improving real estate against the Project or on file in any public office where the same should be filed in order to be valid liens against the Project and that there are no outstanding claims which could become any such lien or, that in the opinion of the signer the time within which such liens can be filed has expired, any balance in the Construction Account, after reserving such amount as the Borrower shall deem necessary for the payment of any remaining amounts due or to become due for the cost of the Project, and after returning to the Borrower any excess funds which it may have deposited into the Construction Account on a contingency basis, shall (to the extent that such amount shall be sufficient to redeem or prepay the principal amount of the denomination of the issued Bonds) be promptly made available for application by the Trustee to the redemption of Bonds or prepayment of portions of fully registered single Bonds then outstanding at not exceeding the principal amount thereof and Premium, if any, and accrued interest to the date of redemption. Any such balance in an amount less than the principal amount of the denomination of the issued Bonds, shall be deposited in the Bond and Interest Sinking Fund Account provided for in Article V of Part One of the Indenture.

## ARTICLE V

### DISPOSITION OF PLEDGED REVENUES

**Section 5.01. Investment of Funds:** Moneys on deposit to the credit of the Bond and Interest Sinking Fund Account and/or the Repair and Replacement Reserve Account shall, upon request by the Borrower, be invested by the Trustee, in direct obligations of, or obligations the principal