

Legislation Text

File #: 2181-2016, Version: 1

This ordinance authorizes the establishment of a budget reservation in the amount of \$650,000 for the reimbursement of staff time related to the administration of Recreation and Parks 2016/2017 Capital Improvement Projects. \$650,000.00 will be established for 2016/2017 staff time billings in accordance with the City Auditor's office internal labor capitalization policy.

Fiscal Impact: \$650,000.00 is budgeted and available in the Recreation and Parks Voted Bond Fund 7702 for this purpose.

To establish budget reservation in the amount of \$650,000.00; and to authorize the expenditure of \$650,000.00 from the Voted Recreation and Parks Bond Fund for the reimbursement of staff time related to the administration of Recreation and Parks 2016/2017 Capital Improvement Projects. (\$650,000.00)

WHEREAS, staff time reimbursements related to the administration of Capital Improvement Projects are necessary; and

WHEREAS, funding is available for these reimbursements from unallocated balances within the Voted Recreation and Parks Bond Fund; **NOW**, **THEREFORE**

BE IT ORDAINED BY THE COUNCIL OF THE CITY OF COLUMBUS:

SECTION 1. That reimbursement of staff time related to the administration of Capital Improvement Projects is necessary.

SECTION 2. That the City Auditor is hereby authorized to transfer the unencumbered balance in a project account to the unallocated balance account within the same fund upon receipt of certification by the Director of the Department administering said project that the project has been completed and the monies are no longer required for said project.

SECTION 3. For the purpose stated in Section 1, the expenditure of \$650,000.00, or so much thereof as may be necessary to pay the cost thereof, be and is hereby authorized from the Recreation and Parks Bond Fund 7702, as follows:

See Attached DAX Funding information

SECTION 4. That this ordinance shall take effect and be in force from and after the earliest period allowable by law.