



Legislation Details (With Text)

File #: 2023-1606 **Version:** 1 **Name:**
Type: Resolution **Status:** Consent
File created: 12/13/2023 **In control:** Board of Commissioners
On agenda: 12/19/2023 **Final action:** 12/19/2023
Title: Commission District(s): District 1
 To approve the appropriation of \$100,000 from Non-Departmental - Unincorporated Fund assigned to Account (09130.579002.272.0000.0000) to Grant Fund (09130.611250.272.0000.0000) reserved for District 1 for ongoing sidewalk repairs and maintenance in District 1

Indexes:

Attachments:

Date	Ver.	Action By	Action	Result
12/19/2023	1	Board of Commissioners	approved	Pass

Choose an item.

Public Hearing: YES NO **Department:** Board of Commissioners

SUBJECT:

Commission District(s): District 1

To approve the appropriation of \$100,000 from Non-Departmental - Unincorporated Fund assigned to Account (09130.579002.272.0000.0000) to Grant Fund (09130.611250.272.0000.0000) reserved for District 1 for ongoing sidewalk repairs and maintenance in District 1

Information Contact: Commissioner Robert Patrick

Phone Number: 404-371-3052

PURPOSE:

To approve the appropriation of \$100,000 from Non-Departmental - Unincorporated Fund assigned to Account (09130.579002.272.0000.0000) to Grant Fund (09130.611250.272.0000.0000) reserved for District 1 for the purpose of providing ongoing sidewalk improvements

NEED/IMPACT:

To continue the ongoing sidewalk repair and maintenance projects within District 1

FISCAL IMPACT:

Increase appropriations for the following account by the amount indicated below:
Non-Departmental - Unincorporated Fund - Transfer to Grant Fund (09130.611250.272.0000.0000) - \$100,000

Decrease appropriations for the following account by the amount indicated below:
Non-Departmental - Unincorporated Fund - Reserve for Appropriation (09130.579002.272.0000.0000) - \$100,000

RECOMMENDATION:

To approve the transfer of \$100,000 from District 1 reserved funds and authorize the Chief Executive Officer to execute all the necessary documents