

Salt Lake Valley Solid Waste Mgt Facility

Decision Package Summary

by Form ID

Form ID:	24648	Current Stage	Type	Council Approved	Council Approved Date	Linked Form ID
Name:	2019_FINALCOVER Re-budget	3608 - Council	Adjust Existing Capital Project	No		24648
Request Description:	Re-budget \$2,825,460 of remaining capital project funds and request \$600,000 in additional funding. The original budget of \$3,000,000 was set several years ago and was re-budgeted year after year. The new proposed total project budget is \$3,600,000 to cover accrued expenses and high inflation. Expected project completion was in 2021 but changed to 2022. This is a balance sheet item and funding will come from the restricted closure/post-closure account.					

	Revenues	Expenses	Transfer In and OFS	Transfer Out and OFU	Balance Sheet	Net Change to Fund Balance	FTE
730 - Solid Waste Managemnt Facility							
47509900 - Solid Waste Capital Projects							
4750990000 - Salt Lake Cnty Lndfill Cap Prj							
Project: 2019_FINALCOVER - FINAL COVER							
BAL_SHT - Balance Sheet Acquisition	0	0	0	0	3,425,460	(3,425,460)	0.00
Total Solid Waste Capital Projects	0	0	0	0	3,425,460	(3,425,460)	0.00
Total Solid Waste Managemnt Facility	0	0	0	0	3,425,460	(3,425,460)	0.00

Future Year Adjustments	Revenues	Expenses	Transfer In and OFS	Transfer Out and OFU	Balance Sheet	Net Change to Fund Balance	FTE
730 - Solid Waste Managemnt Facility							
47509900 - Solid Waste Capital Projects							
4750990000 - Salt Lake Cnty Lndfill Cap Prj							
Project: 2019_FINALCOVER - FINAL COVER							
BAL_SHT - Balance Sheet Acquisition	0	0	0	0	(3,425,460)	3,425,460	0.00
Total Solid Waste Capital Projects	0	0	0	0	(3,425,460)	3,425,460	0.00
Total Solid Waste Managemnt Facility	0	0	0	0	(3,425,460)	3,425,460	0.00

Attachments

24648_1.12.01PJ_-_2019_FINALCOVER Re-budgetdf_20220323T121327_20220328T101306.pdf

SLC Engineering_20220323T120223.pdf

Budget Year - Grand Total	0	0	0	0	3,425,460	(3,425,460)	0.00
Future Year Adjustments - Grand Total	0	0	0	0	(3,425,460)	3,425,460	0.00

