Requested Agenda Date:

5/3/2022

Requested Agenda Title:

Budget Adjustment: Parks and Recreation's Request to Use \$21,921 in Restrict Fund Balance for a New Harmony Park Capital Project

Requested Agenda Item Description: In a settlement agreement with an adjacent property owner at Harmony Park, money was set aside in a restricted account for future park improvements. Parks & Recreation would like to move forward on those improvements by converting one of two ball diamonds in the park to a multipurpose field to serve other programming such as soccer, lacrosse, rugby, and passive recreational users. This ball diamond has not been used for recreation programming for several years and believe the best use of the area is to convert the space to serve multiple recreational activities. These funds will help serve more park users, while still preserving a ball diamond within Harmony Park for recreational games and programming.

The one-time appropriation of these funds will be offset by an un-assignment of General Fund restricted funds that have been assigned for Harmony Park improvements (on myfin Journal 20FIFR 12/30/2020 Line 5), the net effect to the General Fund will be \$0.

Requested Action: Discussion - Vote Needed

Presenter(s) (with titles): Dave Delquadro, Council Fiscal Manager

Time Needed: Less than 5 MINS

Is this Item Time-Sensitive and/or Requesting a Time-Certain? No

Requesting Staff Member: Robin Chalhoub, Dept. Director, Community Services

Are Supporting Documents Needed for this Agenda Item Request? Yes

Please attach supporting documentation, including presentations, to the Legistar file.

Agenda item requests must be complete and submitted via Legistar Approval Sequence to the Council Administrative & Communications Coordinator by the Wednesday before the upcoming Tuesday meeting at 3:00 PM. Please note that some offices have earlier, internal Approval Sequence deadlines.

Items without necessary supporting documentation may be withheld from consideration for the desired meeting date.