

FINANCIAL IMPACT STATEMENT For Council Action Items

(Deliver original to Financial Planning Division. Retain copy.)

1. Name of Initiator Susan Meamber		2. Telephone No. 823-9709	3. Bureau/Office/Dept. Parks & Rec
4a. To be filed (date) October 28, 2010	4b. Calendar (Check One) Regular Consent 4/5ths Γ x Γ		5. Date Submitted to FPD Budget Analyst: October 28, 2010

1) Legislation Title:

*Amend contract with Merryman Barnes Architects, Inc. to increase compensation up to an additional \$150,000 for services relating to the Flavel Maintenance Yard Renovation Project (Ordinance; amend Contract 37190)

2) Purpose of the Proposed Legislation:

Compensate Merryman Barnes Architects for additional services performed for the Flavel Maintenance Yard renovation project to include: additional design work, including green building, assistance with permitting and bidding processes, and construction administration. Additional compensation shall not exceed \$150,000.

3) Revenue:

Will this legislation generate or reduce current or future revenue coming to the City? If so, by how much? If new revenue is generated please identify the source. No revenue will be lost or generated.

4) Expense:

What are the costs to the City as a result of this legislation? What is the source of funding for the expense?

The City will pay an additional Not to Exceed amount of \$150,000. The funding for these additional design services will be paid from a line of credit PP&R will be acquiring to make capital improvements to three maintenance facilities. The line of credit will be secured by PP&R's major maintenance funding.

Staffing Requirements:


5) Will any positions be created, eliminated or re-classified in the current year as a result of this legislation? No

6) Will positions be created or eliminated in *future years* as a result of this legislation? No

Complete the following section only if an amendment to the budget is proposed.

7) Change in Appropriations

Fund	Center Code	Account	Amount	Project Fund	Project No.



APPROPRIATION UNIT HEAD