



## Colonial Heights City Council Meeting Agenda Item Executive Summary

### City Council Meeting

**MEETING TYPE:** City Council Regular Meeting

**MEETING DATE:** October 13, 2020

**ITEM:** (First Reading 20-FIN-19) To amend the General Fund Budget for the fiscal year beginning July 1, 2020 and ending June 30, 2021, by appropriating \$28,087 consisting of 1) \$3,987 in grant funds from the Virginia Risk Sharing Association for safety supplies, and 2) \$24,100 of unassigned fund balance for police vehicles.

**DEPARTMENT:** Finance

**PROPOSED ACTION:** This item is for first reading of requested budgetary changes.

**BACKGROUND:** The Fire and EMS Department was just notified that it received a grant in the amount of \$3,987 for the purchase of traffic cones and safety vests. There is no required local match.

Early in FY20, the Police Department ordered four budgeted replacement vehicles. Due to high demand and limited supply, those vehicles were not received until after the end of the fiscal year. The purchase order to outfit these vehicles with lights and other required equipment therefore wasn't placed until FY21, which impacted the budget for the current year's vehicles. Staff is requesting the appropriation of prior year fund balance to cover this prior year expenditure.

**BUDGET/FINANCIAL IMPACT:**

**Funding for this item was:**  included  not included in the current-year budget  N/A

**RECOMMENDATION:** The Director of Finance recommends approval.

**ATTACHMENTS:**

BUDGET SUMM OCT 20; VRSA GRANT NOTICE; REQUEST FROM POLICE CHIEF;  
ORDINANCE 20-FIN-19

- Staff will be making a detailed presentation on this agenda item at the meeting.
- Staff will provide brief comments and answer questions on this item at the meeting.
- This is a routine procedural item and no presentation is planned for the meeting.

*Councilmembers who have any detailed questions or would like to request additional information regarding this item are encouraged to contact the City Manager at their earliest convenience.*