

City Council Memorandum

TO: HONORABLE MAYOR AND CITY COUNCIL DATE: JULY 25, 2017

FROM: COMMUNITY & ECONOMIC DEVELOPMENT WARD: 2

DEPARTMENT

SUBJECT: PROPOSED AMENDMENT TO THE CITY OF RIVERSIDE 2015-2016 UNITED

STATES DEPARTMENT OF HOUSING AND URBAN DEVELOPMENT (HUD) ANNUAL ACTION PLAN TO ALLOCATE ADDITIONAL COMMUNITY DEVELOPMENT BLOCK GRANT (CDBG) FUNDING TO THE LINCOLN PARK PLAYGROUND SHADE STRUCTURE PROJECT – FUND TRANSFER \$80,000

ISSUE:

Approve an amendment to the City's 2015-2016 Housing and Urban Development Annual Action Plan to allocate additional Community Development Block Grant funds in the amount of \$80,000 to the Lincoln Park Playground Shade Structure Project.

RECOMMENDATIONS:

That the City Council:

- 1. Authorize an amendment to the 2015-2016 Housing and Urban Development Annual Action Plan to allocate additional funds totaling \$80,000 from Unprogrammed CDBG Funds to the Lincoln Park Playground Shade Structure Project.
- 2. Authorize a funds transfer in the amount of \$80,000 from Account No. 2835100-453001 (Unprogrammed Funds) to Account No. 9262000-440120 (Lincoln Park Playground Shade Structure Project) which will be used to reimburse Parks, Recreation, and Community Services Department Lincoln Park Playground project;
- 3. Authorize the City Attorney's Office to prepare a corresponding amendment for the additional funding and expansion in scope of work to the existing Community Development Block Grant Memorandum of Understanding with the Parks, Recreation, and Community Services Department for the Lincoln Park Playground Shade Structure Project and authorize the City Manager, or his designee to execute the addendums, including making minor non-substantive changes and to sign all documents and instruments necessary to implement this action; and
- 4. Authorize a supplemental appropriation of \$80,000 to project accounts 9257100-440120 (Parks, Recreation, and Community Services Department Lincoln Park Playground 15/16) and 9257100-895220 for reimbursement of project expenditures from CDBG funds.

BACKGROUND:

The proposed amendment to the Housing and Urban Development (HUD) Annual Action Plan will allocate an additional \$80,000 in Community Development Block Grant (CDBG) funds for park improvements at Lincoln Park. Specifically, the funds will be used to expand the scope of work for the Lincoln Park Playground Shade Structure Project to include the full replacement of the playground surfacing in order to meet American Society for Testing and Materials standards. The total amount of funding for completion of the project will be \$195,000 (\$115,000 from the original allocation and \$80,000 from un-programmed funds).

A public notice was issued announcing the proposed amendment to the HUD Annual Action Plan and a 30-day public comment period was provided in compliance with HUD regulations. The original notice was published in the Press Enterprise on Saturday, June 10, 2017 and included the date this action would be considered by the City Council. A revised notice extending the comment period and revising the date the action would be considered by the City Council was published on Tuesday, July 11, 2017. The proposed project is eligible under the HUD CDBG National Objective of low- and moderate- income area benefit because it benefits a residential neighborhood where at least 51 percent of the residents are low- and moderate income persons.

The Parks, Recreation and Community Services Director concurs with this report.

FISCAL IMPACT:

There is no impact to the General Fund. Sufficient funds totaling \$80,000 are available in Account No. 2835100-453001 (CDBG Unprogrammed Fund) and will be used to reimburse the Parks, Recreation, and Community Services Department Lincoln Park Playground project account 9257100-440120.

Prepared by: Rafael Guzman, Community & Economic Development Director

Certified as to

availability of funds: Scott G. Miller, Chief Financial Officer/City Treasurer

Approved by: Al Zelinka, FAICP, Assistant City Manager

Approved as to form: Gary G. Geuss, City Attorney