2023 Amendments and Encumbrances

Presented by: Deputy City Administrator, Carlson

Consideration to Approve Resolution



Buildings and Codes

Description: Contracted Labor

Amount: \$100,000

Reason: Budget in 2023 will be carried forward for property demo projects slated for 2024



Community Development Engineering

Description: Contracted Labor

► Amount: \$75,000

Reason: Prairie Hydrogen Facility will require design review services and the Comprehensive / Transportation Master Plan will continue in 2024 for design manual creation, specification and ordinance updates.



Community Development Engineering...Continued

Description: Technology

Amount: \$10,000

Reason: Budget in 2023 will be carried forward to purchase computer office suite for the new Project Engineer position.



Community Development Engineering...Continued

Description: Advertising

► Amount: \$1,400

Reason: Comprehensive and Transportation Master Plan to be completed in 2024 and will require some advertising that will benefit the community.



Information Technology

Description: Door Controller Project

► Amount: \$13,500

Reason: Remainder of these funds to add hardware on buildings such as Museum and Library exterior for basic badge access.



Information Technology

- Description: Municode Project
- **Amount:** \$29,000
- Reason: Finishing the project from 2023 to 2024. Finalizing the Code Conversion/Review process.



Information Technology

Description: Technology

► Amount: \$2,500

Reason: Microsoft Desktop Licensing. Licensing was ordered late 2023 but not billed out until 2024 through credit card.



Museum

Description: Technology

■ Amount: \$1,864

Reason: To fund purchase/installation of improved point of sale system (Shopify) that was started in 2023.



Museum

Description: Building Repairs

Amount: \$11,000

Reason: Continue repairs and painting buildings in the Prairie Outpost Park. Also, to undertake an engineering assessment of the Ukrainian Orthodox Church pursuant to possible relocation in the Prairie Outpost Park.

