



Legislation Text

File #: 23-0844, Version: 1

Finance Item/Grant Request Template

Date Submitted: 2-26-2023

**Requesting Agency: Department of Finance
Division:**

Subject Matter Expert Name: Lamar Garlington
Email Address: lamar.garlington@denvergov.org
<mailto:lamar.garlington@denvergov.org>
Phone Number:

Item Title & Description:

(Do not delete the following instructions)

*These appear on the Council meeting agenda. Initially, the requesting agency will enter a 2-3 sentence description. Upon bill filling, the City Attorney's Office should enter the title above the description (the title should be in **bold** font).*

*Both the title and description must be entered between the red "title" and "body" below. Do **not** at any time delete the red "title" or "body" markers from this template.*

A bill for an ordinance making a rescission from and an appropriation in the Culture and Recreation Special Revenue Fund Series to make a cash transfer to the Parks Legacy Capital Improvement Funds.

Approves the transfer of \$2,357,666 from the Parks, Trails and Open Space Operating Special Revenue Fund (15828) into the Parks Legacy Improvement Fund (360050) and appropriates the transferred amount to support the acquisition of approximately 3.1 acres of land to be used as a future site of a Denver Parks and Recreation maintenance facility, generally located at 17598 Green Valley Ranch Boulevard in Council District 11. The Committee approved filing this item at its meeting on 6-27-2023.

**Affected Council District(s) or citywide?
Council District 11**

Executive Summary with Rationale and Impact:

Detailed description of the item and why we are doing it. This can be a separate attachment.
attached

**Type (choose one: Grant; Supplemental; Fund Creation; Fund Rescission; Fund Transfer; Appropriation; Other):
Fund Transfer**

Amount:
\$2,722,820

Budget Year:

Fund and Funding Source (Fund/Org/Grant Number, if applicable):

Grantor (if applicable):

Fund Matching Requirements (if applicable):

Fiscal Impact: