

March 2, 2022

To: Mayor and Members of City Council 202200537

From: John P. Curp, Interim City Manager

Subject: Ordinance - Cincinnati Children's Hospital Medical Center

Grant for North Avondale Recreation Center Programming

Attached is an Ordinance captioned:

AUTHORIZING the City Manager to accept a grant in an amount of \$25,000 from the Cincinnati Recreation Foundation for the purpose of providing funding for various programming activities for Avondale youth and families; AUTHORIZING the Director of Finance to deposit the grant funds into Fund No. 323, "Recreation Special Activities"; and further AUTHORIZING the transfer and appropriation of \$14,500 from the unappropriated surplus of Fund No. 323, "Recreation Special Activities," to Recreation's non-personnel operating budget account no. 323x193x7300 and the transfer and appropriation of \$10,500 from the unappropriated surplus of Fund No. 323, "Recreation Special Activities," to Recreation's non-personnel operating budget accounts no. 323x197x7300.

Approval of this Ordinance would authorize the City Manager to accept a grant in an amount of \$25,000 from the Cincinnati Recreation Foundation, on behalf of the Cincinnati Children's Hospital Medical Center, to the Cincinnati Recreation Commission for the purpose of providing funding for various programming activities for Avondale youth and families.

The North Avondale Recreation Center will use these resources to provide various programming activities for Avondale youth and families in need, including swim lessons, social, educational, and summer programming, memberships, and trauma sensitive spaces programming. Acceptance of the grant requires no matching funds. There are no FTEs associated with the grant.

Acceptance of the grant funding is in accordance with the "[c]ollaborate" goal to "[u]nite our community" as described on pages 210-212 of Plan Cincinnati (2012).

The Administration recommends passage of this Ordinance.

cc: Andrew M. Dudas, Budget Director Karen Alder, Finance Director

