AUTHORIZING the City Manager to accept and appropriate a donation in the amount of \$3,500 from Paddock Hills Assembly to the Cincinnati Recreation Commission for the purpose of providing resources to resurface the Paddock Hills Recreation Area basketball court; and AUTHORIZING the Finance Director to deposit the donated funds into capital improvement program project account no. 980x199x201903, "Athletics Facilities Renovation."

WHEREAS, the Paddock Hills Assembly has graciously offered a donation in the amount of \$3,500 to the Cincinnati Recreation Commission for the purpose of providing resources for the resurfacing of the Paddock Hills Recreation Area basketball court; and

WHEREAS, acceptance of the donation requires no matching funds, and there are no FTEs associated with the donations; and

WHEREAS, this ordinance is in accordance with the "Collaborate" goal to "[w]ork in synergy with the Cincinnati community" and the strategy to "[u]nite our communities" as described on pages 207-212 of Plan Cincinnati (2012); now, therefore,

BE IT ORDAINED by the Council of the City of Cincinnati, State of Ohio:

Section 1. That the City Manager is hereby authorized to accept and appropriate a donation in the amount of \$3,500 from Paddock Hills Assembly to the Cincinnati Recreation Commission's capital improvement program project account no. 980x199x201903 "Athletics Facilities Renovation," for the purpose of providing resources to resurface the Paddock Hills Recreation Area basketball court.

Section 2. That the Director of Finance is hereby authorized to deposit the donated funds into capital improvement program project account no. 980x199x201903, "Athletics Facilities Renovation."

Section 3. That the proper City officials are authorized to do all things necessary and proper to carry out the terms of Sections 1 and 2 hereof.

	Section 4. That this ordinance shall take	e effect a	and be in force from and after the earliest
period	d allowed by law.		
Passe	d:	_, 2022	
			Aftab Pureval, Mayor
Attest	t:Clerk	-	