AUTHORIZING the City Manager to apply for, accept, and appropriate a grant from the Cincinnati Children's Hospital Medical Center in the amount of \$12,750 for the purpose of providing funding in support of Hirsch Recreation Community Programming to increase the programming capacity of the Hirsch Recreation Center for members of the Avondale community; and further AUTHORIZING the Finance Director to deposit the donated funds in Fund 319, "Contributions for Recreation Purposes."

WHEREAS, the Cincinnati Children's Hospital Medical Center is offering a grant in an amount up to \$12,750 in support of Hirsch Recreation Community Programming to increase the programming capacity of the Hirsch Recreation Center for members of the Avondale community; and

WHEREAS, there are no new FTEs associated with this grant; and

WHEREAS, no local match is required; and

WHEREAS, acceptance of this grant is in accordance with the "Collaborate" goal to "Work in synergy with the Cincinnati community," as described on page 209 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 apply for, accept, and appropriate a grant from the Cincinnati Children's Hospital Medical Center in the amount of \$12,750 for the purpose of providing funding in support of Hirsch Recreation Community Programming to increase the programming capacity of the Hirsch Recreation Center for members of the Avondale community.

Section 2. That the Director of Finance is hereby authorized to receive and deposit the donation resources into Fund 319, "Contributions for Recreation Purposes."

Section 3. That the proper City officials are authorized to use and expend the sum of up to \$12,750 in accordance with the terms of the grants and Sections 1 and 2 hereof.

	Section 4. That this ordinance shall take	e effect an	nd be in force from and after the earliest
period	d allowed by law.		
Passe	d:	_, 2020	
		_	John Cranley, Mayor
Attest	:: Clerk		