



Town of Holly Springs

Town Council Meeting Agenda Cover Sheet

Agenda Item #: 9c

Consent Agenda

Title: \$3,500 Grant for HSPD Outreach Team

Strategic Priority Area: Safe & Friendly

Staff Resource: Captain Michael Patterson, HSPD

Action(s):

Motion to appropriate \$3,500 in community grant proceeds from Walmart, increasing Public Safety Revenues, Misc. (10 318.03) by \$3,500 and increasing Supplies Crime Prevention (10 418.18 62.14) by \$3,500.

Explanation:

- The Town received community grant proceeds from Walmart (7016 GB Alford) for the Holly Springs Police Department's Community Outreach Team.
- This budget amendment is coming before Council because it increases the budget by \$3,500.
- The funds are requested to be placed into HSPD Crime Prevention line in the budget.

Background:

- Outreach team members K. House and J. Clarke applied for the grant.
- The application was approved and funds were awarded on January 15, 2020.

Funding Source(s):

- Community Grant from Walmart, Inc.

Attachment(s):

- Budget Amendment

Town of Holly Springs Budget Amendment Request


Department: Police

Date Submitted: 1/30/2020

Reason for Budget Amendment: Acceptance of Community Grant ice Vehicle

(round to nearest \$25, \$50, \$75 or \$100; no cents)

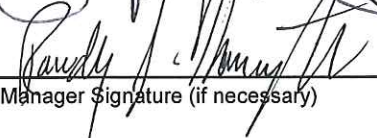
Account Description	Account #	Increase	Decrease
Supplies Crime Prevention	10-418-18 62.14	3,500	
Public Safety Revenues/ Misc Revenues	10 318.03	3,500	
Total		3,500	-



Department Head Signature



Finance Director Signature



Town Manager Signature (if necessary)

Council Approved/Notified (if necessary)

Budget amendments under \$15,000, between departments, or reallocating funds from Capital Outlay or Salaries/Benefits must be approved by the Town Manager before submitting to Finance. Notified to Town Council at next meeting.
Budget amendments that increase the overall budget need the Town Manager's signature and Council approval.
Budget amendments \$15,000 and over need the Town Manager's signature and Council approval.