



## Legislation Details (With Text)

**File #:** 24-352      **Version:** 1      **Name:**  
**Type:** Other Business      **Status:** Agenda Ready  
**File created:** 2/27/2024      **In control:** City Council  
**On agenda:** 3/12/2024      **Final action:**  
**Title:** Discussion and action to approve a Resolution to allocate investment earnings on unspent bond proceeds to projects and purposes within the relevant bond authorization to the following projects in an aggregate amount of \$4,513,245.31: Museum of Art; McRae Shared Use Path - Phase II; Modesto Gomez Park; and Chalia Acosta Recreation Center. Further, that the City Manager, or designee, be authorized to execute all documents and perform all actions necessary to effectuate the reprogramming of funds.

**Sponsors:**

**Indexes:**

**Code sections:**

**Attachments:** 1. Investment Interest Approval, 2. CC 43 - Investment Interest Presentation

| Date      | Ver. | Action By    | Action | Result |
|-----------|------|--------------|--------|--------|
| 3/12/2024 | 1    | City Council |        |        |

## CITY OF EL PASO, TEXAS LEGISTAR AGENDA ITEM SUMMARY FORM

### DISTRICT, DEPARTMENT, CONTACT INFORMATION:

*Please choose District and Department from drop down menu. Please post exactly as example below.*

*No Title's, No emails. Please use ARIAL 10 Font.*

**All Districts**

Capital Improvement Department, Yvette Hernandez, (915) 212-0065

### AGENDA LANGUAGE:

*This is the language that will be posted to the agenda. Please use ARIAL 11 Font.*

Discussion and action to approve a Resolution to allocate investment earnings on unspent bond proceeds to projects and purposes within the relevant bond authorization to the following projects in an aggregate amount of \$4,513,245.31: Museum of Art; McRae Shared Use Path - Phase II; Modesto Gomez Park; and Chalia Acosta Recreation Center. Further, that the City Manager, or designee, be authorized to execute all documents and perform all actions necessary to effectuate the reprogramming of funds.