

CAPITAL IMPROVEMENT PROGRAM
City of Missoula CIP Project Request Form FY 2013-2017

Program Category:	Project Title:		11 Project #	12 Project #	13 Project #
Community Service	Debt Service Payments		CS-01	CS-01	CS-01

Description and justification of project and funding sources:

CIP PROJECTS FINANCED FOR FY13 - White Pine Debt Service Series 2001A (\$1.6M); FY2005 Art Museum Debt Service; Council Chambers/MRA Debt Service 2006B (\$1.1 M); Aquatics - General Fund Debt Service2006C (\$1.86 M); Fire Station #4 - General Fund Debt Serv. 2007A (\$680K); '50 Meter Pool - Gen. Fund Debt Serv. (\$800 K estimated); VOIP (FY 07) + Other Equipment Internally Financed - owed to CIP + Financed equipment from FY 09 in FY 10 and the same with the FY 10 in FY 11 for the financed equipment, which was reduced considerably from FY 09 purchases.

Is this equipment prioritized on an equipment replacement schedule?

Yes

No

NA

Are there any site requirements:

How is this project going to be funded:							Funded in Prior Years
Funding Source	Accounting Code	FY13	FY14	FY15	FY16	FY17	
General Fund		793,594	793,125	803,010	769,694	782,143	
Art Museum		18,767	19,236	9,351	-	-	

How is this project going to be spent:

Budgeted Funds	Accounting Code	FY13	FY14	FY15	FY16	FY17	Spent in Prior Years
A. Land Cost							
B. Construction Cost							
C. Contingencies (10% of B)							
D. Design & Engineering (15% of B)							
E. Percent for Art (1% of B)							
F. Equipment Costs		812,361	812,361	812,361	769,694	782,143	
G. Other		812,361	812,361	812,361	769,694	782,143	

Does this project have any additional impact on the operating budget:

Expense Object	Accounting Code	FY13	FY14	FY15	FY16	FY17	Spent in Prior Years
Personnel							
Supplies							
Purchased Services							
Fixed Charges							
Capital Outlay							
Debt Service		-	-	-	-	-	-

Description of additional operating budget impact:

Responsible Person:	Responsible Department:	Date Submitted to Finance	Today's Date and Time	Preparer's Initials	Total Score
			4/20/2012 12:32		-