

CITY OF CONCORD

In the year of our Lord two thousand and twenty-two

RESOLUTION REPURPOSING THE SUM OF FORTY-THREE THOUSAND SIX HUNDRED FOUR DOLLARS (\$43,604) TO INCLUDE FORTY THOUSAND DOLLARS (\$40,000) FROM THE CIP #621 2021 POLICE DEPARTMENT BOOKING ROOM RENOVATIONS SUBPROJECT AND THREE THOUSAND SIX HUNDRED FOUR DOLLARS (\$3,604) FROM THE CIP #607 2019 VIDEO SYSTEM REPLACEMENT SUBPROJECT FOR USE ON THE CIP #641 2023 INTERACTIVE POLICE SIMULATOR SUBPROJECT

The City of Concord resolves as follows:

WHEREAS, the CIP #621 2021 Police Station Booking Room Renovations subproject has not been started and the funds are available for this purpose; and

WHEREAS, the CIP #607 2019 Video System Replacement subproject has been completed and \$3,604 is available to be repurposed; and

WHEREAS, the Fiscal Year 2023 Capital Improvement Plan did not include funds for an Interactive Police Simulator (CIP #641) and the Commission on Law Enforcement Accountability, Community and Transparency recommended officers participate in more scenario-based training (such as de-escalation and active shooter) in light of events that occurred late spring 2022; and

WHEREAS, the useful life of the Interactive Police Simulator is greater than the bonds being repurposed; and

WHEREAS, this repurposing of bond proceeds requires a two-thirds vote of the City Council under RSA 33:3-a, II.

NOW, THEREFORE, BE IT RESOLVED by the City Council of the City of Concord that:

- 1) The sum of\$43,604
be and is hereby repurposed as follows:

General Capital Project Fund

2023 Interactive Police Simulator subproject (1CPSAF0641-23SIMULATR)\$43,604

- 2) Revenue to meet said repurposing shall be provided from the following sources:

General Capital Project Fund

General Obligation Bonds and Notes (1CPSAF0621-21RENOVATE).....\$40,000

General Obligation Bonds and Notes (1CPSAF0607-19VIDEOSYS)\$3,604

Total\$43,604

- 3) Sums as repurposed shall be expended under the direction of the City Manager.

- 4) This resolution shall take effect upon its passage.