



Legislation Details (With Text)

File #: 15-0057 **Version:** 2 **Name:** Interchange lighting
Type: Ordinance **Status:** Passed
File created: 2/4/2015 **In control:** City Council
On agenda: 3/10/2015 **Final action:** 3/10/2015
Title: Ordinance amending the FY14-15 budget for interchange lighting refund
Sponsors: City Clerk
Indexes: Budget Amendment Required, Not Budgeted
Code sections:
Attachments: 1. Interchange Lights budget amendment

Date	Ver.	Action By	Action	Result
3/10/2015	2	City Council	adopted on third reading	Pass
2/19/2015	2	Call for Special Meeting	approved on second reading	Pass
2/10/2015	1	City Council	approved on first reading	Pass

Ordinance amending the FY14-15 budget for interchange lighting refund

SUMMARY:

In 2003, the City entered into an agreement with TDOT for the construction of interchange lighting on the northeast quadrant of I-40 and Hwy. 127. The City agreed to pay 50% of the costs. A deposit of \$50,000 was made to cover 50% of the estimated costs. In 2005, the project was bid and the City was requested to deposit an additional \$35,138, which was done. In April 2008, the State requested an additional \$110,272.52 to cover costs. This request was challenged by the City Clerk and the State requested to review the charges and send a detail of the costs charged for one light pole that was awarded at a cost of \$154,796.32. Following their review, they discovered that there were costs charged to the account that should not have been and, eventually, revised the final costs which resulted in a credit due to the City of \$19,157.47. The City Clerk requested that the money be refunded to the City. Because it was a wire transfer, the City Clerk was unaware that the State refunded \$87,933.69 in 2008 for this project instead of \$19,157.47. A letter was just received from the State requested that the City pay the difference of \$68,610.74 back to the State.

BUDGET ACCOUNT: Budget amendment required

NECESSARY COUNCIL ACTION: Adopt budget amendment on third and final reading.