

ORDINANCE NO. 10-82

BY: John H. Penberg

An ordinance to reappropriate funds to pay Karlsberger and Associates, Inc., as architects for the proposed remodeling of the existing police department and jail facilities pursuant to the contract for professional services as Architect, Interior Designer, and Graphic Designer authorized by Ordinance No. 25-81 and previously executed by the City of Bexley.

BE IT ORDAINED BY THE COUNCIL OF THE CITY OF BEXLEY, OHIO:

Section 1: That by Ordinance 25-81, passed July 28, 1981, this Council authorized the Mayor and the Auditor to enter into a contract with Karlsberger and Associates, Inc., for professional services as Architect, Interior Designer, and Graphic Designer for the project of remodeling the existing police department and jail facilities and appropriated the sum of \$27,500 for the purposes of paying for said services pursuant to said contract;

Section 2: That pursuant to said authority the contract was executed and that services thereunder have been provided and are continued to be provided by said architects but that no payments for said services were billed and paid during fiscal 1981;

Section 3: That the contract is a continuing obligation and must be funded for fiscal 1982 in the full amount of the original appropriation to cover the costs of all services performed or to be performed;

Section 4: That the sum of \$27,500 should be, and it is, hereby appropriated and set aside from the unencumbered General Fund for fiscal 1982 for the purposes of paying for said services as they become due under the terms of said contract and any and all previous appropriations as exist shall be terminated and set aside;

Section 5: That this Ordinance shall take effect and be in force from and after the earliest period allowed by law.

Passed: Feb 9, 1982

Cardyn Thomas Christy  
President of Council

Attest:

John H. Penberg  
Clerk of Council

*1st reading - Feb 9, 1982*

*suspended and  
adopted*

Approved: Feb 9, 1982

David H. Madison  
David H. Madison,  
Mayor