

ORDINANCE NO. 12-22

By: Monique Lampke:

An ordinance to appropriate \$111,000 to the Pool Management Account (14-550-51190) to cover the additional costs associated with an increase in pay rates for staff, an increase in chemical costs, and to take on the costs associated with running the pool concession stand, and to add a Swimming Pool Fund Concession Stand Revenue in the amount of \$75,000.

Whereas, the market hourly rate for securing seasonal staff has risen sharply; and

Whereas, SwimSafe Pool Management has indicated they have had a very difficult time securing staff for the upcoming pool season at the current starting rate of \$9.85/hr; and

Whereas, SwimSafe has recommended increasing hourly rates by \$2.15/hr to a starting rate of \$12/hr increasing wage costs by \$32,719.31; and

Whereas, pool chemical costs have increased by 46.6% resulting in a \$3,747 increase; and

Whereas, the pool concession vendor, Poolside Grill, has backed out of their commitment to run the concession stand, and Swimsafe has provided the City with a proposal to be responsible for pool concession operations at a cost of \$35,000 plus food costs, currently estimated at \$40,000; and

Whereas, all revenue from the pool concession operations will be deposited as revenue to the recreation department requiring the addition of a pool concession revenue line to the budget of the Swimming Pool Fund of \$75,000; and

BE IT ORDAINED BY THE COUNCIL OF THE CITY OF BEXLEY

Section 1. The Pool Management Account (14-550-51190) will receive an additional appropriation of \$111,000.

Section 2. The swimming pool fund budget for 2022 will have a \$75,000 "Concession Stand" revenue line added.

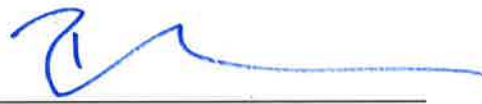
Section 3. That this ordinance shall go into effect and be in force from and after the earliest period allowed by law.

Passed: April 12, 2022


Troy Markham, President of Council

Attest: 
Matt McPeek, Clerk of Council

Approved: April 12, 2022


Ben Kessler, Mayor

First Reading: April 12, 2022
Second Reading: Suspended
Third Reading: Suspended