

PUBLIC WORKS COMMITTEE REPORT relative to transferring funds from the Equestrian Facilities Trust Fund for a High-Intensity Activated Crosswalk beacon signal is needed at Sunland Boulevard and Johanna Avenue.

Recommendations for Council action, pursuant to Motion (Rodriguez - Blumenfield), SUBJECT TO THE APPROVAL OF THE MAYOR:

1. AUTHORIZE \$455,500 in the Equestrian Facilities Trust Fund No. 212 to be appropriated to a new Account in the Los Angeles Department of Transportation (LADOT) Trust Fund No. 840-94, entitled "Sunland Boulevard at Johanna Avenue Improvement".
2. AUTHORIZE transfer therefrom \$5,000 to LADOT General Fund No. 100/94, Overtime Account Number 001090 for staff design cost, and transfer therefrom \$5,000 to Street Lighting's General Fund 100/84, Overtime Account No. 001090 for staff design cost.
3. DIRECT the Bureau of Contract Administration (BCA) to immediately inform the departments when the above-described improvements are completed and accepted by BCA.
4. AUTHORIZE the Chief Legislative Analyst (CLA), or designee, to make technical corrections or revisions as may be necessary to implement the intent of this Motion.

Fiscal Impact Statement: Neither the City Administrative Officer nor the CLA has completed a financial analysis of this report.

Community Impact Statement: None submitted

SUMMARY

At the meeting held on September 15, 2021, your Public Works Committee considered a Motion (Rodriguez - Blumenfield) relative to transferring funds from the Equestrian Facilities Trust Fund for a High-Intensity Activated Crosswalk beacon signal is needed at Sunland Boulevard and Johanna Avenue.

After an opportunity for public comment was held, the Committee moved to approve the recommendations contained in the Motion, as detailed above. This matter is now forwarded to the Council for its consideration.

Respectfully Submitted,

PUBLIC WORKS COMMITTEE

<u>MEMBER</u>	<u>VOTE</u>
BLUMENFIELD	YES
LEE	YES
DE LEÓN	YES
O'FARRELL	YES
KORETZ	ABSENT

ME 9/15/21

-NOT OFFICIAL UNTIL COUNCIL ACTS-