



Broward County

Legislation Details (With Text)

File #:	20-1526	Version:	1	Status:	Agenda Ready
		In control:	OFFICE OF MANAGEMENT AND BUDGET		
On agenda:	9/22/2020	Final action:	9/22/2020		
Title:	A. MOTION TO ADOPT budget Resolution No. 2020-481 within the BSO-Law Enforcement Contracts Fund, for the Broward Sheriff's Office (BSO), in the amount of \$80,061 to assist BSO in its operational needs. (A member of the public pulled this item.) (Consistent with Board Rules, a member of the public was given 10 minutes in total to speak to all Public Meeting Items, and additional time to address Quasi-Judicial Items and Public Hearing Items.) ACTION: (10:59 AM) Approved. (Refer to minutes for full discussion.) VOTE: 9-0. Commissioner Rich and Vice-Mayor Geller voted in the affirmative telephonically. B. MOTION TO ADOPT budget Resolution No. 2020-482 within the BSO-Law Enforcement Contracts Fund, for the Broward Sheriff's Office (BSO), in the amount of \$26,000 to transfer funds from miscellaneous expenses to capital equipment. (A member of the public pulled this item.) (Consistent with Board Rules, a member of the public was given 10 minutes in total to speak to all Public Meeting Items, and additional time to address Quasi-Judicial Items and Public Hearing Items.) ACTION: (10:59 AM) Approved. (Refer to minutes for full discussion.) VOTE: 9-0. Commissioner Rich and Vice-Mayor Geller voted in the affirmative telephonically.				
Sponsors:					
Indexes:					
Code sections:					
Attachments:	1. Exhibit 1 - Motion A BSO Request, 2. Exhibit 2 - Motion A Budget Resolution, 3. Exhibit 3 - Motion B BSO Request, 4. Exhibit 4 - Motion B Budget Resolution				
Date	Ver.	Action By	Action	Result	

Broward County Commission Regular Meeting

Director's Name: Norman Foster

Department: Office of Management and Budget

Information

Requested Action

A. MOTION TO ADOPT budget Resolution No. 2020-481 within the BSO-Law Enforcement

Contracts Fund, for the Broward Sheriff's Office (BSO), in the amount of \$80,061 to assist BSO in its operational needs.

(A member of the public pulled this item.)

(Consistent with Board Rules, a member of the public was given 10 minutes in total to speak to all Public Meeting Items, and additional time to address Quasi-Judicial Items and Public Hearing Items.)

ACTION: (10:59 AM) Approved. (Refer to minutes for full discussion.)

VOTE: 9-0. Commissioner Rich and Vice-Mayor Geller voted in the affirmative telephonically.

B. MOTION TO ADOPT budget Resolution No. 2020-482 within the BSO-Law Enforcement Contracts Fund, for the Broward Sheriff's Office (BSO), in the amount of \$26,000 to transfer funds from miscellaneous expenses to capital equipment.

(A member of the public pulled this item.)

(Consistent with Board Rules, a member of the public was given 10 minutes in total to speak to all Public Meeting Items, and additional time to address Quasi-Judicial Items and Public Hearing Items.)

ACTION: (10:59 AM) Approved. (Refer to minutes for full discussion.)

VOTE: 9-0. Commissioner Rich and Vice-Mayor Geller voted in the affirmative telephonically.

Why Action is Necessary

Board approval is needed to amend the BSO budget.

What Action Accomplishes

A. Reallocates \$80,061 within the Fiscal Year 2020 BSO-Law Enforcement Contracts budget.

B. Reallocates \$26,000 within the Fiscal Year 2020 BSO-Law Enforcement Contracts budget.

Is this Action Goal Related

No

Previous Action Taken

None.

Summary Explanation/Background

A. BSO is requesting a reallocation of \$80,061 within the BSO-Law Enforcement Contracts Fund to assist in its operational needs.

B. BSO is requesting the transfer of \$26,000 within the BSO-Law Enforcement Contracts Fund from miscellaneous expenses to capital equipment.

Source of Additional Information

Colonel James Reyes, BSO Department of Administration, (954) 831-8180
Norman Foster, Director, Office of Management and Budget, (954) 357-6346

Fiscal Impact

Fiscal Impact/Cost Summary

This action will reallocate funds within the existing Fiscal Year 2020 BSO-Law Enforcement Contracts Fund.