OMB Contract Review

Contract Name	Declare surplus and authorize disposition of miscellaneous County-owned					
	equipment					
GRANICUS	18-1768A	Contract #		Date:	10/29/2018	

Mark all Applicable Boxes:

Type of Contract									
CIP		Grant		Other	Х	Revenue	х	Project	

Contract information:

New Contract (Y/N)	N	Original Contract		
		Amount		
Fund(s)	Various	Amount of Change		
Cost Center(s)	100200	Contract Amount		
Program(s)	1010	Amount Available	Total: \$	
Account(s)	Various	Included in Applicable	N	
Fiscal Year(s)	FY19	Budget? (Y/N)		

Description & Comments

(What is it, any issues found, is there a financial impact to current/next FY, does this contract vary from previous FY, etc.)

REM is requesting BCC approval to declare surplus and authorize sale or donation of items on the attached lists of miscellaneous computers, equipment, and vehicles.

The revenue generated from the sale of miscellaneous equipment will be distributed to the General Fund. Revenues from vehicles sold will be distributed to the Fleet Management Fund to offset the replacement cost of future vehicles. Revenue generated from the sale items from an Enterprise fund or special Internal Service will be distributed to the appropriate Fund as expected.

The amount of revenue that will be generated is unknown and will be determined at the time of sale.

Analyst: Lisa Burley

Instructions/Checklist

Ok to Sign:

- 1. Upon receipt of a contract and notification in Granicus, review the Agenda and Contract for language and accuracy. Make sure there are available funds, the dept is not overextending itself, was it planned, etc.
- 2. Complete the form above using the contract document and the County accounting & budgeting systems.
- 3. Use the Staff Report section to give a brief summary of the contract and include your thoughts and pertinent information.
- 4. Upload to Granicus as a numbered attachment.
- 5. Upload a copy of the contract review into the appropriate contract review Sharepoint folder. (OMB/OMB Document Library/Contract.RVW/)