

STAFF REPORT

Date: May 7, 2025

To: Mayor and City Council

Through: Jackie Bryant, City Manager

Subject: Resolution No. _____(For Possible Action): Resolution donating Council Discretionary Funds to The Eddy House to support their mission to work with homeless and at-risk youth to develop life and job skills that lead to sustainable independence in the amount of \$1,000. (General Fund) [Reese]

From: Jenifer Alvarez, Council Relations Liaison

Department: City Manager's Office – Council Donations

Summary:

Councilmember Reese would like to allocate \$1,000 from Council Discretionary Funds assigned for fiscal year (FY) 24/25 to The Eddy House. Discretionary funds are allocated to each Council member each FY to be used to help support the initiatives of local 501(c)(3) nonprofit organizations.

Consent Review	Yes	No
1. Is this item an annual or standard item that comes before Council for regular approval?	X	
2. Is this item an agreement required based on an item previously approved by Council?		X
3. Is this item included in the current budget approved and adopted by Council?	X	
Other Considerations		
What percent of the total City budget does this item represent?	<1%	

Alignment with Strategic Plan:

N/A

Previous Council Action:

There is no recent Council action relevant to this item.

Financial Implications:

Funds are budgeted for Council Discretionary Funds in the General Fund.

Legal Implications:

Legal review completed for compliance with City procedures and Nevada law. Nevada Revised Statute (NRS) 268.028(1) states that the governing body of a city may make donations to nonprofit organizations created for religious, charitable, or educational purposes to be used for a selected purpose. The donated funds must be used to provide a substantial benefit to the inhabitants of the city. Council approval is required before the recommended funds transfer can take place.

Recommendation:

Staff recommends Council adopt the Resolution.

Proposed Motion:

I move to adopt the Resolution.

Attachments:

The Eddy House Resolution