

## AN ORDINANCE APPROPRIATING FUNDS FROM THE AMERICAN RESCUE PLAN (ARP) CORONAVIRUS LOCAL FISCAL RECOVERY FUND

**WHEREAS**, on March 11, 2021 the American Rescue Plan Act of 2021 (ARP) was enacted; and

**WHEREAS**, the City of Wabash adopted an ordinance creating the ARP Coronavirus Local Fiscal Recovery Fund (the ARP Fund); and

WHEREAS, The City of Wabash wishes to appropriate monies from the ARP Fund;

**NOW, THEREFORE, BE IT HEREBY ORDAINED** by the Common Council of the City of Wabash, Indiana the following amounts be appropriated for the uses in compliance with the ARP provisions as hereinafter set forth, to-wit:

**Section 1. Assistance to Not for Profits.** The City appropriates \$50,000.00 pursuant to the provisions of the Wabash Municipal Code, Section 2-149.3, at Section (3)(A)(1), to respond to the public health emergency with respect to nonprofits.

**Section 2. Premium Pay.** The City appropriates \$204,500.00 pursuant to the provisions of the Wabash Municipal Code, Section 2-149.3, at Section (3)(A)(2), for premium pay for full time, essential employees who worked in person and not remotely during the COVID pandemic in 2020 at \$2,500.00 per employee; for 9 Office employees who were non-essential but worked remotely during the pandemic in 2020 at \$500.00 per office employee, and \$0.00 for any part time employees.

**Section 3.** Infrastructure. The City appropriates the balance of the ARP Fund pursuant to the provisions of the Wabash Municipal Code, Section 2-149.3, at Section (3)(A)(3), to make necessary investments in water, sewer, or broadband infrastructure.

## Section 4. Effective date.

This ordinance shall take effect upon passage by the Common Council and approval by the Mayor.

PASSED BY THE COMMON COUNCIL EMERGENCY SESSION THIS DAY	OF THE CITY OF WABASH, INDIANA IN AN OF SEPTEMBER 2021.
Byt	John Burnsworth, President of the Common Council
PRESENTED BY ME TO THE MAYOR OF SEPTEMBER 2021, AT THE HOUR OF	THE CITY OF WABASH ON THIS DAY OFO'CLOCKM.
	Wendy Frazier, Clerk-Treasurer