



Legislation Details (With Text)

File #: RES 24-860 **Version:** 1
Type: Resolution **Status:** Passed
In control: City Council
Final action: 7/10/2024

Title: Authorizing the Department of Parks and Recreation to apply for funds from the Otto Bremer Trust for Sprockets, Saint Paul's out of school time network in an amount of up to \$50,000 for program year 2024.

Sponsors: Rebecca Noecker

Indexes:

Code sections:

Attachments:

Date	Ver.	Action By	Action	Result
7/11/2024	1	Mayor's Office	Signed	
7/10/2024	1	City Council	Adopted	Pass

Authorizing the Department of Parks and Recreation to apply for funds from the Otto Bremer Trust for Sprockets, Saint Paul's out-of-school time network in an amount of up to \$50,000 for program year 2024. WHEREAS, the Parks and Recreation Department is prepared to accept grant funds from the Otto Bremer Trust for Sprockets, Saint Paul's out-of-school time network; and,

WHEREAS, the grant funds, if awarded, will provide additional support for youth serving organizations working with Sprockets through general operations funds; and,

WHEREAS, there is no fund match requirement for the City of Saint Paul; and,

WHEREAS, the mission of Sprockets is to improve the quality, availability, equity and effectiveness of out-of-school time learning for all youth in Saint Paul through the committed, collaborative and innovative efforts of community organizations, government, schools and other partners; and

WHEREAS, over 50 community-based organizations and other community partners, including City departments, work in partnership with the Department of Parks and Recreation to support young people through Sprockets; and,

WHEREAS, the City Council finds that the Sprockets program has a public purpose; now, therefore, be it

RESOLVED, that the City Council of Saint Paul hereby authorizes the Department of Parks and Recreation to apply for grant funds from the Otto Bremer Trust for Sprockets, Saint Paul's out-of-school time network in an amount of up to \$50,000 for program year 2024.