

# Recycling Yard Relocation

Requesting Department/Division: Public Works/Solid Waste  
 Project Manager/Contact: Mike Garrett/Jason Weaver

Estimated Start Date: July 2009  
 Est. Completion Date: June 2010

Project Category: New Construction

Project Status: Planned/Programmed Project  
 Project Number: TBD

**Project Description, Justification and Location**

Relocation of the current recycling yard located at the Wellford Landfill. This project is necessary as the construction of the Phase VI MSW Cell 2 Landfill will be located within the property where the existing recycling yard is located.



**Benefits to Residents, Visitors, Businesses, or County Employees**

Residents and businesses of the county will continue to have a place for disposal of larger recyclable materials.

**Impact on Annual Operating Budget**

Operating costs of the recycling yard are included in the operating budget.

**Project Status (as of April 1, 2009)**

Planned/Programmed project scheduled for funding beginning FY 2009/10. Original cost estimate in the FY 2008-12 was \$650,000 however; a thorough analysis of construction costs and materials needed to complete the project yielded an updated cost of \$317,000.

**Project Expenditures and Funding Sources**

PROJECT	TOTAL PROJECT COST	COMMITTED FUNDING	FY 2009/10	FY 2010/11	FY 2011/12	FY 2012/13	FY 2013/14	FY 2010-14 Totals
<b>Recycling Yard Relocation</b>								
<u>Expenditures</u>								
Planning/Design/Engineering	15,000	0	15,000	0	0	0	0	15,000
Land Acquisition/Right-of-Way	0	0	0	0	0	0	0	0
Construction/Improvements	302,000	0	302,000	0	0	0	0	302,000
Capital Materials/Equipment	0	0	0	0	0	0	0	0
Technology Expenditures	0	0	0	0	0	0	0	0
Other	0	0	0	0	0	0	0	0
<b>Total Expenditures</b>	<b>317,000</b>	<b>0</b>	<b>317,000</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>317,000</b>
<u>Revenues</u>								
Solid Waste Revenue Bond - FY 2009/10	317,000	0	317,000	0	0	0	0	317,000
<b>Total Revenues</b>	<b>317,000</b>	<b>0</b>	<b>317,000</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>317,000</b>