

Status of Current Projects May 31, 2022

Audit	Status/Next Steps	Impediments	Anticipated (Actual) Date to Management
Controls over Use of Extra Help Positions	Audit Committee review and approval		3/23/22
DWM Management of Inventory and Fixed Assets	Audit Committee review and approval		4/21/22
Oracle Timekeeping Configuration	Continuing to attend weekly status meetings. We've raised three concerns that haven't been officially addressed, although city is moving ahead with purchasing time clocks.	Change in administration. Disagreement among key stakeholders.	TBD; Issued interim memo 2/3/22
Employee Benefits	Fieldwork — comparing city practices to industry recommendations for controlling health care costs; reconciling retiree payments.		Mid-July 2022
AFRD Financial procedures	Started planning. Sent engagement letter 5/31/22. (Very narrow scope; complete while SWS is paused).		Mid-July 2022
Cash Handling	Fieldwork — Surveyed departments to identify all business units that accept payments. Finishing structured interviews of those business units.	Number of business units identified	Late July 2022
Beltline Special Services District	Fieldwork — reviewing ABI and AURA procedures, reviewing invoices, analyzing parcels.		Early August 2022
In-Rem Process	Started planning. Held entrance conference 5/24/22.		Mid-August 2022
Solid Waste Services	Resumed planning. Held entrance conference 5/5/22.	Law requested we pause until the settlement is completed at end of June.	October 2022
Continuous Audit	Working with Finance, HR, and Procurement on clean-up. Drafting policies and procedures.		
OCC (Bond request)	Start in June?		TBD
Grants Management	Start in August?		TBD
Business Licensing		CFO requested we wait until consultant finishes review and fix of Energov implementation.	TBD
Municipal Market Lease		Legal question regarding audit access	
Aviation Facilities Maintenance Management of Inventory and Fixed Assets		We decided to push back while the department continues to clean up Maximo.	TBD
ATL311			TBD
Scooter Enforcement			TBD