## Republic of the Philippines Province of Negros Occidental San Carlos City

## OFFICE OF THE CITY MAYOR

DESIGNATING MARIEL M. AVENIR, PROJECT DEVELOPMENT OFFICER IV AS OFFICER-IN-CHARGE OF THE OFFICE OF THE CITY PLANNING & DEVELOPMENT COORDINATOR, ON MARCH 3, 2020

WHEREAS, Engr. Magnolia B. Antonio, City Government Department Head I (City Planning and Development Coordinator's Office shall be out of official station on March 3, 2020;

WHEREAS, to ensure the continuity and smooth flow of basic services and the paper transactions of the City Planning and Development Coordinator's Office, there is a need to designate an Officer-in-Charge thereof in lieu of Engr. Antonio on the above mentioned date;

NOW, THEREFORE, I, RENATO Y. GUSTILO, by virtue of the powers vested in me as City Mayor of San Carlos City, Negros Occidental, hereby designate MS. MARIEL M. AVENIR, Project Development Office IV, as Officer-in-Charge of the City Planning and Development Coordinator's Office for the above-stated period.

As such Officer-in-Charge, Ms. Avenir is authorized to perform the hereunder functions in addition to her usual duties and responsibilities:

- 1. To answer all official correspondence which needs immediate action and which do not involve the exercise of discretion;
- 2. To sign Travel Orders, payroll of regular employees and job order workers charged to the City Planning & Development Coordinator's Office;
- 3. To sign Obligation Requests related to its office transactions, inspection reports, daily time records, canvass slips, purchase requests, acceptance of delivered goods, waste material reports, application for leave and monetization of office personnel.

Matters which are policy-determining that require the discretion of Engr. Antonio should be held in abeyance until her return to office.

Done in the City of San Carlos, Negros Occidental, on this 28th day of February, 2020.

By Authority of the City Mayor

RENATO Y. GUSTIL City Mayor

ATTY. MA. CHAT D. CORDERO Acting City Administrator OIC – City Mayor's Office