

**City of Alexandria
Investment Report
As of March 31, 2023**

Investment Policy

Objective and Strategy

Safety of Principle – investments will be made in a manner that seeks to ensure the preservation of capital

Preservation of capital

Liquidity – the investments will remain sufficiently liquid to meet all operating requirements that are reasonably anticipated

Requirements that are reasonably anticipated

Yield – attain a market rate of return (consistent with the 2-year Treasury maturity). This is secondary to safety and liquidity.

Investment Committee

Responsibilities for the City’s investment management decisions and activities rest with:

- Director of Finance – Kendel Taylor
- Assistant Director of Finance/Revenue – Kevin Greenlief
- Assistant Director of Finance/Treasury – David Clark

Authorized Investments

- Obligations of the Commonwealth of Virginia, the United States or Virginia Municipalities
- Prime Quality Commercial Paper with maturities of 270 days or less
- Certificates of Deposits (CDARS)
- Insured Cash Sweeps (ICS)
- Virginia Local Government Investment Pool (LGIP)
- Virginia Investment Pool (VIP)

Diversification Strategy

Security Type	Maximum % of the Total Funds Available for Investment
Obligations of Virginia	40%
Obligations of the US	75%
Obligations of Virginia Municipalities	40%
Prime Quality Commercial Paper	25%
Commercial Paper of any one Issuing Corporation	5%
CDARs	75%
ICS	40%
LGIP	100%
VIP	75%

Portfolio as of March 31, 2023

Security Type	Balance (millions)	Allocation
Local Government Investment Pool (LGIP)	\$359.8	82.9%
Virginia Investment Pool (VIP) Liquidity	5.3	1.2%
CDARS	4.0	0.9%
US Agency/Treasury Bonds	64.8	14.9%
Money Market Sweep	0.02	0.1%
Total	\$433.9	100.0%

Return on Investment 3Q – FY 2023

Security Type	Balance (millions)	Yield (Weighted Average)
Local Government Investment Pool (LGIP)	\$359.8	4.50%
Virginia Investment Pool (VIP) Liquidity	5.3	4.75%
CDARS	4.0	3.54%
US Agency/Treasury Bonds	64.8	0.54%
Money Market Sweep	0.02	7.46%
Total	\$433.9	4.03%