

CONSOLIDATED QUARTERLY REPORT ON GOVERNMENT PROJECTS, PROGRAMS or ACTIVITIES

FOR THE 3rd QUARTER, CY 2016

Province of Nueva Vizcaya
Municipality of Villaverde

| Program or Project | Location | Total Cost | Date Started | Target Completion Date | Project Status | | Not of Extensions, if any | Remarks |
|---|--|---------------|----------------|------------------------|-----------------|-----------------------------|---------------------------|-----------|
| | | | | | % of Completion | Total cost Incurred to Date | | |
| Construction of CASA de villaverde Phase I | Ibung, Villaverde, Nueva Vizcaya | P5,999,921.24 | March 14, 2016 | September 10, 2016 | 60.94% | 1,780,147.87 | | on going |
| Construction of Multi-Purpose Shed | Ibung, Villaverde, Nueva Vizcaya | P1,029,933.38 | March 21, 2016 | May 21, 2016 | 100% | 1,014,081.55 | | completed |
| Core Local Road Construction/Maintenance/R rehabilitation | Bintawan Sur, Villaverde, Nueva Vizcaya | P1,999,991.51 | March 22, 2016 | June 10, 2016 | 100% | 1,939,607.40 | | completed |
| Core Local Road Construction/Maintenance/R rehabilitation | Ibung, Villaverde, Nueva Vizcaya | P999,950.63 | March 22, 2016 | May 11, 2016 | 100% | 969,452.30 | | completed |
| Core Local Road Construction/Maintenance/R rehabilitation | Pieza, Villaverde, Nueva Vizcaya | P1,999,996.95 | March 22, 2016 | June 10, 2016 | 100% | 2,088,134.27 | | completed |
| Flood Control Project (CHB Lined Canal & Box Culvert) | Ibung, Villaverde, Nueva Vizcaya | P2,279,962.33 | March 22, 2016 | July 25, 2016 | 100% | 2,315,063.63 | | completed |
| Flood Control Project (Gabion Revetment with Mattress) | Bintawan Sur & Bintawan Norte, Villaverde, Nueva Vizcaya | P4,999,973.88 | March 22, 2016 | June 25, 2016 | 100% | 4,981,348.90 | | completed |

We hereby certify that we have reviewed the contents and hereby attest to the veracity and correctness of the data or information contained in this document.


DOMINGO D. AFALLA
Municipal Accountant


ATTY. RONELLE DP. UBANDO-VALTORIBIO
Municipal Mayor