

ORDINANCE NO. 15-1068

AN ORDINANCE OF THE CITY COUNCIL OF THE CITY OF BLACK DIAMOND, KING COUNTY, WASHINGTON, AMENDING THE BUDGET FOR CALENDAR YEAR 2015 AS ADOPTED BY ORDINANCE 14-1038 for MEANS OF APPROPRIATIONS, ADJUSTMENTS AND TRANSFERS WITHIN VARIOUS FUNDS IN ACCOUNTS IN THE 2015 BUDGET

WHEREAS, RCW 35A.33.120 allows budget amendments for funds received in excess of estimated Revenues during the fiscal year if those amounts exceed the amounts set forth in Ordinance No. 14-1038; and

WHEREAS, RCW 35A.33.150 allows budget amendments for the unexpended appropriations for Grants or Projects from prior years, and

WHEREAS, it is necessary to make adjustments to those accounts and/or funds by means of appropriation adjustments and transfers to the 2015 Budget;

WHEREAS, THE CITY COUNCIL OF THE CITY OF BLACK DIAMOND, KING COUNTY, WASHINGTON, ORDAINS AS FOLLOWS;

Section 1. Section 2 of Ordinance 14-1038 is hereby amended with the following additions:

City of Black Diamond, Washington

A. Estimated Expenditures by Fund

Fund #	Fund Title	Budget Amendment
Fund 001	General Fund	385,581
Fund 101	Street Fund	23,167
Fund 107	Fire Impact Fee Fund	32,982
Fund 310	General Govt CIP Fund	128,965
Fund 311	REET 1	0
Fund 320	PW Capital Project Fund	1,543,018
Fund 321	REET 11	0
Fund 401	Water Fund	96,082
Fund 402	Water Supply Facility Fund	70,000
Fund 404	Water Res/Capital Fund	283,639
Fund 407	Sewer Fund	48,909
Fund 408	Sewer Res/Capital Fund	98,080
Fund 410	Stormwater Fund	318,234
Fund 510	Equipment Replacement Fund	13,752
Total		\$3,042,409

Section 2. This Ordinance shall be in full force and effect five days after its passage, approval, posting and publication in summary form as provided by law.

Introduced this 7th day of December, 2015.

Passed by a majority of the City Council at a special meeting held on the 7th day of December 2015.



Mayor Carol Benson

Attest:



Brenda L. Martinez, City Clerk

APPROVED AS TO FORM:

Carol Morris, City Attorney

Published: 12/15/15
Posted: 12/18/15
Effective Date: 12/20/15