

RESOLUTION 2023-02

A RESOLUTION AMENDING ORDINANCE 2022-03 TO PROVIDE FOR THE INCREASE OR DECREASE IN THE VARIOUS EXPENDITURE AND REVENUE APPROPRIATIONS AS SHOWN BELOW:

BE IT ORDAINED, by the City of Belle Meade as follows:

SECTION 1. There are hereby appropriated, by the City of Belle Meade, the following amounts of money, out of funds already in the Treasury of the City or reasonably anticipated to be on hand when payments therefrom shall be required:

<u>ORIGINAL APPROPRIATIONS:</u>							
<u>FUNCTIONS</u>	<u>GENERAL FUND</u>	<u>BEAUTI-FICATION FUND</u>	<u>CAPITAL PROJECTS FUND</u>	<u>SEWER UTILITY FUND</u>	<u>STREET AID FUND</u>	<u>WASTE COLLECT FUND</u>	<u>TOTAL</u>
EXPENDITURES							
Administration	1,111,735	-	62,520		-	-	1,174,255
Police	2,104,909	-	173,840		-	-	2,278,749
Building Insp.	145,811	-	-		-	-	145,811
Streets	347,933	-	2,226,372		94,529	-	2,668,834
Waste	-	-	-		-	594,200	594,200
Stormwater	207,960	-	1,100,000		-	-	1,307,960
Sewage	-	-	654,000	529,411	-	-	1,183,411
Parkways	136,940	45,375	50,000		-	-	232,315
Debt Service	-	-	-		-	-	-
Transfers	4,156,932 ¹	50,000	(4,266,732)	654,000	-	(594,200)	-
Totals:	8,212,220	95,375	-	1,183,411	94,529	-	9,585,535

(¹ Funds transfer from General Fund to Capital Projects Fund and Waste Collection Fund)

<u>AMENDED APPROPRIATIONS:</u>							
<u>FUNCTIONS</u>	<u>GENERAL FUND</u>	<u>BEAUTI-FICATION FUND</u>	<u>CAPITAL PROJECTS FUND</u>	<u>SEWER UTILITY FUND</u>	<u>STREET AID FUND</u>	<u>WASTE COLLECT FUND</u>	<u>TOTAL</u>
EXPENDITURES							
Administration	1,146,736	-	72,580		-	-	1,219,316
Police	2,104,910	-	173,840		-	-	2,278,751
Building Insp.	145,812	-	-		-	-	145,812
Streets	347,933	-	2,226,372		94,529	-	2,668,834
Waste	-	-	-		-	594,200	594,200
Stormwater	207,960	-	1,100,000		-	-	1,307,960
Sewage	-	-	654,000	530,700	-	-	1,184,700
Parkways	158,940	45,375	50,000		-	-	254,315
Debt Service	-	-	-		-	-	-
Transfers	4,166,993 ¹	50,000	(4,276,793)	654,000	-	(594,200)	-
Totals:	8,279,284	95,375	-	1,184,700	94,529	-	9,653,887

(¹ Funds transfer from General Fund to Capital Projects Fund and Waste Collection Fund)

SECTION 2. It is anticipated the following amounts of money will be received from the sources set out herein.

<u>ORIGINAL APPROPRIATIONS:</u>							
<u>FUNCTIONS</u>	<u>GENERAL</u>	<u>BEAUTI-</u>	<u>CAPITAL</u>	<u>SEWER</u>	<u>STREET</u>	<u>WASTE</u>	
<u>REVENUES</u>	<u>FUND</u>	<u>FICATION</u>	<u>PROJECTS</u>	<u>UTILITY</u>	<u>AID</u>	<u>COLLECT</u>	<u>TOTAL</u>
		<u>FUND</u>	<u>FUND</u>	<u>FUND</u>	<u>FUND</u>	<u>FUND</u>	
Local Taxes	3,282,516	-	-		-	-	3,282,516
Permits	454,000	-	-	1,600	-	-	455,600
Intergovernmental	772,208	-	-		100,368	-	872,576
Fines	234,916	-	-		-	-	234,916
Charges for Svcs.	333,266	-	-	502,091	-	-	835,357
Miscellaneous	970,945	300	-	405,423	-	-	1,376,668
Contributions	18,000	84,065	-		-	-	102,065
Transfers	-		(4,266,732)	-	-	(594,200)	(4,860,932)
Subtotals	6,065,851	84,365	(4,266,732)	909,114	100,368	(594,200)	7,159,698
From Reserves	2,146,369	11,010		274,297			2,431,676
Totals:	8,212,220	95,375	(4,266,732)	1,183,411	100,368	(594,200)	9,591,374

<u>AMENDED APPROPRIATIONS:</u>							
<u>FUNCTIONS</u>	<u>GENERAL</u>	<u>BEAUTI-</u>	<u>CAPITAL</u>	<u>SEWER</u>	<u>STREET</u>	<u>WASTE</u>	
<u>REVENUES</u>	<u>FUND</u>	<u>FICATION</u>	<u>PROJECTS</u>	<u>UTILITY</u>	<u>AID</u>	<u>COLLECT</u>	<u>TOTAL</u>
		<u>FUND</u>	<u>FUND</u>	<u>FUND</u>	<u>FUND</u>	<u>FUND</u>	
Local Taxes	3,282,516	-	-		-	-	3,282,516
Permits	454,000	-	-	1,600	-	-	455,600
Intergovernmental	797,527	-	-		100,368	-	897,895
Fines	234,916	-	-		-	-	234,916
Charges for Svcs.	348,265	-	-	502,091	-	-	850,356
Miscellaneous	1,057,218	1,200	-	425,589	-	-	1,484,008
Contributions	20,107	84,065	-		-	-	104,172
Transfers	-		(4,276,793)		-	(594,200)	(4,870,993)
Subtotals	6,194,549	85,265	(4,276,793)	929,280	100,368	(594,200)	7,309,462
From Reserves	2,084,735	10,110		255,420			2,350,265
Totals:	8,279,284	95,375	(4,276,793)	1,184,700	100,368	(594,200)	9,659,727

SECTION 3. This resolution shall become effective upon passage.

Date of Adoption:

Mayor Rusty Moore

City Recorder Rusty Terry