

CITY OF MEDINA, WASHINGTON

ORDINANCE NO. 980

AN ORDINANCE OF THE CITY COUNCIL OF
THE CITY OF MEDINA, WASHINGTON
AMENDING ORDINANCE NO. 965 TO ADOPT AND IMPLEMENT THE
2019 BUDGET; AND TO ESTABLISH AN EFFECTIVE DATE.

WHEREAS, the Medina City Council enacted Ordinance 965 on November 13, 2018 approving the budget for 2019; and

WHEREAS, it is necessary to increase Capital Projects Fund Expenditures and Resources; and

NOW, THEREFORE, THE CITY COUNCIL OF THE CITY OF MEDINA, WASHINGTON, DO ORDAIN AS FOLLOWS:

SECTION 1. Ordinance No. 965 is hereby amended as summarized below:

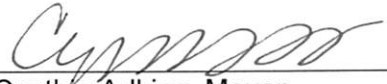
	General Fund	Street Fund	Tree Fund	Capital Projects	Contingency Fund	Total All Funds
Beginning Fund Balance	\$837,824	\$ 17,469	\$ 139,689	\$1,930,333	\$ -0-	\$2,925,315
Revenues	\$6,473,059	\$ 96,162	\$ 5,000	\$1,432,158	\$ -0-	\$8,006,379
Transfers In	\$ -0-	\$ 387,066	\$ -0-	\$ -0-	\$ -0-	\$ 387,066
Total Resources	\$6,473,059	\$ 483,228	\$ 5,000	\$1,432,158	\$ -0-	\$8,393,445
Expenditures	\$6,433,059	\$ 482,726	\$ 30,000	\$ 1,442,543	\$ -0-	\$8,388,328
Transfers Out	\$ 40,000	\$ -0-	\$ -0-	\$ 347,066	\$ -0-	\$ 387,066
Total Uses	\$6,473,059	\$ 482,726	\$ 30,000	\$ 1,789,609	\$ -0-	\$8,775,394
Ending Fund Balance	\$837,824	\$ 17,971	\$ 114,689	\$ 1,572,882	\$ -0-	\$2,543,366

2019 Salary Schedule adopted with Ordinance 965 remains in place. General Fund & Street Fund amendments of Ordinance 977 also remain in place.

SECTION 2. The City Manager is authorized to make any changes necessary to carry out the terms of this ordinance.


SECTION 3. The effective date of this ordinance shall be (5) days after its publication of a summary of its intent and contents.

PASSED BY THE CITY COUNCIL ON THIS 9TH DAY OF DECEMBER 2019,
AND SIGNED IN AUTHENTICATION OF ITS PASSAGE THE 9TH DAY OF NOVEMBER
2019.



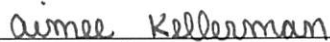
Cynthia Adkins, Mayor

Approved as to form:



Scott Missall, City Attorney
Ogden Murphy Wallace PLLC

Attest:



Aimee Kellerman, City Clerk

PUBLISHED:
EFFECTIVE DATE:
ORDINANCE NO.: / AB