

Bill No	4199	
Ordinance No.		

INTRODUCED BY ALDERMEN UTT, FINLEY, STALLMANN, HAUG, FLEMING, WEAVER, LEHMKUHL, SIEGEL

AN ORDINANCE AMENDING THE 2024 BUDGET OF CASH REVENUE AND CASH DISBURSEMENTS FOR THE OPERATING AND CAPITAL FUNDS OF THE CITY OF BALLWIN, ST. LOUIS COUNTY, MISSOURI, PROVIDING FOR EXPENDITURE REVISIONS IN ACCORDANCE WITH SAID BUDGET AND MAKING REAPPROPRIATIONS THEREOF.

NOW, THEREFORE, BE IT ORDAINED BY THE BOARD OF ALDERMEN OF THE CITY OF BALLWIN, ST. LOUIS COUNTY, MISSOURI, AS FOLLOWS:

Section 1. The budget of anticipated cash revenue and cash disbursements, as submitted by the City Administrator and Finance Officer of the City of Ballwin, for the fiscal year commencing January 1, 2024, and ending December 31, 2024, was approved as the budget of the City of Ballwin for the twelve (12) month period of January 1, 2024 through December 31, 2024 by Ordinance.

- Section 2. The expenditures set forth in such budget were authorized for the period January 1, 2024 through December 31, 2024, subject to the certification by the heads of the various departments of the City and the City Administrator, and subject also to the general supervisory control of the Board of Aldermen of the City of Ballwin.
- <u>Section 3.</u> During the course of the current fiscal year, adjustments were made within the various departments to address unforeseen situations, fulfill Aldermanic direction and/or to comply with State and Federal mandates.
- <u>Section 4.</u> This re-appropriation, as reflected in Exhibit A, attached hereto and made a part hereof, revises operating and capital revenues and expenditures within the total appropriation levels established in the 2024 year budget.
- <u>Section 5.</u> All ordinances or parts of ordinances in conflict herewith are to the extent of such conflict repealed.
- <u>Section 6.</u> This ordinance shall take effect and be in full force from and after its passage and approval.

PASSED this day of	, 2024.		
		TIM POGUE, MAYOR	
APPROVED this day of	, 2024.		
,		TIM POGUE, MAYOR	
ATTEST:			