

HILDALE CITY RESOLUTION NO. 2021-07-03

A RESOLUTION OF THE HILDALE CITY COUNCIL ADOPTING THE FISCAL YEAR 2021-2022 BUDGET.

WHEREAS, Utah law requires cities to create and maintain a budget to govern financial operations for each fiscal period, which may be adopted by resolution or ordinance;

WHEREAS, the Hildale City Manager, acting as the City's budget officer, prepared for Fiscal Year 2022 a tentative budget for each fund for which a budget is required, and filed it with the City Council;

WHEREAS, the City Council met in a properly noticed public meeting on July 7, 2021, and adopted the tentative Fiscal Year 2022 budget pursuant to Section 10-6-111 (3)(a);

WHEREAS, notice of a public hearing to consider adoption of the Fiscal Year 2022 budget was published at least seven days prior to the hearing as required by law;

WHEREAS, the tentatively adopted Fiscal Year 2022 budget and all supporting schedules and data were made available in the office of the Hildale City Recorder for public inspection for a period of at least 10 days prior to adoption of a final budget; and

WHEREAS, the City Council has held a public hearing on the Fiscal Year 2022 budget, and all interested persons have been given the opportunity to be heard thereon.

NOW THEREFORE, be it resolved by the Mayor and City Council of Hildale City, Utah, as follows:

Section 1. The City Council hereby adopts the Final Budget for Fiscal Year 2022.

Section 2. The City Manager shall certify the Final Budget and file it the State Auditor and with the City Recorder within 30 days after this Resolution becomes effective.

Section 3. This Resolution shall be effective immediately upon passage.

PASSED AND ADOPTED BY THE CITY COUNCIL OF HILDALE CITY, UTAH, ON THIS 19TH DAY OF JULY, 2021 BY THE FOLLOWING VOTE:

		YES	NO	ABSTAIN	ABSENT
Lawrence Barlow	Council Member				
Stacy Seay	Council Member				
JVar Dutson	Council Member				
Maha Layton	Council Member				
Jared Nicol	Council Member				

Donia Jessop, Mayor

ATTEST:

Athena Cawley, City Recorder