## RESOLUTION NO. 3882 BUDGET AMENDMENT RESOLUTION

## A RESOLUTION RELATING TO BUDGET AMENDMENTS FOR THE FISCAL YEAR BEGINNING JULY 1, 2020 AND ENDING JUNE 30, 2021.

WHEREAS, § 7-6-4031, MCA provides that annual budget appropriations may be amended;

WHEREAS, § 7-6-4006, MCA provides that the City Council, upon proper resolution, adopted by said Council at a regular meeting and entered into its Minutes, may transfer or revise appropriations;

WHEREAS, based upon the City's recent budget review it is necessary to alter and change the City's Fiscal Year 2021 Annual Budget;

WHEREAS, expenditures for 2890 Oil and Gas Severance exceeded the Annual Budget amount, using available cash balance was used to cover the cost of the Storm Water Study:

WHEREAS, expenditures for 4075 Curb & Sidewalk exceeded the Annual Budget amount, using available cash balance was used to cover the cost of improvements;

WHEREAS, expenditures for 2370 PERS exceeded the Annual Budget amount, using available cash balance was used to cover the recording of Net Pension Liability;

WHEREAS, § 7-6-4031, MCA, requires that unless otherwise provided in state law, a public hearing is required for an overall increase in appropriation authority;

WHEREAS, the notice of hearing on budget amendment was published in accordance with § 7-1-4127, MCA, as required by § 7-6-4021, MCA;

WHEREAS, the hearing on budget amendments was held on April 4<sup>th</sup>, 2022 in accordance with § 7-1-4131, MCA.

NOW THEREFORE, be it resolved by the City Commission of the City of Sidney, Montana that the following budget amendments are hereby adopted:

## II. Accounting for increase in expenditures for Oil and Gas Severance

- A. 2890 Oil and Gas Severance -overall increase of \$32,032.57
- B. 4075 Curb and Sidewalk-overall increase of \$3,181.47
- C. 2370 PERS-overall increase of \$71.673.42

Adopted by the Commission of the City of Sidne	y, Montana, on this day of April, 2022
	THE CITY OF SIDNEY
ATTEST:	By: Rick Norby, MAYOR
By: Jessica Chamberlin, CITY CLERK	