APPROPRIATION ORDINANCE 98-01

TO SPECIALLY APPROPRIATE FROM THE GENERAL FUND EXPENDITURES NOT OTHERWISE APPROPRIATED (For Personnel in the Housing and Neighborhood Development Department)

WHEREAS, it has now been determined to appropriate more money than was appropriated in the annual budget;

NOW, THEREFORE, BE IT ORDAINED BY THE COMMON COUNCIL OF THE CITY OF BLOOMINGTON, MONROE COUNTY, INDIANA, THAT:

SECTION I. For the expenses of said municipal corporation, the following additional sums of money are hereby appropriated and ordered set apart from the funds herein named and for the purposes herein specified, subject to the laws governing the same:

AMOUNT REQUESTED AMOUNT GRANTED

General Fund

Housing and Neighborhood Development (HAND)

Line 111 - Salaries & Wages - Regular Line 121 - FICA	\$25,542 \$1,954
Line 122 - PERF Line 123 - Health & Life Insurance Line 124 - Unemployment Compensation	\$ 1,916 \$ 2,050 \$ 77
Line 131 - Other Personal Services	\$ 33
Total HAND	\$ 31,572
Total General Fund	\$ 31,572

SECTION II. This ordinance shall be in full force and effect from and after its passage by the Common Council of the City of Bloomington and approval by the Mayor.

PASSED AND ADOPTED by the Common Council of the City of Bloomington, Monroe County, Indiana, upon this <u>A</u> day of <u>March</u>, 1998.

Contin

TIMOTHY MAYER, President Bloomington Common Council

ATTEST:

PATRICIA WILLIAMS, Clerk City of Bloomington

PRESENTED by me to the Mayor of the City of Bloomington, Monroe County, Indiana, upon this <u>ko</u> day of <u>March</u>, 1998.

PATRICIA WILLIAMS, Clerk City of Bloomington SIGNED AND APPROVED by me upon this <u>the</u> day of <u>March</u>, 1998.

EZ, Magor ERNAL eity of Bloomington

SYNOPSIS

This ordinance appropriates additional monies from the General Fund for the H.A.N.D. Department. These additional monies will be used for personnel and will be offset by an increase in fees charged for the inspection of residential rental units.

S gred copies to. Civilially 2 Brad Undwood HAND