## APPROPRIATION ORDINANCE No. 73-6

AN ORDINANCE SPECIALLY APPROPRIATING FROM THE GENERAL FUND AND SPECIAL FUNDS OF THE CITY OF BLOOMINGTON, INDIANA, EXPENDITURES NOT OTHERWISE APPROPRIATED, TO MEET THE EXTRAORDINARY EMERGENCIES FOUND TO EXIST IN THE VARIOUS DEPARTMENTS.

WHEREAS, certain extraordinary emergencies have developed since the adoption of the existing annual budget, so that it is now necessary to appropriate more money than was appropriated in the annual budget;

NOW, THEREFORE, to meet such extraordinary emergencies,

BE IT ORDAINED BY THE COMMON COUNCIL OF THE CITY OF BLOOMINGTON, INDIANA:

SECTION I. That there be, and hereby is appropriated from the General Fund of said City, not otherwise appropriated, to meet the extraordinary emergencies found to exist for the expenditure of more money for the current year of 1972 than was set out in detail in the budget as finally adopted and appropriations as finally made, the following sums:

## HUMAN RIGHTS COMMISSION

SECTION II. That there be, and hereby is appropriated from a Special Fund of said City, funds not otherwise appropriated, to meet the extraordinary emergencies found to exist for the expenditure of more money for the current year of 1973 than was set out in detail in the budget as finally adopted, and appropriations as finally made, the following sum:

LOCAL ROAD AND STREET FUND R & S 3 (17th Street)

#26 Other Contractual Services . . . . . \$9,000.00

SECTION II. THIS ORDINANCE shall be in full force and effect from and after its passage by the Common Council and its approval by the Mayor.

PASSED and ADOPTED by the Common Council of the City of Bloomington, Indiana, this // day of August, 1973.

Charlotte T. Zietlow, President Common Council, City of Bloomington

ATTEST: Scare E. Johnson, City Clerk

Presented by me to the Mayor of the City of Bloomington, Indiana, this // day of fugure 1973.

Grace E. Johnson, City Clerk

Approved and signed by me this // day of fund 1973.

Francis X. McCloskey, Mayor City of Bloomington, Indiana