

RESOLUTION NO. 2020-207

A RESOLUTION AMENDING THE FY 2019/20 BUDGET TO INCREASE REVENUES, OPERATING EXPENDITURES, AND TRANSFERS AND CAPITAL EXPENDITURES; AND PROVIDING AN EFFECTIVE DATE.

BE IT RESOLVED BY THE CITY COMMISSION OF THE CITY OF DAYTONA BEACH, FLORIDA:

SECTION 1. Resolution No. 19-261 (as previously amended), which adopted the Budget for The City of Daytona Beach for the Fiscal Year 2019/20, is hereby amended in order to provide for adjustments in revenues and expenditures of The City of Daytona Beach.


SECTION 2. That portion of Section 1 of Resolution No. 19-261 reflecting estimated revenues, operating expenditures, and transfers and capital expenditures is hereby amended by increasing or decreasing certain funds identified therein as follows:

FUND	ESTIMATED REVENUE	OPERATING EXPENDITURES	TRANSFERS, CAPITAL, AND OTHER EXP
GENERAL FUND	\$ 40,201	\$ 40,201	\$ -
FEDERAL SHARED PROPERTY FORFEI	2,375	2,375	-
LAW ENFORCEMENT TRUST FUND	5,956	5,956	-
ROAD IMPACT FEE FUND	69,438	69,438	-
REC/PARKS/CULTURAL IMPACT FEE	301,598	301,598	-
FIRE/EMS IMPACT FEE FUND	43,504	43,504	-
POLICE IMPACT FEE FUND	73,964	73,964	-
GENERAL GOVERNMENT IMPACT FEE	135,161	135,161	-
CAPITAL PROJECTS FUND	1,158,475	-	1,158,475
WATER IMPACT FEES FUND	301,306	301,306	-
SEWER IMPACT FEES FUND	381,214	381,214	-
HALIFAX HARBOR FUND	11,500	11,500	-
TOTAL	\$ 2,524,692	\$ 1,366,217	\$ 1,158,475

SECTION 3. The Budget Amendment Schedule attached hereto as an Exhibit identifies the specific accounts being modified as summarized in Section 2, above.

SECTION 4. In accordance with the requirements of §932.7055(5)(b), Florida Statutes, the City Commission acknowledges the certification of the Police Chief that the law enforcement trust fund expenditures as set forth in the amended budget for FY 2019/20 complies with the provisions of §932.7055.

SECTION 5. This Resolution shall take effect immediately upon its adoption.

  
DERRICK L. HENRY  
Mayor

ATTEST:

  
LETITIA LAMAGNA  
City Clerk

Adopted: August 5, 2020