

CITY OF GUSTAVUS, ALASKA
Ordinance No. FY14-19NCO

**AN ORDINANCE FOR THE CITY OF GUSTAVUS PROVIDING FOR THE AMENDMENT OF
THE ADMINSTRATIVE BUDGET FOR FISCAL YEAR 2014**

BE IT ENACTED BY THE GUSTAVUS CITY COUNCIL AS FOLLOWS:

Section 1. Classification. This is a **Non-Code Ordinance**

Section 2. For the Fiscal Year of 2014 estimated income and expenditures have changed from the estimates in the approved budget.

Section 3. For the current fiscal year the budget is amended to reflect the changed estimates as follows:

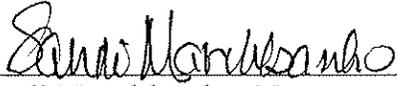
Budget Category	Amounts		
	Original Budget	Amended Budget	Change
EXPENSE			
Administrative Costs	\$ 5,000.00	\$ 38,922.50	\$ 33,922.50
<small>*Due to item category changes, <u>Admin costs</u> now includes <u>Audit & Fish Box Tax Sticker Printing</u></small>			
Audit	\$ 32,957.50	\$ 0.00	<\$ 32,957.50>
Bank Charges	\$ 0.00	\$ 100.00	\$ 100.00
Building	\$ 0.00	\$ 285.00	\$ 285.00
<small>*Due to item category changes, <u>Building</u> now includes <u>Building: Insurance</u> for property insurance expenses</small>			
Fish Box Tax Sticker Printing	\$ 1,350.00	\$ 0.00	<\$ 1350.00>
Equipment	\$ 6,500.00	\$ 11,000.00	\$ 4,500.00
<small>*Major repair on Canon printer</small>			
Insurance	\$ 5,000.00	\$ 0.00	<\$ 5,000.00>
<small>*Due to item category changes, <u>Insurance</u> expenses are now categorized as <u>Building: insurance</u> and <u>Payroll expenses: workers comp</u></small>			
Telephone, Internet, Broadband	\$ 3,000.00	\$ 3,500.00	\$ 500.00
Total Change in Expense			\$ 0.00

Section 4. The budget is hereby amended as indicated and any portion of the approved budget inconsistent with this amendment is repealed.

Section 5. Effective Date. This ordinance becomes effective upon its adoption by the Gustavus City Council.

DATE INTRODUCED: April 14, 2014
DATE OF PUBLIC HEARING: May 12, 2014

PASSED and **APPROVED** by the Gustavus City Council this 12th day of May, 2014.



Sandi Marchbanks, Mayor



Attest: Lori Ewing, Deputy Clerk



Attest: Noël Farevaag, City Clerk/Treasurer