

RESOLUTION NO. 2024-16

**A RESOLUTION OF THE TOWN OF BELLEAIR, FLORIDA,
AMENDING THE BUDGET FOR THE FISCAL YEAR BEGINNING
OCTOBER 1, 2023 AND ENDING SEPTEMBER 30, 2024 FOR
CARRYING ON THE GOVERNMENT OF THE TOWN.**

WHEREAS, the Town Commission of the Town of Belleair, Florida, passed Resolution No. 2023-15, adopting the budget for fiscal year beginning October 1, 2023 and ending September 30, 2024, for carrying on the government of the town; and

WHEREAS, the Town Commission of the Town of Belleair, Florida, passed Resolution No. 2023-17, amending the budget for fiscal year beginning October 1, 2023 and ending September 30, 2024, for carrying on the government of the town; and

WHEREAS, the Town Commission of the Town of Belleair, Florida, passed Resolution No. 2024-14, amending the budget for fiscal year beginning October 1, 2023 and ending September 30, 2024, for carrying on the government of the town; and

WHEREAS, it is the desire of the Town Commission to amend the budget for fiscal year 2023-2024 to provide sufficient funding for the proposed expenditures and revenues; and

WHEREAS, this amendment represents the request to record adjustments to beginning fund balance in the in the General, Special Revenue, Capital Project, and Enterprise Funds to agree with the FY2023 audit.

WHEREAS, this amendment represents the request to adjust the revenue budgets in the General, Special Revenue, Capital Project, and Enterprise Funds to accurately reflect FY2024 activity.

WHEREAS, this amendment represents the request to increase appropriations and adjust the budget between budget categories in the General, Special Revenue, Capital Project, and Enterprise Funds to accurately reflect FY2024 activity.

**NOW, THEREFORE, BE IT RESOLVED BY THE TOWN COMMISSION OF
THE TOWN OF BELLEAIR, FLORIDA:**

1. That the Fiscal year 2023-2024 budget be amended as displayed on Attachment A.

**PASSED AND ADOPTED BY THE TOWN COMMISSION OF THE TOWN OF
BELLEAIR, FLORIDA, this 9th day of July, 2024.**

Mayor

ATTEST:

Town Clerk

