RESOLUTION NUMBER 2024-002 APPROPRIATIONS 2024

RESOLUTION PROVIDING FOR THE APPROPRIATION, BY FUND, OF THE BUDGET OF THE CITY OF BUCKLIN FOR THE YEAR BEGINNING JANUARY 1, 2024; AND APPROPRIATING MONEY FROM THE VARIOUS FUNDS TO PAY PAYROLLS AND CLAIMS AGAINST THE CITY OF BUCKLIN FOR THE CALENDAR YEAR 2024.

WHEREAS, with Resolution Number 880, the proposed annual budget and financial statement as shown on standard State budget forms and subject to notice of hearing and public hearing was approved, adopted and appropriated, by fund as the maximum amounts to be expended for the year starting January 1, 2024, SO NOW, THEREFORE

BE IT RESOLVED by the Governing Body of the City of Bucklin, Kansas:

Section 1. That the 2024 Budget of the City of Bucklin, as adopted, shall constitute an appropriation of the money so budgeted, and the City Council shall be authorized to adjust all salaries, to pay payrolls and claims as provided in said Budget of the City of Bucklin; provided that all such payment made shall be deducted from the accounts so appropriated and that the total of payment made shall not exceed the amount appropriated.

Section 2. That the City Council shall establish regulations as to the manner of payment of the periodic dates on which payrolls and claims shall be paid, provided, that all employees of the City of Bucklin shall be paid bi-weekly.

Section 3. That the payment of payrolls and claims shall be by warrant checks as provided by law and such warrant checks shall be signed by three of the following; the Mayor, or the City Council President, the City Clerk, or the Deputy Clerk, and the City Treasurer. All such warrant checks issued in payment of payrolls and claims shall be delivered to the officers, employees, agents, vendors and other claimants of the City by the City Clerk and that it shall be his/her duty to maintain a record of all warrant checks so delivered.

Adopted by the City Council and signed by the Mayor this 8th day of January, 2024.

ATTEST:

Cody Warden, Mayor

Nanette K Dill, City Clerk

(SEAL)