

CITY OF FRANKLIN, INDIANA

BUDGETARY RESOLUTION No.: 25-01

A COMMON COUNCIL BUDGETARY RESOLUTION AUTHORIZING A TRANSFER

WHEREAS, monies are needed in the Local Road and Bridge Matching Grant Fund as the local match to the 2024 Community Crossings Grant Part II, and

WHEREAS, sufficient monies are in the MVH Restricted and LRS Funds such that transfer of the funds to the Local Road and Bridge Matching Grant Fund is appropriate, and

THEREFORE, be it ordained by the Common Council of the City of Franklin, Johnson County, Indiana, that the following sum of money is hereby transferred into the account named and for the purpose specified, subject to the laws governing same.

	AMOUNT
FROM: <u>2201-001-400 MVH Capital</u>	<u>\$ 500,000.00</u>
FROM: <u>2202-001-400 LRS Capital</u>	<u>\$ 109,482.95</u>
 TO: <u>4500-013-400 Local Road & Bridge Pt 2 2024</u>	 <u>\$ 609,482.95</u>

Introduced and Filed on the _____ day of _____, 2025.

DULY PASSED on this _____ day of _____, 2025, by the Common Council of the City of Franklin, Johnson County, Indiana, having been passed by a vote of _____ in Favor and _____ Opposed.

City of Franklin, Indiana, By its Common Council:

Voting Affirmative:

Voting Opposed:

Kenneth Austin, President

Kenneth Austin, President

Jennifer Price

Jennifer Price

Todd Shuck

Todd Shuck

Anne McGuinness

Anne McGuinness

Irene Nalley

Irene Nalley

Josh Prine

Josh Prine

Shawn Taylor

Shawn Taylor

Attest:

Jan Jones
City Clerk-Treasurer

Presented by me to the Mayor of the City of Franklin for his approval or veto pursuant to Indiana Code § 36-4-6-15, 16, this _____ day of _____, 2025 at _____ o'clock a.m./p.m.

Jan Jones,
City Clerk-Treasurer

This ordinance having been passed by the legislative body and presented to me [Approved by me and duly adopted, pursuant to Indiana Code § 36-4-6-16(a)(1)] [Vetoed, pursuant to Indiana Code § 36-4-6-16(a)(2)], this _____ day of _____, 2025 at _____ o'clock a.m./p.m.

Stephen Barnett
Mayor

Attest:

Jan Jones,
City Clerk-Treasurer

Prepared by: LS