

CITY OF CLOVERDALE
CITY COUNCIL

RESOLUTION NO. 062-2020

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF CLOVERDALE ADOPTING THE FISCAL YEAR
2020-2021 BUDGET

WHEREAS, the City Council reviewed and discussed the draft City Budget at a Council Meeting on May 27, 2020; and

WHEREAS, the City Manager presented the proposed budget was presented for fiscal year 2020-2021, including estimated revenues and recommended appropriations for operations and capital; and

WHEREAS, the City Council has reviewed the contents of the City Budget during a regular meeting on May 27, 2020.

NOW, THEREFORE, BE IT RESOLVED that the City Council of the City of Cloverdale does hereby:


1. Adopt the Proposed Budget for fiscal year 2020-21 (Exhibit A).
2. Authorize the City Manager to take all necessary and proper steps to implement this budget, including making expenditures which require prior approval of the City Council as set forth in the Cloverdale Municipal Code and State law.
3. Direct the City Manager to notify the City Council on a timely basis and prepare a budget adjustment when it appears a budget will be exceeded.

BE FURTHER IT RESOLVED that the City Council of the City of Cloverdale does hereby authorize the allocation of funds, including inter-fund transfers, for Fiscal Year 2020-2021 for the City of Cloverdale.

The foregoing Resolution No. 062-2020 was duly introduced and adopted by the City Council of the City of Cloverdale at its regular meeting held on the 10th day of June 2020 by the following roll call vote:

AYES:	(5)	Councilmembers Bagby, Brigham and Cruz, Vice Mayor Turner and Mayor Wolter
NOES:	(0)	None
ABSTAIN:	(0)	None
ABSENT:	(0)	None

APPROVED:


Gus Wolter, Mayor

ATTEST:


Irene Camacho-Werby, City Clerk

I, IRENE CAMACHO-WERBY, City Clerk of the City of Cloverdale, do hereby certify that the foregoing is a full, true, and correct copy of Resolution No. 062-2020 adopted by the City Council of the City of Cloverdale on the 10th day of June 2020.


Irene Camacho-Werby, City Clerk

