



## BUDGET ADJUSTMENT RESOLUTION NO. 2019-06

**WHEREAS:** the Governing Body in and for the Municipality of the Village of Wagon Mound, State of New Mexico met in a Regular Meeting on April 9, 2019 and proposed to make certain increase(s) ; and

**WHEREAS,** the Village of Wagon Mound asks that authorization for the following increase(s) of budget to be granted:

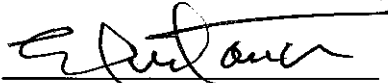
1. Increase transfers in the CDBG (HUD) Project (30200) by \$50,000 for ending budget of \$75,000.
2. Increase transfer in the Water Enterprise (50100) by \$50,000 for ending budget of \$75,000.
3. Increase expenditures in the Solid Waste Enterprise (50200) by \$10,000 for ending budget of \$45,100.
4. Increase expenditures in the Gas Utility Enterprise (51700) by \$11,830 for ending budget of \$30,000.
5. Increase expenditures in the Meter Deposits (70100) by \$100 for ending budget of \$100.

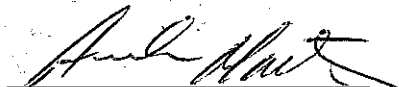
And **WHEREAS,** the reason(s) for the above increase(s) and creation of budget (are):

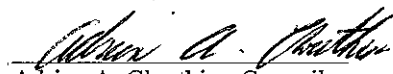
1. Increasing transfers due to using fund to pay invoices for CDBG Water Project.
2. Increasing transfers due to using fund to transfer money into CDBG to pay for invoices.
3. Increasing expenditures due to employee salary being taken out of fund.
4. Increasing expenditures due to purchasing proper equipment, supplies, and operation expense to be compliant with the PRC.
5. Increasing expenditures due to credit card processing fees being electronically debited from bank account.

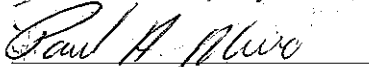
**NOW THEREFORE,** it is respectfully requested that authorization to make the above increase(s) be granted by the Local Government Division of the Department of Finance and Administration.

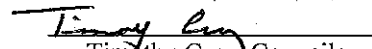
**PASSED, SIGNED AND APPROVED BY** the Governing Body of the Village Wagon Mound, this 9th day of April, 2019.

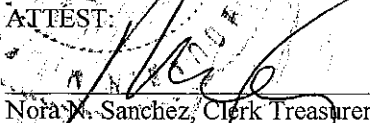
  
Laudente T. Quintana, Mayor

  
Andres Martinez, Mayor Pro Tem

  
Adrian A. Clouthier, Councilor

  
Paul A. Miera, Councilor

  
Timothy Cruz, Councilor

ATTEST:  
  
Nora M. Sanchez, Clerk Treasurer