RESOLUTION NO. 2023 - 105

RESOLUTION OF THE COUNTY COUNCIL OF VOLUSIA COUNTY, FLORIDA, AMENDING THE FISCAL YEAR 2022-23 BUDGET, CHANGING THE ESTIMATED TOTAL REVENUES, SURPLUS AND EXPENDITURES AND PROVIDING AN EFFECTIVE DATE.

WHEREAS, changes in anticipated revenues and expenditures of the County of Volusia necessitates a revision of the appropriations for Fiscal Year 2023-24.

NOW, THEREFORE, BE IT RESOLVED by the County Council of the County of Volusia, Florida, in open meeting duly assembled in the Thomas C. Kelly Administration Center, DeLand, Florida, this 1st day of August A.D. 2023, as follows:

SECTION I: Revising the following funds as specified herein:

ACCOUNTS TO BE ADJUSTED

782 - Community Development Block Grant			
Revenues:	Appropriation	Account Description	Total
782-630-2300-3155		Housing and Urban Development	\$1,695,278
782-630-2300-4511		CDBG Program Income	\$100,000
		Total Revenues	\$1,795,278
Expenditures:	Appropriation	Account Description	Total
782-630-2300-xxxx		Community Development Block Grant	\$1,795,278
		Total Expenditures	\$1,795,278
781 HOME Investmen	nt Partnerships P	rogram	
Revenues:	Appropriation	Account Description	Total
781-630-2300-3155		Housing and Urban Development	\$789,214
781-630-2300-4511		HOME Program Income	\$150,000
		Total Revenues	\$939,214
Expenditures:	Appropriation	Account Description	Total
781-630-2300-xxxx		HOME Investment Partnerships Program	\$939,214
		Total Expenditures	\$939,214

SECTION II: All appropriations provided for herein shall remain in effect until the purposes for which they were made have been accomplished or abandoned. The purpose of any appropriation shall be deemed abandoned if three years pass without any disbursement or encumbrance of the appropriation unless reappropriated by County Council.

SECTION III. This resolution shall take effect immediately upon its adoption. DONE, ORDERED, AND ADOPTED IN OPEN MEETING.

COUNTY COUNCIL

VOLUSIA CONTY, FLORIDA

JEFFREY S. BROWER

County Chair

ATTEST:

GEORGE RECKTENWALD

County Manager