

**RESOLUTION NO. 2024 \_\_\_\_\_**

**A RESOLUTION PROVIDING FOR THE ADOPTION OF AN AMENDED BUDGET FOR THE CITY OF BRYANT FOR THE TWELVE MONTH PERIOD BEGINNING JANUARY 1, 2024 AND ENDING DECEMBER 31, 2024**

**WHEREAS**, the City of Bryant, Arkansas adopted a budget for The City of Bryant on December 19, 2023, recorded as Resolution 2023-XX, and

**WHEREAS**, the City of Bryant, Arkansas, desires to amend said Budget for Fiscal Year 2024 as attached.

**NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF BRYANT, ARKANSAS THAT:**

**Section** This resolution (with attachment) shall be known as the amended budget resolution for the City of Bryant,

**1.** Arkansas, for the twelve (12) month period beginning January 1, 2024 and ending December 31, 2024.

- General Fund 1,065,000.00
- Utility Revenue Fund 500 Water

**Section** The amended city budget for the calendar year 2024 is hereby amended and adopted to read as attached.

**2.**

**PASSED AND APPROVED this 28th day of May, 2024.**

APPROVED:

\_\_\_\_\_  
Chris Treat, Mayor

ATTEST:

\_\_\_\_\_  
Mark Smith, City Clerk

Account	Amount	Description
500-0900-4504	107,500.00	Streamlining CAW Cost Reflection in the GL
500-0900-5360	-107,500.00	Streamlining CAW Cost Reflection in the GL
001-0430-5816	500,000.00	Bishop Park Lighting with possibility of a grant for \$400,000 afterwards
001-0420-5816	285,000.00	Hilldale-Midland Park Connector Trail total \$500,000 grants being persued
001-0410-5816	280,000.00	Mills-Alcoa Connector Trail est. \$280K with \$200K fr TAP Grant
001-0600-4600	-209.25	PD took old brass for scrap, offset, reclass
001-0600-5312	209.25	PD took old brass for scrap, offset, reclass
2023 Reclass		
001-0600-5040	-74,000.00	PD Health care savings used to correct end of year budget
001-0600-5705	-5,000.00	PD Grant Exp used to correct end of year budget
001-0600-5840	-276,000.00	Principal on Loans savings used to correct end of year budget
001-0600-5820	355,000.00	Right to Use Lease Enterprise Vehicles End of year audit correction to budget