

City of Grand Island

Tuesday, September 13, 2016 Council Session

Item F-5

#9604 - Consideration of Approving FY 2016-2017 Annual Single City Budget and the Annual Appropriations Bill

This item relates to the aforementioned Public Hearing item E-6.

Staff Contact: Renae Griffiths

ORDINANCE NO. 9604

An ordinance known as "The Annual Appropriation Bill" of the City of Grand Island,

Nebraska, to adopt the proposed budget statement pursuant to the Nebraska Budget Act, for the

fiscal year commencing October 1, 2016 and ending September 30, 2017 to provide for

severability; and to provide for publication and the effective date of this ordinance.

BE IT ORDAINED BY THE MAYOR AND COUNCIL OF THE CITY OF GRAND

ISLAND, NEBRASKA:

SECTION 1. That after complying will all procedures required by law, the budget

presented and set forth in the budget statement is approved as the Annual Appropriation Bill for

the fiscal year beginning October 1, 2016 through September 30, 2017. All sums of money, total

all funds of \$225,303,910, contained in the budget statement are appropriated for the necessary

expenses and liabilities of the City of Grand Island.

SECTION 2. A copy of the budget statement shall be forwarded as provided by law to

the Auditor of Public Accounts, State of Nebraska and to the County Clerk of Hall County,

Nebraska, for use by the levying authority.

SECTION 3. If any section, subsection or any other portion of this ordinance is held to

be invalid or unconstitutional by any court of competent jurisdiction, such portion shall be

deemed separate, distinct and independent, and such holding shall not affect the validity of the

remaining portions thereof.

SECTION 4. This ordinance shall be in force and take effect from and after its passage

and publication, within fifteen days in one issue of the Grand Island Independent as provided by

law.

Enacted: September 13, 2016

Approved as to Form ¤

September 12, 2016

City Attorney

ORDINANCE NO. 9604 (Cont.)

	Jeremy L. Jensen, Mayor	
Attest:		