### RESOLUTION NO. 20 - 23

# **Bonner County Sheriff's Office/911-Technology**

#### Budget Adjustment – Unanticipated Revenues

WHEREAS, Idaho Code 31-1605 provides that the Board of County Commissioners may adjust the budget as adopted to reflect the receipt of unscheduled revenue, grants, or donations from federal, state or local governments or private sources, provided that there shall be no increase in anticipated property taxes; and,

WHEREAS, the Bonner County Sheriff's Office/911-Technology have received funds for Critical Infrastructure.

WHEREAS, we did not reasonably anticipate receiving these funds while budgeting for the FY20 Budget; and

**WHEREAS**, we have received a check in the amount of \$17,730.00. These funds will assist in the Critical Infrastructure project.

**NOW, THEREFORE, BE IT RESOLVED** that the Board of Commissioners of Bonner County authorizes this to be reviewed and finalized in Executive Session, and for the Clerk to open the 911-Technology "C" budget and increase line item 0047-8990.

BOARD OF BONNER COUNTY COMMISSIONERS

Dan McDonald, Chairman

Jeff Commissioner

teven Bradshaw, Commissioner

ATTEST: Michael Rosedale

Deputy Clerk



# **Bonner County Sheriff's Office**

4001 N Boyer Road • Sandpoint, ID 83864 • Phone: (208) 263-8417

February 3, 2020

# Confidential Memorandum

To: Board of County Commissioners

From: Sheriff Daryl Wheeler

Re: Resolution for Unanticipated Revenue

The Bonner County Sheriff's Office/911-Technology have received funds in the sum of \$17,730.00 for Critical Infrastructure.

We are requesting that this subject be moved to Executive Session.

This Request and Resolution has been approved by:

Legal - Scott Bauer Auditing - Mike Rosedale

A suggested motion would be: Mr. Chairman based on the information before us, move to have Resolution #20- 23 be reviewed and finalized in Executive	
Session.	
	/
Recommendation Acceptance: pyes on no provide the pate: 3/3/2	20
Commissioner Dan McDonald, Chairman	=
tu Commissioner Dan WicDonald, Chairman	