

**RESOLUTION NO. 2016-43**

RESOLUTION OF THE MAYOR AND THE CITY COUNCIL OF THE CITY OF HIALEAH, FLORIDA, RATIFYING AND APPROVING SUPPLEMENTAL APPROPRIATIONS TO THE ANNUAL BUDGET FOR FISCAL YEAR 2015-2016 AND IN PARTICULAR, REVISING THE BUDGET TO SUPPLEMENT REVENUES WITHIN THE GENERAL FUND; WITHIN THE SPECIAL REVENUE FUNDS, IN PARTICULAR, CDBG FUND, LETF-STATE FUND, HOME INVESTMENT PARTNERSHIP PROGRAM FUND, PARK GRANT/IMPACT FEE FUND, POLICE GRANT FUND, STATE HOUSING INITIATIVE PROGRAM FUND, ECS & LIBRARY GRANT FUND, AND PARKS PROJECTS FUND AS SUMMARIZED AND ITEMIZED IN THE SCHEDULE ATTACHES AS EXHIBIT "1A" AND MADE A PART HEREOF.

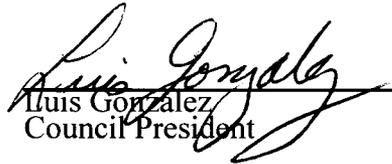
**WHEREAS**, Hialeah Charter 3.08 (e)(1) allows the City Council, upon request of the Mayor, to make supplemental appropriations, by resolution, for the fiscal year if revenue exceed the estimated amount provided in the annual budget.

NOW, THEREFORE, BE IT RESOLVED BY THE MAYOR AND THE CITY COUNCIL OF THE CITY OF HIALEAH, FLORIDA, THAT:

**Section 1:** The City of Hialeah, Florida hereby ratifies and approves the supplemental appropriations to the annual budget for fiscal year 2015-2016 and in particular within the General Fund; and within the Special Revenue Funds, in particular, CDBG Fund, LETF-State Fund, Home Investment Partnership Program Fund, Park Grant and Impact Fee Fund, Police Grant Fund, State Housing Initiative Program Fund, ECS & Library Grant Fund, and

Park Projects Fund, with corresponding balanced expenditures, in the amounts listed in exhibit "1A," which is attached hereto and made a part hereof.

PASSED AND ADOPTED this 26 day of April, 2016.

  
Luis Gonzalez  
Council President

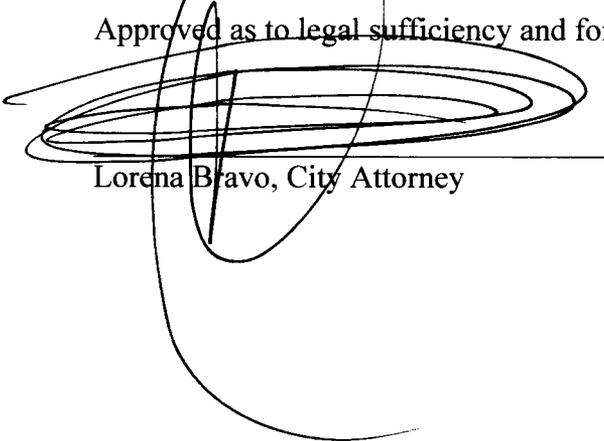
Attest:

Approved on this 2 day of May, 2016.

  
Marbelys Fatjo, City Clerk

  
Mayor Carlos Hernandez

Approved as to legal sufficiency and form:

  
Lorena Bravo, City Attorney

Resolution was adopted by a (7-0) unanimous vote with Councilmembers, Caragol, Cue-Fuente, Garcia-Martinez, Hernandez, Gonzalez, Lozano and Casáls-Muñoz voting "Yes".