

**Resolution No. 2019-91
Appropriation of Fiscal Year 2019 Contingency Funds**

WHEREAS, *Idaho Code §31-4602* allows the Board of County Commissioners to establish a Justice Fund, and such a fund has been established;

AND, WHEREAS, *Idaho Code §31-1605 and §63-805(2)* provides that the Board of County Commissioners has the right to make general reserve appropriations for both the current expense and justice funds as long as the levy is within statutory limits;

AND, WHEREAS, the allowable reserve appropriations were included in the final adopted budget for the for unforeseen contingencies arising, which could not have been reasonably foreseen;

AND, WHEREAS, the expenditures identified below meet these criteria;

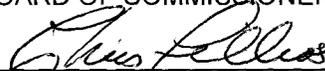
NOW, THEREFORE, IT IS HEREBY RESOLVED by the Kootenai County Board of Commissioners that the Fiscal Year 2018-2019 budget shall be adjusted to reflect the appropriation of contingency funds as noted below:

<u>Department / Organization Code</u>	<u>Expense Description</u>	<u>General Fund Contingency</u>	<u>Justice Fund Contingency</u>
Prosecuting Attorney 15.7.001.3	Expert Witnesses		\$ 27,981
	Sick Leave Termination		\$ 11,908
	Salaries		\$ 5,111
Fund 14 - Health Insurance 14.1.056.1	Health Insurance Fund		\$ 314,092
	*New Positions mid-year		\$ 79,728
BOCC 10.1.003.0	*Cremation	\$ 700	
Totals		\$ 700	\$ 438,820
*These items previously approved		FY19 Budgeted Amounts	\$ 250,000 \$ 500,000
		Return to Fund Balance	249,300.00 61,180.00
		Remaining Balance	\$ - \$ -

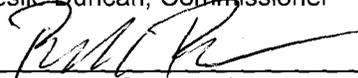
Commissioner Brook: Aye
Commissioner Duncan: Aye
Chairman Fillios: Aye

Upon said roll call, the text of the foregoing was enacted as a Resolution of the Board of Commissioners of Kootenai County, Idaho, on the 26th day of November, 2019.

KOOTENAI COUNTY
BOARD OF COMMISSIONERS


Chris Fillios, Chairman


Leslie Duncan, Commissioner


Bill Brooks, Commissioner

ATTEST
CLERK OF 1ST DISTRICT
JUDICIAL DISTRICT-KOOTENAI COUNTY
OFFICE
AUDITOR
AND
RECORDS
CLERK
JIM BRANNON
STATE OF IDAHO

By: Deputy Clerk