

AN ORDINANCE

TO AMEND THE 2005-2006 BUDGET ORDINANCE NO. 1381 TO PROVIDE FOR THE INCREASE OF THE JAMES ISLAND PUBLIC SERVICE DISTRICT'S OPERATING BUDGET BY APPROPRIATING AN ADDITIONAL \$94,000 FOR THE FISCAL YEAR BEGINNING JUL1, 2005 AND ENDING JUNE 30, 2006, HEREINAFTER REFERRED TO AS FISCAL YEAR 2006; TO MAKE APPROPRIATIONS FROM THE GENERAL FUND AND OTHER FUNDS OF SAID COMMISSION FOR SUCH PURPOSES; AND OTHER MATTERS RELATED THERETO

WHEREAS, Charleston County Council enacted Ordinance Number 1381 on June 7, 2005, which, *inter alia*, provided approval of the fiscal year 2005-06 budget for the James Island Public Service District (the District), and

WHEREAS, the District has encountered unexpected expenses for increased diesel fuel costs and the increased cost of the workers compensation program, and

WHEREAS, as provided in Ordinance Number 1381, County Council must approve an amendment to said Budget Ordinance when General Fund Appropriation totals are increased,

NOW, THEREFORE, BE IT ORDAINED BY CHARLESTON COUNTY COUNCIL that Charleston County Ordinance No. 1381 is hereby amended as follows:

Section 2.

Section 2 is amended by increasing the budget amount of \$5,001,071 by \$94,000 so that Section 2 shall read as follows:

That the budget of the James Island Public Service District in the amount of Five Million Ninety-Five Thousand Seventy-One (\$5,095,071) Dollars is hereby approved by Charleston County Council.

Section 5.

Section 5 is amended by increasing the budgeted expenditures amount of \$5,001,071 by \$94,000 so that Section 5 shall read as follows:

The Three Hundred Seventeen Thousand Three Hundred Thirty (\$317,330) Dollar difference between the Five Million Ninety-Five Thousand Seventy-One (\$5,095,071) Dollars in budgeted expenditures and the Four Million Seven Hundred Seventy-Seven Thousand Seven Hundred Forty-One (\$4,777,741) Dollars in budgeted ad valorem taxes consists of other available funding sources.

This Ordinance shall take effect upon approval following Third Reading.