



CITY OF BETHLEHEM

10 E. Church Street, Bethlehem, PA 18018-6025

To: Grace Crampsie Smith, Chair of Finance Committee
From: Kristen Wenrich
Date: 11/18/2024
Subject: Amend Immunization Account

Action Requested: Budget Adjustment (Ordinance)

Proposed Transaction:

		REVENUE			
<u>Account #</u>	<u>Account Title</u>	<u>From</u>		<u>To</u>	<u>Change</u>
001A-30402	City Health	\$ 3,642,256	\$	3,656,978	\$ 14,722
				Total	\$ 14,722
		EXPENSE			
<u>Account #</u>	<u>Account Title</u>	<u>From</u>		<u>To</u>	<u>Change</u>
0302-42177	Immunization Outreach	\$ 60,278	\$	75,000	\$ 14,722
				Total	\$ 14,722

Reason for Proposal:

The Health Bureau has rollover funds from the previous grant budget period that are now in this grant budget period.

This transaction will amend the total General Fund budget from \$114,787,904 to \$114,802,626.

Thank you for your consideration.

BILL NO. 60-2024

ORDINANCE NO. 2024-____

AN ORDINANCE OF THE CITY OF BETHLEHEM,
COUNTIES OF LEHIGH AND NORTHAMPTON,
COMMONWEALTH OF PENNSYLVANIA, AMENDING
THE GENERAL FUND BUDGET FOR 2024.

THE COUNCIL OF THE CITY OF BETHLEHEM HEREBY ORDAINS:

SECTION 1. That total appropriations in the 2024 General Fund Budget be increased from One Hundred Fourteen Million, Seven Hundred Eighty-Seven Thousand, Nine Hundred Four (\$114,787,904) Dollars to One Hundred Fourteen Million, Eight Hundred Two Thousand, Six Hundred Twenty-Six (\$114,802,626) Dollars.

SECTION 2. That the following allocations be changed:

<u>Account #</u>	<u>Account Title</u>	<u>From</u>	<u>To</u>
0302-42177	Immunization Outreach	\$60,278	\$75,000

SECTION 3. That the following source of revenue be changed:

<u>Account #</u>	<u>Account Title</u>	<u>From</u>	<u>To</u>
001A-30402	City Health	\$3,642,256	\$3,656,978

SECTION 4. All Ordinances and parts of Ordinances inconsistent herewith be, and the same are hereby repealed.

Sponsored by: _____

PASSED finally in Council on the day of , 2024.

President of Council

ATTEST:

City Clerk

This Ordinance approved this day , 2024.

Mayor