SPONSOR: Daniel Spitale

Councilman at Large

Ordinance No. 9287

AN ORDINANCE TO APPROPRIATE FUNDS IN THE HOTEL/MOTEL INNKEEPERS
TAX FUND FOR THE PLANNING AND DEVELOPMENT DEPARTMENT

WHEREAS, the City of Hammond Department of Planning and Development requires the

use of monies in the Hotel/Motel fund for Economic Development marketing purposes; and

WHEREAS, these funds are currently available in the Operating Balance of Fund 233 in

2014 and need to be appropriated; and

WHEREAS, this transaction, being an appropriation must have a public hearing for which

the Clerk of the Common Council is hereby directed to make arrangements, and being subject to

approval of the Department of Local Government Finance; and

THEREFORE, BE IT ORDAINED by the Common Council of the City of Hammond that the

following appropriations be and are hereby made as follows:

**APPROPRIATE FROM:** 

Operating Balance

\$47,046.71

**APPROPRIATE TO:** 

Hotel/Motel Fund

\$47,046.71

233-439.00-650

FURTHER BE IT ORDAINED by the Common Council of the City of Hammond that this

Appropriation Ordinance shall become effective after public hearing hereon, and upon its

passage by the Hammond Common Council, signing by its President, and approval of the Mayor

and the DLGF.

## AN ORDINANCE TO APPROPRIATE FUNDS IN THE HOTEL/MOTEL INNKEEPERS TAX FUND FOR THE PLANNING AND DEVELOPMENT DEPARTMENT

	Michael Opinker, President /s/ Hammond Common Council
PRESENTED BY ME, the undersigned Cit said City for his approval on the 10 <sup>th</sup> day of Ma	ry Clerk of the City of Hammond to the Mayor of arch, 2015.
	Robert J. Golec, City Clerk /s/
The Foregoing Ordinance No. 9287 co this page was approved by the Mayor on the 14 <sup>th</sup>	onsisting of two (2) typewritten pages, including the day of March, 2015.
	Thomas M. McDermott, Jr., Mayor /s/ City of Hammond, Indiana
PASSED BY THE Common Council on t Mayor on the 14 <sup>th</sup> day of March, 2015.	he 9 <sup>th</sup> day of March, 2014, and approved by the
	Robert J. Golec, City Clerk /s/