

ORDINANCE NO. 344-2025			
AN AMENDED ORDINANCE PROVIDING THE FINAL BUDGET FOR THE CITY OF CRITTENDEN			
TO REFLECT ACTUAL REVENUES & EXPENDITURES THROUGH JUNE 30TH, 2025			
BE IT HEREBY ORDAINED BY THE CITY OF CRITTENDEN:			
CITY OF CRITTENDEN			
AMENDED BUDGET CLOSEOUT - GENERAL FUND			
FY 2024 - 2025			
			Final
			Budget
			Year
			Ending
			FY 24-25
Resources Available:			
Beginning Fund Balance			\$ 4,935,627.00
Estimated Revenues:			
Property Taxes			\$ 577,306.60
Fines & Forfeits			\$ 2,005.00
License & Permits			\$ 728,281.99
Prior Year Carried Forward			\$ 84,279.14
Total Other Revenue			\$ 100,109.05
ARPA			\$ 168,862.73
Total Actual Revenue			\$ 1,660,844.51
Total Resources Available			
for Appropriations			\$ 6,596,471.51
Appropriations:			
General Government			\$ 464,561.83
Fire Department			\$ 75,000.00
Public Works	General Maintenance	651	\$ 4,102.07
	Street Maintenance	652	\$ 292,189.50
	City Truck / Vehicles	653	\$ 45,799.64
	Workers Lunch	654	\$ -
	Post Office	655	\$ 5,055.72
	Fire House Maintenance	656	\$ -
	Storm Drain Repairs	659	\$ 7,430.00
	Nature Park - Phase 2	659	\$ 317,077.42
	Projects	650	\$ 13,133.00
Legal Services / City Attorney			\$ 8,262.80
Engineering Fees			\$ 12,400.00
Grant Co. PVA Taxroll			\$ 8,983.00
Northern KY ADD			\$ 1,649.43
Economic Development			\$ 4,639.50
Information Technology			\$ 13,663.38
Council Training & Other Expenses			\$ 100.00
ARPA - Park/Storm Drain/Road Projects			\$ 168,862.73
Total Appropriations			\$ 1,442,910.02

Excess of Resources Over			\$ 217,934.49
Appropriations			
Interfund Transfers			\$ -
Estimated Fund Balance			
End of Fiscal Year			\$ 5,153,561.49
Given the First Reading by the City Council of The City of Crittenden:			7/8/2025
Given the Second Reading and Adopted by the City Council of The City of Crittenden by the following vote:			
Bobby Newman			
Joseph Dusing			
Michelle Bohman			
Bobby Tanner			
Leo Saylor			
Ange Morris			
			James L. Purcell, Mayor
			Crittenden, KY
ATTEST:			
Shawn McHolland, City Clerk / Treasurer			