



BOISE COUNTY

RESOLUTION #2025-08

A BOISE COUNTY RESOLUTION INCREASING THE BOISE COUNTY NOXIOUS WEEDS FUND FY 2025 BUDGET

WHEREAS, the FY 2025 budget, for the Boise County Noxious Weeds Fund budget, was adopted by the Board of County Commissioners on September 3rd, 2024, via Resolution 2024-36; and

WHEREAS, Idaho Code 31-1606 establishes the estimate of expenditures, using the three general classifications, as finally fixed and adopted as the county budget, by the Board of County Commissioners, as constituting the appropriations for the county for the ensuing year; and

WHEREAS, Idaho Code Section 31-1606 establishes that no salary may be increased during the ensuing year after the final budget is adopted, without resolution of the Board of County Commissioners; and

WHEREAS, the Board of County Commissioners has recognized the necessity of creating a duplicate position of the Noxious Weeds Assistant Superintendent position, for the purpose of training, prior to the retirement of the current Assistant Superintendent; and

WHEREAS, the annual budget procedure has been complied with in making the said adjustment and the budget adjustment shall not result in increased property taxes.

NOW THEREFORE BE IT RESOLVED that the FY 2025 budget, for the Boise County Noxious Weeds Fund be amended as follows:


Line Item	Description	Budget	Increase	Amended Budget
27-00-0397-00	Authorized Fund Trsfr.	\$35,548.01	\$1,570.36	\$37,118.37
Line Item	Description	Budget	Increase	Amended Budget
27-00-0402-00	Assistant Superintend.	\$18,148.80	\$1,310.81	\$19,459.61
27-00-0410-00	Retirement	\$7,935.20	\$157.30	\$8,092.50
27-02-0411-00	Social Security	\$6,303.75	\$100.28	\$6,404.03
27-00-0415-00	Unemployment	\$123.60	\$1.97	\$125.57
Total Increase			<u>\$1,570.36</u>	

Approved and adopted in Open Session, this 21st day of January, 2025.

BOARD OF BOISE COUNTY COMMISSIONERS



Clay S. Tucker, Chairman



Lindy E. Lindstrom, Commissioner

ABSENT

Bob Callahan, Commissioner



Attest:


Mary T. Prisco, Clerk to the Board