PROPOSED BY: <u>Executive</u> INTRODUCTION DATE: March 5, 2024

ORDIN	ANCE	NO.					

ORDINANCE ESTABLISHING A PROJECT BASED BUDGET FOR THE UNITY STREET ACQUISITION PROJECT FUND

WHEREAS, Whatcom County needs additional office space due to expansion of the Courts to accommodate water rights adjudications and general expansion; and,

WHEREAS the County has identified a suitable space in the Unity Street building and parking; and,

WHEREAS, costs would include building acquisition and various tenant improvements conducted by the Facilities Department; and,

WHEREAS, the Capital Facilities Reserve Fund was established by Ordinance No. 2022-086 to address ongoing need for improvements to existing facilities as well as need for new facilities; and,

WHEREAS, the acquisition and improvements will be funded by a \$5,250,000 transfer from the Capital Facilities Reserve Fund; and,

WHEREAS, Section 6.80 of the Whatcom County Home Rule Charter allows for project-based capital budget appropriation ordinances that lapse when the project has been completed or abandoned or when no expenditure or encumbrance has been made for three (3) years.

NOW, THEREFORE, BE IT ORDAINED by the Whatcom County Council that a new fund is hereby established effective immediately, titled Unity Street Acquisition Project Fund. This fund shall be used to account for the revenues and expenditures of the acquisition and improvements described above.

BE IT FURTHER ORDAINED by the Whatcom County council that the Unity Street Acquisition Project Fund is approved with an initial project budget of \$5,250,000 as described in Exhibit A.

ADOPTED this day of	, 2024.							
ATTEST:	WHATCOM COUNTY COUNCIL WHATCOM COUNTY, WASHINGTON							
Dana Brown-Davis, Clerk of the Council	Barry Buchanan, Council Chair							
	WHATCOM COUNTY WASHINGTON							
APPROVED AS TO FORM:	WHATCOM COUNTY, WASHINGTON							
Approved by email/C Quinn/A Tan								
Civil Deputy Prosecutor	Satpal Sidhu, County Executive							
	() Approved () Denied							
	Date Signed:							