Ordinance 40-09

An Ordinance of Supplemental Appropriation from Economic Development for Grand Casino Mille Lacs Hotel EIFS project for Fiscal Year ending September 30, 2009.

The District I Representative introduced the following Bill on the 23rd day of July, 2009.

Preamble

It is enacted by the Band Assembly of the Mille Lacs Band of Ojibwe for the purpose of appropriating for Economic Development for Grand Casino Mille Lacs Hotel EIFS expenses for the fiscal year ending September 30, 2009.

Title I

Section 1: Economic Development. The Band Assembly hereby appropriates and authorizes expenditures from Economic Development for Grand Casino Mille Lacs Hotel EIFS expenses for fiscal year ending September 30, 2009.

Section 1.01: Amendment to Section 1.02. The Band Assembly hereby appropriates and authorizes the expenditures of: Two million sixty six thousand four hundred thirty three dollars and no cents (\$2,066,433.00) for Grand Casino Mille Lacs Hotel EIFS expenses, under **Economic Development**, which amends the **Total Fiscal Year 2009 Economic Development** to read thirteen million eight hundred twenty one thousand one hundred thirty dollars and forty cents (\$13,821,130.40).

Section 1.02: Amendment to Section 1.03. The Band Assembly hereby appropriates and authorizes the expenditure of supplemental programmatic funds for the following:

Tribal Operation Fiscal Year 2009	Supplemental	Amended Amount
Economic Development		
GCML Hotel EIFS	\$2,066,433.00	\$13,821,130.40

All funds appropriated shall stay within the given budgeted amounts and the Corporate Commission shall update the Band Assembly on a monthly basis and include the Band Assembly in the formal close-out process.

Ordinance 40-09

Introduced to the Band Assembly on this Twenty third day of July in the year Two-thousand nine.

Passed by the Band Assembly on this Twenty third day of July in the year Two-thousand nine.

Herb Weyaus Speaker of the Assembly

APPROVED
Date: 7/24/09

Marge Anderson, Chief Executive

OFFICIAL SEAL OF THE BAND