ORDINANCE NO. 2014 - 2

AN ORDINANCE OF THE MONTGOMERY COUNTY BOARD OF COMMISSIONERS ESTABLISHING THE VETERAN'S COURT FEE FUND

WHEREAS, Judge Peggy Lohorn of Montgomery Superior Court II has established a Veteran's Court and expects to receive user fees from the Court's participants, and these fees can be used to assist in the operation of the Court;

AND WHEREAS, Judge Lohorn has requested that the Board of County

Commissioners establish a Montgomery County Veteran's Court Fee Fund in order to

properly receipt user fees from participants in the Court and to pay the expenses

associated with the operation of the Court;

AND WHEREAS, this Fund will be a non-reverting fund.

AND WHEREAS, it is in the best interests of the citizens of Montgomery County, Indiana, to create this new fund.

NOW, THEREFORE, IT IS ORDAINED AS FOLLOWS:

Section 1. A new section, SECTION 35.27, CHAPTER 35, is hereby added to the Montgomery County Code, and this section shall read as follows:

"Section 35.27 VETERAN'S COURT GRANT FUND

(A) *Source of Funds*. There is hereby created a new fund, the Veteran's Court Fee Fund. The source of monies in this fund is fees paid by participants in the Veteran's Court's programs.

- (B) Use of Funds. All monies deposited into the Veteran's Court Fee Fund will be used to defray the expenses of the Veteran's Court in Montgomery Superior Court II, including but not limited to the payment of wages and salaries, office supplies, contractual services, and capital expenses.
- (C) Non-Reverting Fund. Any money remaining in the Veteran's Court Grant Fund at the end of the year does not revert to any other fund, but continues in the Veteran's Court Grant Fund. This is a non-reverting fund."

Section 2. This Ordinance shall be in full force and effect from and after its adoption.

Adopted this 1/day of April, 2014.

A MAJORITY OF THE MONTGOMERY COUNTY BOARD OF COMMISSIONERS

Phil Bane, President

Terry Hockersmith, Vice President

ames D. Fulwider, Member

Attest: Michelle Cash

Michelle Cash, Auditor