

**CITY OF BUCKEYE
Regular Council Meeting
COUNCIL ACTION REPORT**

MEETING DATE: 04/07/26	AGENDA ITEM: 4.A. AV - Airport Budget Transfer from General Fund Contingency
DATE PREPARED: 04/08/26	DISTRICT NO.: 1
STAFF LIAISON: Scott Gray, Aviation Director, sgray@buckeyeaz.gov, (623) 349-6885	
DEPARTMENT: Buckeye Municipal Airport	AGENDA ITEM TYPE: Consent Agenda Items / New Business

ACTION/MOTION: (This language identifies the formal motion to be made by the Council)
Council to take action to approve a budget transfer in the amount of \$138,000 from General Fund Contingency to the Airport budget to fund lease-related expenditures; and authorize the City Manager, or designee, to complete the necessary budget adjustments.

GOALS AND OBJECTIVES FOR THE STRATEGIC PLAN FOCUS AREAS:

Economic Growth

SUMMARY

PROJECT DESCRIPTION:

During the fiscal year, staff identified lease-related costs within the Airport budget that require additional appropriation authority. The original adopted budget did not include sufficient funding for these expenditures which include the development trailer and the modular hangar. In order to meet these obligations, staff is requesting a transfer from the General Fund Contingency.

Staff is requesting a budget transfer in the amount of \$138,000 from the General Fund Contingency to the Airport budget to provide appropriation authority for lease-related expenditures. This transfer will allow the Airport to process and pay lease obligations that were not originally included in the adopted budget.

BENEFITS:

Ensure adequate funds are available to meet existing lease obligations.

FUTURE ACTION:

None

FINANCIAL IMPACT STATEMENT:

This action authorizes a \$138,000 transfer from the General Fund Contingency to the Airport budget. This transfer does not increase overall City expenditures but reallocates existing budget authority.

BUDGETED:

No

FISCAL YEAR:

FY2025-26

Items related to a project or facility location must include an attached vicinity map for Council Review.

ATTACHMENTS: