

CITY OF SEATTLE
ORDINANCE 126379
COUNCIL BILL 120104

AN ORDINANCE appropriating money to pay certain audited claims for the week of June 7, 2021 through June 11, 2021 and ordering the payment thereof.

BE IT ORDAINED BY THE CITY OF SEATTLE AS FOLLOWS:

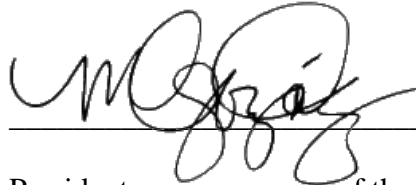
Section 1. Payment of the sum of \$14,697,921.90 on PeopleSoft 9.2 mechanical warrants numbered 4100466728 – 4100468633 plus manual or cancellation issues for claims, E-Payables of \$93,842.59 on PeopleSoft 9.2 9100009403 – 9100009454 and Electronic Financial Transactions (EFT) in the amount of \$35,584,920.57 are presented for ratification by the City Council per RCW 42.24.180.

Section 2. Payment of the sum of \$51,631,440.53 on City General Salary Fund mechanical warrants numbered 51347403– 51347943 plus manual warrants, agencies warrants, and direct deposits numbered 240001– 242702 representing Gross Payrolls for payroll ending date June 8, 2021 as detailed in the Payroll Summary Report for claims against the City which were audited by the Auditing Committee and reported by said committee to the City Council June 17, 2021 consistent with appropriations heretofore made for such purpose from the appropriate Funds, is hereby approved.

Section 3. Any act consistent with the authority of this ordinance taken prior to its effective date is hereby ratified and confirmed.

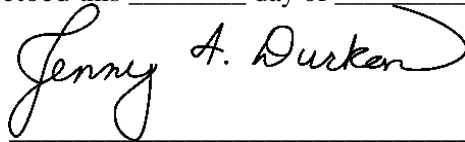
1 Section 4. This ordinance shall take effect and be in force 30 days after its approval by
2 the Mayor, but if not approved and returned by the Mayor within ten days after presentation, it
3 shall take effect as provided by Seattle Municipal Code Section 1.04.020.

4 Passed by the City Council the 21st day of June 2021, and signed by me in open session
5 in authentication of its passage this 21st day of June 2021.

6 

7 President _____ of the City Council

8 Approved / returned unsigned / vetoed this 25th day of June, 2021.

9 

10 Jenny A. Durkan, Mayor

11 Filed by me this 25th day of June, 2021.

12 

13 Monica Martinez Simmons, City Clerk

14 (Seal)