RESOLUTION AUTHORIZING BUNCOMBE COUNTY TO ENGAGE IN ELECTRONIC PAYMENTS AS DEFINED BY N.C. GEN. STAT. 159-28

- WHEREAS, it is the desire of the Buncombe County Board of Commissioners that Buncombe County be authorized to engage in electronic payments as defined by N.C. Gen. Stat. 159-28; and
- WHEREAS, it is the responsibility of the Finance Officer, who is appointed by and serves at the pleasure of the Buncombe County Board of Commissioners, to adopt a written policy outlining procedures for pre-auditing obligations that will be incurred by electronic payments as required by NC Administrative Code 20 NCAC 03 .0409; and
- WHEREAS, it is the responsibility of the Finance Officer, who is appointed by and serves at the pleasure of the Buncombe County Board of Commissioners, to adopt a written policy outlining procedures for disbursing public funds by electronic transaction as required by NC Administrative Code 20 NCAC 03 .0410.

NOW, THEREFORE, BE IT RESOLVED by the Board of Commissioners for the County of Buncombe as follows:

- 1. That Buncombe County is authorized to engage in electronic payments as defined by N.C. Gen. Stat. 159-28.
- 2. That the Buncombe County Finance Officer is authorized to adopt a written policy outlining procedures for pre-auditing obligations that will be incurred by electronic payments as required by NC Administrative Code 20 NCAC 03 .0409.
- 3. That the Buncombe County Finance Officer is authorized to adopt a written policy outlining procedures for disbursing public funds by electronic transaction as required by NC Administrative Code 20 NCAC 03 .0410.
- 4. That any prior resolutions or parts thereof of the Board in conflict with the provisions herein contained are, to the extent of such conflict, hereby superseded and repealed.
- 5. That this resolution shall become effective upon its adoption.

This the 10th day of April, 2018.

ATTEST

BOARD OF COMMISSIONERS FOR THE COUNTY OF BUNCOMBE

Kathy Hughes, Clerk

By: _

Brownie Newman, Chairman

APPROVED AS TO FORM

County Attorney