

RESOLUTION 25-11268

A RESOLUTION OF THE BILLINGS, MONTANA CITY COUNCIL ADOPTING A CITY-WIDE PURCHASING POLICY

WHEREAS, the City of Billings purchases a substantial amount of goods and services each year through its various departments and agencies; and,

WHEREAS, each year the City Council duly approves and adopts by resolution, a budget which provides specific funding for specific purposes; and,

WHEREAS, formal approval of said annual budget constitutes legal authorization by the City Council to expend funds for specified purposes; and,

WHEREAS, it is City Council's priority to have a purchasing program that is clear, consistent, promotes fairness and competition, and maintains the public trust that funds are spent prudently for the procurement of materials, supplies, equipment and professional services for the operation of municipal departments.

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF BILLINGS, MONTANA, AS FOLLOWS:

Section 1: It is the policy of the City of Billings to obtain maximum value for all funds expended in the purchase of goods and services, and to establish systematic, consistent and fiscally responsible accountability and control over all City purchases.

Section 2: This policy applies to all activities, including the City's state and federally funded programs or grants and other entities under the authority of the City Administrator and/or City Council.

Section 3: It is the policy of the City of Billings that all purchases comply with applicable federal, state, and local laws.

Section 4: Pursuant to the City of Billings Charter Sec. 4.03, the City Administrator shall establish procedures and standards necessary for implementation of this policy.

Section 5: This resolution shall be immediately effective and remain in effect thereafter until changed by resolution.

APPROVED AND ADOPTED by the City Council this 27th day of May, 2025.

CITY OF BILLINGS:



BY: William A. Cole
William A. Cole, Mayor

ATTEST:

BY: Denise R. Bohlman
Denise R. Bohlman, City Clerk