

Preliminary Budget-in-Brief as of October 31, 2020 (8.33% of year elapsed)

General Fund

Revenues	Budget	Year-to-Date	%
Taxes	\$ 4,339,579	\$ 2,369	0.1%
Licenses and Permits	272,500	24,907	9.1%
Franchise Fees	432,000	-	0.0%
Impact Fees	40,260	2,588	6.4%
Intergovernmental Revenue	751,498	10,703	1.4%
Charges for Service	767,699	21,524	2.8%
Fines & Forfeitures	26,700	1,146	4.3%
Interest on Investments	14,000	409	2.9%
Miscellaneous	18,950	6,252	33.0%
Appropriations & Carryover	693,500	-	0.0%
Debt Proceeds	-	-	#DIV/0!
Total Revenues	\$ 7,356,686	\$ 69,898	1.0%

Expenditures	Budget	Year-to-Date	%
Legislative	\$ 83,292	\$ 9,918	11.9%
City Manager	177,748	11,024	6.2%
Finance & Administration	749,494	56,219	7.5%
Comprehensive Planning	159,847	11,205	7.0%
Debt Service	120,420	28,277	23.5%
Other Governmental Svcs	420,112	41,583	9.9%
Law Enforcement	2,619,479	180,320	6.9%
Protective Inspections	382,437	26,035	6.8%
Garbage/Solid Waste	798,107	59,773	7.5%
Parking	-	-	#DIV/0!
Economic Environment	250	-	0.0%
Human Services	-	-	#DIV/0!
Parks and Recreation	509,007	14,791	2.9%
Intrafund Transfers	1,336,493	97,923	7.3%
Emergencies & Contingencies	-	-	
Total Expenditures	\$ 7,356,686	\$ 537,069	7.3%
Revenues less Expenditures	-	\$ (467,171)	

YTD Citywide Budget

Expenditures	Budget	Year-to-Date	%
Total Citywide incl Transfers	14,353,728	1,041,914.79	7.3%

Other Funds

Road & Bridge Fund	Budget	Year to Date	%
Revenues	806,608	38,851	5%
Appropriations & Carryover	824,054	68,671	8%
Total Revenues	1,630,662	107,522	7%
Total Expenditures	1,630,662	64,214	4%
Rev less Expenditures	-	43,309	

Debt Service Fund	Budget	Year-to-Date	%
Revenues	687,071	-	0.0%
Appropriations & Carryover	351,028	29,252	8.3%
Total Revenues	1,038,099	29,252	2.8%
Total Expenditures	1,038,099	440,632	42.4%
Rev less Expenditures	-	(411,380)	

Capital Project-Weir	Budget	Year-to-Date	%
Revenues	4,328,281	-	0.0%
Appropriations & Carryover	-	-	#DIV/0!
Total Revenues	4,328,281	-	0.0%
Total Expenditures	4,328,281	-	0.0%
Rev less Expenditures	-	-	

Total Budget Expense Allocation

