

TOWN OF DANIEL FY 2016-17

Proposed General Operations Budget presented June 6, 2016
To the Town Council

For Fiscal Year ending June 30, 2017

	2016	2016	2017
	Approved Budget Appropriation	Amended Budget Appropriations	Proposed Budget Appropriation
REVENUES			
General Property Taxes	\$ 40,000	\$ 48,400	\$ 40,000
State Sales Tax Distributions	\$ 90,000	\$ 105,550	\$ 90,000
Telecom Tax	\$ 18,000	\$ 11,415	\$ 11,000
Energy Tax	\$ 18,000	\$ 21,705	\$ 18,000
Building/Land-Use Permits & Appns	\$ 7,500	\$ 12,679	\$ 11,000
Business Licenses & Permits	\$ 2,000	\$ 2,040	\$ 1,800
Interest Earnings	\$ 1,900	\$ 2,988	\$ 2,100
Impact Fees	\$ 12,000	\$ -	\$ 4,900
Private Donations		\$ 1,000	
Other Income		\$ -	
Subtotal	\$ 189,400	\$ 205,777	\$ 178,800
Class C Road Fund Allotment	\$ 51,000	\$ 51,000	\$ 51,000
Funds Carried Over	\$ 133,100	\$ 34,808	\$ 22,600
TOTAL REVENUES	\$ 273,500	\$ 291,585	\$ 252,400
EXPENDITURES			
General Government			
Administration - Payroll	\$ 45,000	\$ 50,483	\$ 58,000
Employee Benefits		\$ 2,909	\$ 3,200
Administration - Office and Other	\$10,000	\$6,325	\$14,000
Professional Services - Legal	\$60,000	\$3,745	\$60,000
Professional Services - Engineering	\$25,000	\$31,505	\$25,000
Professional Services - Financial	\$4,000	\$3,000	\$3,500
Professional Services - Info Tech	\$1,000	\$ 578	\$ 1,000
Elections	\$1,000	\$ -	\$ 1,000
Insurance/Bonding	\$6,500	\$ 6,500	\$ 6,500
Transfer to Storm Haven Water Fund	\$8,000	\$ 8,000	
Planning/Land Use Comtes.	\$500	\$ 80	\$ 1,000
Subtotal	\$161,000	\$113,125	\$173,200
PUBLIC WORKS			
Administrative - Blue Stakes	\$12,000	\$3,745	\$10,000
Weed Spraying Chemicals	\$ 500	\$ 500	\$ 1,200
Subtotal	\$ 12,500	\$ 4,245	\$ 11,200
Highways & Streets			
Construction, Repair & Maintenance	\$ 160,000	\$ 160,000	\$ 50,000
Snow Removal	\$15,000	\$14,215	\$18,000
Subtotal	\$175,000	\$174,215	\$68,000
CONTINGENCY FUND	\$25,000	\$0	\$0
TOTAL EXPENDITURES	\$348,500	\$291,585	\$252,400
Transfers:			
Capital Projects - Land Purchase		\$230,000	
TOTALS	\$373,500		\$252,400