

UNRESTRICTED/RESTRICTED COMBINED FUND: 01 GENERAL FUND

OBJECT NUMBER	DESCRIPTION	BEGINNING BALANCE	YEAR TO DATE ACTIVITY	ENDING BALANCE
ASSETS AND LIABILITIES :				
FUND RECONCILIATION				
9110	CASH IN COUNTY TREASURY			
9130	REVOLVING CASH ACCOUNT	89,266.74	489,078.90	578,345.64
9210	ACCOUNTS RECEIVABLE PRIOR YEAR	1,300.00	.00	1,300.00
9310	DUE FROM OTHER FUNDS	1,448,656.63	1,288,701.86	159,954.77
9330	PREPAID EXPENDITURES	11,500.00	11,500.00	.00
9508	USE TAX	67,804.00	67,804.00	.00
9510	ACCOUNTS PAYABLE CURRENT LIAB	.80	753.52	752.72
9512	PERS PASS THROUGH	200,495.77	121,946.80	78,548.97
9513	OASDHI PASS THROUGH	1,737.86	730.84	2,468.70
9514	HEALTH PASS THROUGH		217.35	217.35
9515	SUI PASS THROUGH		196,228.98	201,427.23
9516	W/COMP PASS THROUGH	5,198.25	988.02	5.89
9518	MEDICARE PASS THROUGH	993.91	26,099.99	26,099.99
9557	DEFERRED SUMMER COMPENSATION		308.50	308.50
9560	PAYROLL LIABILITY		46,437.04	46,437.04
9589	DEFAULT ACCOUNT	21,314.06	19,491.84	1,822.22
9650	DEFERRED REVENUE		24.24	.00
	* NET YEAR TO DATE FUND BALANCE	1,349,089.91 *	512,523.91-*	836,566.00 *
	* EXCESS REVENUES/(EXPENDITURES)	1,349,089.91 *	512,523.91-*	836,566.00 *

OBJECT NUMBER	DESCRIPTION	ADOPTED BUDGET	BUDGET ADJUSTMENTS	CURRENT BUDGET	INCOME/EXPENSE	BUDGET BALANCE	BUDGET % USED
REVENUES, EXPENDITURES, AND CHANGES IN FUND BALANCE							
A.	REVENUES	11,991,073.00	.00	11,991,073.00	2,170,722.16	9,820,350.84	18.10
B.	EXPENDITURES	11,843,789.00	.00	11,843,789.00	2,682,376.86	9,161,412.14	22.64
C.	EXCESS REVENUES (EXPENDITURES)	147,284.00	.00	147,284.00	511,654.70	658,938.70	0.00
D.	OTHER FINANCING SOURCES (USES)	.00	.00	.00	.00	.00	NO BDGT
E.	NET CHANGE IN FUND BALANCE	147,284.00	.00	147,284.00	511,654.70	658,938.70	0.00
F.	FUND BALANCE :						
	BEGINNING BALANCE (9791)	.00	.00	.00	.00	.00	NO BDGT
	AUDIT ADJUSTMENTS (9793)	.00	.00	.00	.00	.00	NO BDGT
	OTHER RESTATEMENTS (9795)	.00	.00	.00	.00	.00	NO BDGT
	ADJUSTED BEGINNING BALANCE	.00	.00	.00	.00	.00	NO BDGT
G.	ENDING BALANCE	147,284.00	.00	147,284.00	511,654.70	658,938.70	0.00