

03/03/2020 15:12
AZhuang

County of Marin
YEAR-TO-DATE BUDGET REPORT

P 1
glytddbud

FOR 2020 13

ACCOUNTS FOR: 3180	CSA 33 STNSN BCH	ORIGINAL APPROP	TRANFRS/ ADJSTMTS	REVISED BUDGET	YTD ACTUAL	ENCUMBRANCES	AVAILABLE BUDGET	PCT USED
31817541 CSA 33 STNSN BEACH CSA33								
31817541	411125 CSA33CSA33	-15,494	0	-15,494	-8,106.45	.00	-7,387.55	52.3%*
31817541	441115 CSA33CSA33	-295	0	-295	-644.23	.00	349.23	218.4%
31817541	460120 CSA33CSA33	1,305	0	1,305	1,300.50	.00	4.50	99.7%
31817541	480210 CSA33CSA33	-15,000	0	-15,000	-15,000.00	.00	.00	100.0%
31817541	521620 CSA33CSA33	80	0	80	82.39	.00	-2.39	103.0%*
31817541	521910 CSA33CSA33	23,000	10,596	33,596	8,706.87	4,296.38	20,593.13	38.7%
31817541	521920 CSA33	1,000	0	1,000	280.62	.00	719.38	28.1%
31817541	522512 CSA 33	5,000	0	5,000	.00	.00	5,000.00	.0%
31817541	523515 CSA33CSA33	500	0	500	98.35	.00	401.65	19.7%
31817541	523535 CSA33CSA33	1,000	0	1,000	679.70	.00	320.30	68.0%
31817541	561210 CSA33CSA33	6,293	0	6,293	3,147.00	.00	3,146.00	50.0%
31817541	561290 INTERFD EXP A87	551	0	551	.00	.00	551.00	.0%
TOTAL CSA 33 STNSN BEACH CSA33		7,940	10,596	18,536	-9,455.25	4,296.38	23,695.25	-27.8%
TOTAL CSA 33 STNSN BCH		7,940	10,596	18,536	-9,455.25	4,296.38	23,695.25	-27.8%
TOTAL REVENUES		-29,484	0	-29,484	-22,450.18	.00	-7,033.82	
TOTAL EXPENSES		37,424	10,596	48,020	12,994.93	4,296.38	30,729.07	

All public meetings and events sponsored or conducted by the County of Marin are held in accessible sites. Requests for accommodations may be made by calling (415) 473-4381 (Voice/TTY/CRS dial 711) or by e-mail at disabilityaccess@marincounty.org at least five work days in advance. Copies of documents are available in alternative formats, upon written request.

03/03/2020 15:12
AZhuang

County of Marin
YEAR-TO-DATE BUDGET REPORT

P 2
glytdbud

FOR 2020 13

	ORIGINAL APPROP	TRANFRS/ ADJSTMTS	REVISED BUDGET	YTD ACTUAL	ENCUMBRANCES	AVAILABLE BUDGET	PCT USED
GRAND TOTAL	7,940	10,596	18,536	-9,455.25	4,296.38	23,695.25	-27.8%

** END OF REPORT - Generated by Zhuang, Amy **