

ECTOR COUNTY INDEPENDENT SCHOOL DISTRICT
AMENDED BUDGET
CAPITAL PROJECT FUNDS
FOR THE PERIOD MAY 1, 2012 THRU APRIL 30, 2013
(UNAUDITED)

TEA FASRG CODES	2012 TURF INSTALLATION, FUND 677			
	Original Budget	Adjusted Budget 04/01/2013	Additions (Deductions)	Original Budget 04/30/2013
REVENUES				
LOCAL AND INTERMEDIATE				
5740 INTEREST INCOME	\$ 0	\$ 0	\$ 0	\$ 0
5770 INTERMEDIATE SOURCES	0	0	0	0
5700 LOCAL AND INTERMEDIATE TOTALS	0	0	0	0
5800 STATE REVENUES	0	0	0	0
5000 TOTAL - ALL REVENUES	0	0	0	0
EXPENDITURES				
11 INSTRUCTION				
6200 Contracted Services	0	0	0	0
6300 Supplies and Materials	0	0	0	0
6600 Capital Outlay	0	0	0	0
11 FUNCTION TOTALS	0	0	0	0
33 HEALTH SERVICES				
6200 Contracted Services	0	0	0	0
6300 Supplies and Materials	0	0	0	0
6600 Capital Outlay	0	0	0	0
33 FUNCTION TOTALS	0	0	0	0
34 STUDENT TRANSPORTATION				
6600 Capital Outlay	0	0	0	0
34 FUNCTION TOTALS	0	0	0	0
36 CO-CURRICULAR ACTIVITIES				
6300 Supplies and Materials	0	0	0	0
36 FUNCTION TOTALS	0	0	0	0
53 DATA PROCESSING SERVICES				
6100 Payroll Costs	0	0	0	0
6200 Contracted Services	0	0	0	0
6300 Supplies and Materials	0	0	0	0
6400 Other Operating Costs	0	0	0	0
6600 Capital Outlay	0	0	0	0
53 FUNCTION TOTALS	0	0	0	0
81 FACILITIES ACQUISITION & CONSTRUCTION				
6100 Payroll Costs	0	0	0	0
6200 Contracted Services	0	0	0	0
6300 Supplies and Materials	0	0	0	0
6400 Other Operating Costs	0	0	0	0
6600 Capital Outlay	2,000,000	2,000,000	0	2,000,000
81 FUNCTION TOTALS	2,000,000	2,000,000	0	2,000,000
TOTAL - ALL EXPENDITURES	2,000,000	2,000,000	0	2,000,000
OTHER RESOURCES AND USES				
OTHER RESOURCES:				
7999 Transfer from Local Maintenance Fund	2,000,000	2,000,000	0	2,000,000
5990 TOTAL-OTHER RESOURCES	2,000,000	2,000,000	0	2,000,000
OTHER USES:				
8911 Miscellaneous Other Uses	0	0	0	0
8990 TOTAL-OTHER USES	0	0	0	0
7000 TOTAL OTHER RESOURCES AND USES	2,000,000	2,000,000	0	2,000,000
EXCESS (DEFICIENCY) OF REVENUES AND OTHER RESOURCES OVER EXPENDITURES AND OTHER USES	0	0	0	0
3000 FUND BALANCE - SEPTEMBER 1 (BEG.)	0	0	0	0
3000 FUND BALANCE	\$ 0	\$ 0	\$ 0	\$ 0