

ECTOR COUNTY INDEPENDENT SCHOOL DISTRICT
AMENDED BUDGET
CAPITAL PROJECT FUNDS
FOR THE PERIOD DECEMBER 1, 2013 THRU MAY 31, 2014
(UNAUDITED)

TEA FASRG CODES	2014 TURF INSTALLATION , FUND 684			
	Original Budget	Budget 05/01/2014	Additions (Deductions)	Adjusted Budget 05/31/2014
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	3,000,000	3,000,000	0	3,000,000
81 FUNCTION TOTALS	3,000,000	3,000,000	0	3,000,000
TOTAL - ALL EXPENDITURES	3,000,000	3,000,000	0	3,000,000
OTHER RESOURCES AND USES				
OTHER RESOURCES:				
7999 Transfer from Local Maintenance Fund	3,000,000	3,000,000	0	3,000,000
5990 TOTAL-OTHER RESOURCES	3,000,000	3,000,000	0	3,000,000
OTHER USES:				
8911 Operating transfer out	0	0	0	0
8990 TOTAL-OTHER USES	0	0	0	0
7000 TOTAL OTHER RESOURCES AND USES	3,000,000	3,000,000	0	3,000,000
EXCESS (DEFICIENCY) OF REVENUES AND OTHER RESOURCES OVER EXPENDITURES AND OTHER USES	0	0	0	0
3000 FUND BALANCE - (BEG.)	0	0	0	0
3000 FUND BALANCE	\$ 0	\$ 0	\$ 0	\$ 0