

ECTOR COUNTY INDEPENDENT SCHOOL DISTRICT  
 AMENDED BUDGET  
 CAPITAL PROJECT FUNDS  
 FOR THE PERIOD JANUARY 1, 2014 THRU JUNE 30, 2016  
 (UNAUDITED)

2014 SEWER INFRASTRUCTURE PROJECT , FUND 685

TEA FASRG CODES	Original Budget	Budget 12/31/2015	Additions (Deductions)	Original Budget 02/29/2016
<b>REVENUES</b>				
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
<b>EXPENDITURES</b>				
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	71,901	149,621	0	149,621
6300 Supplies and Materials	0	0	0	0
6400 Other Operating Costs	0	0	0	0
6600 Capital Outlay	451,440	911,134	0	911,134
81 FUNCTION TOTALS	523,341	1,060,755	0	1,060,755
TOTAL - ALL EXPENDITURES	523,341	1,060,755	0	1,060,755
<b>OTHER RESOURCES AND USES</b>				
OTHER RESOURCES:				
7999 Transfer from Local Maintenance Fund	0	0	0	0
5990 TOTAL-OTHER RESOURCES	0	0	0	0
OTHER USES:				
8911 Operating transfer out	0	0	0	0
8990 TOTAL-OTHER USES	0	0	0	0
7000 TOTAL OTHER RESOURCES AND USES	0	0	0	0
<b>EXCESS (DEFICIENCY) OF REVENUES AND OTHER RESOURCES OVER EXPENDITURES AND OTHER USES</b>				
3000 FUND BALANCE - DECEMBER 1 (BEG.)	1,060,755	1,060,755	0	1,060,755
3000 FUND BALANCE	\$ 537,414	\$ 0	\$ 0	\$ 0