CITY OF HALLANDALE BEACH FISCAL 2021-22 BUDGET AMENDMENT ATTACHMENT A



			AMENDMENT
FUND	ORG	OBJECT	AMOUNT
001 GENERAL FUND			1,452,864
Appropriations from Fund Balance	001	389100	1,452,864
Rosemond Trial Preparation and Trial	1410	531040	143,451
IT Application Support Analyst	1610	Various	23,950
Telecommunication Systems Analyst	1610	Various	28,120
Network/Security Administrator	1610	Various	31,100
Commission Chambers Audio & Video Equipment	1610	552170	100,000
Pension Allocation for 2110 Police Administration	2110	522100	75,340
Pension Allocation for 2120 Office of the Chief	2120	522100	74,021
Pension Allocation for 2130 Uniformed Patrol	2130	522100	470,424
Pension Allocation for 2210 Fire	2210	522100	378,299
BTR Specialist	2420	Various	22,820
Juneteenth	Various	Various	105,340
160 TRANSPORTATION FUND			116,399
Appropriations from Fund Balance	160	389100	116,399
ADA Compliant Community Shuttle Bus Stop	4130	565000	116,399

CITY OF HALLANDALE BEACH FISCAL 2021-22 BUDGET AMENDMENT ATTACHMENT A



			AMENDMEN
FUND	ORG	ОВЈЕСТ	AMOUNT
170 PERMITS & INSPECTIONS FUND			198,60
Appropriations from Fund Balance	170	389001	198,60
Electric Vehicles Charging Stations (4)	2415	564040	93,60
Vehicles for Building Code Inspectors and Structural Inspector	2415	564010	105,00
410 SANITATION FUND			<u>7,52</u>
Appropriations from Fund Balance	160	389100	7,52
Juneteenth	Various	Various	7,52
420 CEMETERY FUND			37,4
Appropriations from Fund Balance	420	389100	37,4
Cemetery Coordinator with Office Equipment	3290	Various	37,4
440 STORMWATER FUND			63,1
Appropriations from Fund Balance	440	389100	63,1
Construction Program Manager with Office Equipment and Vehicle	3660	Various	63,1
490 UTILITY FUND			6,375,8
Appropriations from Fund Balance	490	389100	6,375,8
Study for Payment in Lieu of Taxes (PILOT)	3310W	534010	7,3
Construction Program Manager with Office Equipment and Vehicle	3310W	Various	63,1
Construction for Lift Stations #1, #2, and #3	3510S	565000	6,283,2
Juneteenth	Various	Various	22,1
TOTAL AMENDMENT AMOUNT			8,251,83