

CDRA
2 May 2023
Meeting

Tentative
FY 2024 Budget /
Public Hearing



COMMUNITY DEVELOPMENT AND RENEWAL AGENCY

FY 2024
ADOPTED TENTATIVE BUDGET

(5/2/2023)

**COMMUNITY DEVELOPMENT AND RENEWAL AGENCY FUND
REVENUE**

(FY 2024 - Budget - Adopted Tentative)

	2022 ACTUAL	2023 YTD	2023 BUDGET	%	YR END EST	2024 PROPOSED	SOURCE	COMMENTS
<u>CONTRIBUTIONS AND TRANSFERS</u>								
20-39-100 TRANSFER FROM GENERAL FUND	87,100.00	0.00	87,100.00	0.0%	0.00	87,100	Tax Revenue	Concludes December 2024 or \$1.2 million whichever comes first. Paid \$651,305 as of January 2018.
TOTALS:	87,100.00	0.00	87,100.00	0.0%	0.00	87,100	0.00 0.00%	
TOTAL FUND REVENUE	87,100.00	0.00	87,100.00	0.0%	N/A	87,100	0.00 0.00%	

**COMMUNITY DEVELOPMENT AND REVNEWAL AGENCY FUND
EXPENDITURES**

(FY 2024 - Budget - Adopted Tentative)

	2022 ACTUAL	2023 YTD	2023 BUDGET	%	YR END EST	2024 PROPOSED	SOURCE	COMMENTS
<u>42 WEST MAIN STREET PROJECT</u>								
20-44-110 REAL PROPERTY TAX	0.00	0.00	2,100.00	0.0%	N/A	2,100	Tax Revenue	\$2,100 (Midway City - Real Property Tax). Concludes December 2024 or \$1.2 million whichever comes first.
20-44-120 PERSONAL PROPERTY TAX	0.00	0.00	1,000.00	0.0%	N/A	1,000	Tax Revenue	\$1,000 (Midway City - Personal Property Tax). Concludes December 2024 or \$1.2 million whichever comes first.
20-44-130 SALES AND USE TAX	0.00	0.00	55,000.00	0.0%	0.00	55,000	Tax Revenue	City. Concludes December 2024 or \$1.2 million whichever comes first.
20-44-140 RESORT TAX	0.00	0.00	29,000.00	0.0%	0.00	29,000	Tax Revenue	City. Concludes December 2024 or \$1.2 million whichever comes first.
TOTALS:	0.00	0.00	87,100.00	0.0%	N/A	87,100	0.00 0.00%	
<u>STATE PARK PROJECT</u>								
20-46-130 SALES AND USE TAX	0.00	0.00	0.00	#DIV/0!	0.00	0	Tax Revenue	Amount not yet determined.
20-46-140 RESORT TAX	0.00	0.00	0.00	#DIV/0!	0.00	0	Tax Revenue	Amount not yet determined.
TOTALS:	0.00	0.00	0.00	#DIV/0!	N/A	0	0.00 #DIV/0!	
TOTAL FUND EXPENDITURES	0.00	0.00	87,100.00	0.0%	N/A	87,100	0.00 0.00%	
REVENUE OVER EXPENDITURES	87,100.00	0.00	0.00		N/A	0		