



## FY23 ADOPTED BUDGET

### GENERAL FUND REVENUE:

301 • Alcohol License	\$	15,000.00
302 • Business License	\$	9,500.00
303 • Hotel-Motel Tax	\$	450,000.00
304 • Franchise Fees	\$	91,000.00
305 • Alcohol Beverage Tax	\$	18,500.00
306 • Insurance Premium Tax	\$	62,000.00
307 • Local Option Sales Tax [LOST]	\$	200,000.00
309 • Other Income [Admin Fees]	\$	3,000.00
311 • Court Fines and Fees	\$	8,000.00
313 • Intangible Tax	\$	12,000.00
314 • Title Ad Valorem Tax [TAVT] & Real Estate Transfer Tax [RTT]	\$	25,000.00
<b>TOTAL ANTICIPATED REVENUE:</b>	<b>\$</b>	<b>894,000.00</b>

### EXPENDITURES:

500 • Financial Administration	505 • Planning & Zoning/LCPC	\$	12,500.00
507 • Enforcement of Codes		\$	2,400.00
509 • Council Fees		\$	45,000.00
510 • General Administration	501 • Legal Fees	\$	9,000.00
	502 • Subscriptions & Dues	\$	10,000.00
	510 • General Admin	\$	1,000.00
	511 • Salaries	\$	65,000.00
	512 • Payroll Taxes	\$	7,500.00
	513 • Conventions, Meetings & Events	\$	15,000.00
	514 • Professional Fees	\$	50,000.00
	515 • Office Expense	\$	5,000.00
516 • Tourism		\$	180,000.00
518 • Insurance		\$	5,400.00
519 • Contingencies		\$	42,800.00
520 • Streets, Drainage & Street Lights		\$	85,000.00
530 • Public Health [Mosquitos]		\$	1,900.00
541 • Occupancy		\$	20,000.00
542 • Furniture, Fixtures & Equipment		\$	2,500.00
550 • Social Services		\$	3,000.00
560 • Public Safety	561 • Officer Expense	\$	110,000.00
	562 • Auto Expense	\$	500.00
	563 • Equipment Expense	\$	2,500.00
	564 • Fire Services	\$	210,000.00
	565 • Transit	\$	8,000.00
<b>TOTAL ANTICIPATED EXPENDITURES:</b>		<b>\$</b>	<b>894,000.00</b>

### SPECIAL FUND REVENUE:

	CURRENT FUND BALANCE	ADDITIONS PROJECTED
300-Impact Fee	\$ 691,286.00	\$ 300,000.00
312-SPLOST	\$ 236,001.00	\$ 50,000.00
312.5-TSPLOST	\$ 166,060.00	\$ 75,000.00
320-LMIG	\$ 15,203.00	\$ 15,500.00
CD	\$ 110,068.92	\$ 1,000.00
GDOT LAND SALE	\$ 107,300.00	\$ -
AMERICAN RELIEF ACT	\$ 106,757.00	\$ -
<b>TOTAL ANTICIPATED SPECIAL FUNDS:</b>	<b>\$ 1,432,675.92</b>	<b>\$ 441,500.00</b>