

CITY OF LAREDO
DISTRICT PRIORITY FUNDS
EXPENSES, ENCUMBRANCES, AND PURCHASE REQUISITIONS AS OF 1/31/18

DISTRICT 6

PROJECTS		BUDGET	EXPENSES	P.O.'S	REQUISITIONS	BALANCE
CAPITAL IMPROVEMENT FUND						
1	North Central Park	\$ 82,917	82,917.00	-	-	-
2	Shiloh Crossing	56,350	56,316.00	-	-	34.00
3	Backwoods Drainage	81,921	-	-	-	81,921.00
4	Manadas Creek	314,977	314,977.00	-	-	-
5	San Isidro Park	53,376	2,895.00	-	-	50,481.00
6	Reserve	-	-	-	-	-
TOTAL CIF		\$ 589,541				
2008 C.O. ISSUE						
1	Las Brisas Play Park	\$ 32,808	32,808.00	-	-	-
2	Amazonia Park	34,096	34,096.00	-	-	-
3	Andrew Lighting	8,551	8,551.00	-	-	-
4	Reserve	-	-	-	-	-
TOTAL 2008 C.O ISSUE		\$ 75,455				
2014 C.O. ISSUE						
1	North Central Park- Improvements	\$ 68,042	68,042.00	-	-	-
2	Ncentral Park Beach Volleyball	14,188	13,372.00	816.00	-	-
3	Ncentral Park Pool Equipment	11,770	11,770.00	-	-	-
4	School Flashing Beacons	6,000	3,210.00	-	-	2,790.00
5	Reserve	-	-	-	-	-
TOTAL 2014 C.O. ISSUE		\$ 100,000				
2015 C.O. ISSUE						
1	North Central Park- Dog Park	\$ 11,349	11,349.00	-	-	-
2	Marshall Land Tract	330,808	330,808.00	-	-	-
3	NCP Recreation Center	19,500	19,500.00	-	-	-
4	Skate Park/ Soccer Fields	117,000	-	-	-	117,000.00
5	NCP Volleyball Courts	3,343	3,343.00	-	-	-
6	San Isidro Roundabout	18,000	18,000.00	-	-	-
7	Reserve	-	-	-	-	-
TOTAL 2015 C.O. ISSUE		\$ 500,000				
2016 C.O. ISSUE						
1	North Central Park Improvements	\$ 163,567	56,105.00	7,580.00	-	99,882.00
2	Parks Train	49,775	29,385.00	20,390.00	-	-
3	Park Improvements	10,000	-	3,076.00	-	6,924.00
4	San Isidro Roundabout	2,500	375.00	-	-	2,125.00
5	San Isidro Roundabout Landscaping	12,500	2,081.00	6,461.00	-	3,958.00
6	Speed Humps	4,000	-	1,107.00	-	2,893.00
7	Reserve	257,658	-	-	-	257,658.00
TOTAL 2016 C.O. ISSUE		\$ 500,000				
2017 C.O. ISSUE						
1	North Central Park Christmas Tree	\$ 34,363	34,363.00	-	-	-
2	Reserve	565,637	-	-	-	565,637.00
TOTAL 2017 C.O. ISSUE		\$ 600,000				
TOTAL FUNDS		\$ 2,450,000				
TOTAL FUNDS AVAILABLE IN RESERVES FOR NEW PROJECTS:						\$ 823,295.00