

ATTACHMENT "A"
BUDGET AMENDMENT #5 - FY 25

		USE	SOURCE	PROJ #
#001 GENERAL FUND				
FROM: #001-0000-342.10-00	Public Safety/Police Services		\$ 23,753	
TO: #001-1001-521.12-00	Police / Salaries & Wages	\$ 16,900		
TO: #001-1001-521.21-00	Police / FICA	1,293		
TO: #001-1001-521.22-00	Police / Retirement Contributions	5,560		
	To appropriate a School Resource Officer (SRO) to be funded by a private school via a security service agreement between the city and school. The salaries/wages and related benefits are for July through September.			
FROM: #001-0000-271.00-00	General Fund Balance/Reserves		111,000	
TO: #001-0930-572.46-00	Parks Repairs/Maintenance	111,000		HMILG
	Additional General Fund Balance/Reserves needed to repair the Venice Public Fishing Pier that was damaged by the 2024 hurricanes. Bids came in higher than originally estimated.			
FROM: #001-0000-271.00-00	General Fund Balance/Reserves		50,000	
TO: #001-9902-581.91-28	Transfer to Fleet Service Fund	50,000		
	To appropriate and transfer funds for the replacement of Unit # 21-436 Isuzu Trash Truck.			
#505 FLEET REPLACEMENT FUND				
FROM: #505-0000-381.01-00	Transfer in from General Fund		50,000	
FROM: #505-0000-271.00-00	Fleet Fund Balance/Reserves		60,000	
TO: #505-0930-572.64-00	Parks & Recreation Equipment	110,000		
	To appropriate funds for the replacement of Unit # 21-436 Isuzu Trash Truck.			
FROM: #505-0000-271.00-00	Fleet Fund Balance/Reserves		34,545	
FROM: #505-0000-365.10-00	Surplus Proceeds/Auction Miscellaneous		5,000	
FROM: #505-0000-369.30-00	Other Misc Rev/Settlements		8,455	
TO: #505-0930-572.64-00	Parks & Recreation Equipment	48,000		
	To appropriate funds for the replacement of Unit # 19-493 Chevy Silverado 1500 Pickup.			
#312 IMPACT FEES FUND				
FROM: #312-0000-271.00-00	Law Enforcement Impact Fee Fund Balance		75,137	
TO: #312-1001-521.64-00	Law Enforcement/Machinery & Equipment	75,137		
	To appropriate funds for a vehicle for the School Resource Officer (SRO).			
	Total All Funds	\$ 417,890	\$ 417,890	
		\$ 319,000	\$ 319,000	