

CITY OF PAYETTE, IDAHO
Treasurer's Financial Report for Quarter ending March 31, 2017

Year to Date % of Budget			Year to Date % of Budget		
<u>GENERAL FUND</u>			<u>WATER FUND</u>		
Receipts	1,311,883	50%	Receipts	495,797	38%
Expenditures			Expenditures:		
Personnel Services	845,092	82%	Personnel Services	150,620	75%
Other Services	173,169	17%	Other Services	32,953	16%
Capital Outlay	16,479	2%	Capital Outlay	17,245	9%
Total Expenditures	1,034,740	39%	Total Expenditures	200,818	25%
<u>STREET FUND</u>			<u>SEWER FUND</u>		
Receipts	512,949	37%	Receipts	809,833	48%
Expenditures			Expenditures		
Personnel Services	264,957	44%	Personnel Services	151,074	33%
Other Services	149,554	25%	Other Services	306,794	67%
Capital Outlay	193,568	32%	Capital Outlay	-	0%
Total Expenditures	608,079	43%	Total Expenditures	457,868	29%
<u>LIBRARY FUND</u>			<u>RECREATION FUND</u>		
Receipts	160,047	57%	Receipts	91,561	26%
Expenditures			Expenditures		
Personnel Services	89,590	61%	Personnel Services	82,473	59%
Other Services	53,477	37%	Other Services	54,160	39%
Capital Outlay	2,977	2%	Capital Outlay	3,666	3%
Total Expenditures	146,044	52%	Total Expenditures	140,299	40%
<u>LIABILITY INSURANCE</u>			<u>AIRPORT</u>		
Receipts	61,756	70%	Receipts	29,563	6%
Expenditures	44,555	51%	Expenditures		
<u>CAPITAL IMPROVEMENT</u>			Personnel Services	-	0%
Receipts	6,268	7%	Other Services	11,092	3%
Expenditures	-	0%	Capital Outlay	401,963	97%
<u>LID 98-1</u>			Total Expenditures	413,055	84%
Receipts	6,254	47%	<u>HEALTH INSURANCE</u>		
Expenditures	12,785	95%	Receipts	580	1%
<u>REVOLVING LOAN</u>			Expenditures	43,695	67%
Receipts	1,944	2%	<u>SANITATION</u>		
Expenditures	3,665	4%	Receipts	198,952	41%
<u>DEBT SERVICES</u>			Expenditures	315,569	65%
Receipts	42,481	69%	<u>IMPACT FEES</u>		
Expenditures	61,699	100%	Receipts	-	0%
<u>RESERVE FOR PROJECTS</u>			Expenditures	-	0%
Receipts	-	0%			
Expenditures	-	0%			

Citizens are invited to inspect the detailed supporting records of the above financial statement.

Bobbie Black, Deputy City Clerk