

MARION COUNTY BOARD OF COUNTY COMMISSIONERS

ADMINISTRATIVE BUDGET TRANSFER REPORT

11/22/2024 to 12/05/2024

Prepared by: Gregory C. Harrell, Marion County Clerk of Court and Comptroller - Budget Department

Pursuant to Florida Statute 129.06, Execution and Amendment of Budget, the County Budget Officer has executed the following Budget Transfers as authorized by the Marion County Board of County Commissioners, Commission Policy 19-01. The Budget Transfers adhere to the following conditions:

- A. The budget transfer does not change the total expenditure appropriations of a Cost Center; and
- B. The transfer adheres to the following account restrictions:
 - i. The transfer occurs between personnel expenditure accounts (line item account codes 510000 through 529999); or
 - ii. The transfer occurs between operating expenditure accounts (line item account codes 530000 through 559999); and
- C. The transfer per line item account is \$10,000 or less; and
- D. The transfer is approved by the County Administrator; and
- E. The transfer is reviewed and approved by the County Budget Officer.

General Fund

County Administrator

Journal Number # 2025-3-90 *Date Executed:* 12/03/2024

This Budget Amendment Request is to transfer funds from Printing & Binding to Contract Services. It is for temporary staff to cover for an employee going on FMLA for 3 weeks in December.

	<u>Fund</u>	<u>Dept</u>	<u>Account</u>	<u>Account Name</u>	<u>Amount</u>
From	0010	- 105	- 547101	Printing and Binding	\$3,000
To	0010	- 105	- 534101	Contract Serv Other Misc	\$3,000

Information Technology

Journal Number # 2025-3-205 *Date Executed:* 12/03/2024

Higher freight and shipping charges are expected for FY25 than originally budgeted. Requesting funds of \$500.00 be transferred from Operating Supplies to Postage & Freight for additional freight and shipping charges

	<u>Fund</u>	<u>Dept</u>	<u>Account</u>	<u>Account Name</u>	<u>Amount</u>
From	0010	- 174	- 552108	Operating Supplies	\$500
To	0010	- 174	- 542201	Postage and Freight	\$500