

BOISE COUNTY

ORIGINAL

RESOLUTION NO. 2008-10

A RESOLUTION TO ADJUST THE FY 2007/2008 JUSTICE FUND/PROSECUTING ATTORNEY'S BUDGET TO ALLOCATE UNANTICIPATED REVENUE

WHEREAS, Boise County Prosecuting Attorney's Department has been approved to receive unanticipated revenue from State of Idaho S.T.O. P. Grant 2007 in the FY2008 Budget year in the amount of \$36,476.00; and

WHEREAS, Idaho Code 31-1605 allows the Board of County Commissioners to adjust the Budget to reflect the receipt of unscheduled revenue from State and Federal Governments, and private agencies; and

WHEREAS, the annual budget procedure has been complied with in making the said adjustment and the budget adjustment shall not result in increased property taxes.

NOW THEREFORE BE IT RESOLVED, that the FY 2007/2008 Budget for Boise County Prosecutor's Department Fund be increased and expended in the amount of \$36,476.00 as follows:

Revenue Budget 03-00-0394-0007

S.T.O.P Grant

\$36,476.00 \$36,476.00

Expense Budget Refer to Exhibit 'A'

APPROVED AND ADOPTED this 17th day of December, 2007.

BOISE COUNTY BOARD OF COMMISSIONERS

FRED H. LAWSON, Chairman

LINDA W. ZIMMER, Commissioner

TERRY C. DAY, Commissioner

Attest:

Constance Swearingen, Clerk to the Board

Exhibit 'A'



Expense Budget

<u>A Salaries</u>	Salary – Victim Witness Coord.	12,103.00
03-04-0407-0000	Total A	\$12,103.00
<u>D Benefits</u>	Social Security	925.88
03-04-0411-0000	SUTA	<u>90.77</u>
03-04-0415-0000	Total D	\$1,016.65
B Expenses 03-04-0431-0000 03-04-0440-0001 03-04-0440-0002 03-04-0461-0005 03-04-0481-0000 03-04-0554-0000 03-04-0561-0003 03-04-0561-0004 03-04-0650-0000	VWC Fuel/Mileage Reimburseme VWC Office Supplies VWC Victim Supplies VWC Telephone VWC Professional Services VWC Boarding/Shelter VWC Field Expense/Training VWC Publications/Subscriptions VWC Insurance	2,328.00 1,955.00 1,750.00 300.00 1,750.00 2,160.00 6,394.00 500.00 3,219.35 \$20,356.35
<u>C Expenses</u>	VWC Capital Equipment	3.000.00
03-04-0800-0003	Total C	\$3,000.00

Grand Total

\$36,476.00