

Douglas County, Oregon
 Predator Damage Control District Fund (2500)
 Summary

Summary

	Actual FY 18-19	Actual FY 19-20	Actual FY 20-21	Revised Budget FY 21-22	Proposed FY 22-23	Approved FY 22-23	Adopted FY 22-23
<u>RESOURCES</u>							
Beginning Fund Balance	308	494		50,000	40,000	40,000	40,000
Revenues:							
Special Assessments	33,721	34,153	34,030	50,000			
Interest	456	122	391				
Transfers In: General Fund	67,000	64,921	67,991	3,037	70,000	70,000	70,000
Total Revenues	101,177	99,196	102,412	53,037	70,000	70,000	70,000
TOTAL RESOURCES	101,485	99,690	102,412	103,037	110,000	110,000	110,000
<u>REQUIREMENTS</u>							
Materials and Services	100,991	99,690	41,250	103,037	110,000	110,000	110,000
Ending Fund Balance	494		61,162				
TOTAL REQUIREMENTS	101,485	99,690	102,412	103,037	110,000	110,000	110,000
Change in Fund Balance	186	(494)	61,162	(50,000)	(40,000)	(40,000)	(40,000)

Additional Information

This fund was created fiscal year 2017-18 after House Bill 3188 was passed through the Oregon Legislative Assembly in the 2015 Regular Session. HB3188 was passed allowing formation of a predator damage control district. The 2015 Act sunsetted as of January 2, 2022. The fund is maintained for appropriating funding for County services to prevent, reduce and mitigate damage to property from predatory animals.

Douglas County, Oregon
 Predator Damage Control District Fund

Fund Detail

		Actual	Actual	Revised	Proposed	Approved	Adopted
		FY 19-20	FY 20-21	Budget	FY 22-23	FY 22-23	FY 22-23
				FY 21-22			
2500-05-3000-378050	Pred Damage Control Spec Assmt	34,153	34,030	50,000	0	0	0
2500-05-3000-380000	Interest General Investments	122	391	0	0	0	0
2500-05-3000-390100	Transfers From General Fund	64,921	67,991	3,037	70,000	70,000	70,000
Total Revenue		99,196	102,412	53,037	70,000	70,000	70,000
2500-05-5000-509900	Other Professional Services	99,690	41,250	103,037	110,000	110,000	110,000
Total Materials and Services		99,690	41,250	103,037	110,000	110,000	110,000
Total Expenditures		99,690	41,250	103,037	110,000	110,000	110,000