

Franklin County Public Hospital District #1

PO Box 246, Mesa, WA 99343
509-521-2507

2023 BUDGET

(1% Increase)

CURRENT EXPENSE FUND

Franklin County Coding

Key Object

			Salaries and Wages			
64001	1001	EMS	\$	155,500.00		
64002	1001	Staff	\$	95,500.00		
TOTAL SALARIES AND WAGES					\$	251,000.00

			Maintenance and Operations			
64001	4401	Business & Occupation Taxes	\$	9,000.00		
64001	2160	Personnel Benefits	\$	44,000.00		
64001	3100	Office/Business Supplies/Postage/Misc	\$	10,000.00		
64001	3105	Uniforms	\$	5,000.00		
64001	3121	Medical Supplies	\$	35,000.00		
64001	3200	Fuel	\$	40,000.00		
64001	4100	Professional Services	\$	45,000.00		
64001	4119	Contracted Services - Grants	\$	9,000.00		
64001	4160	Legal Service	\$	15,000.00		
64001	4200	Communications	\$	11,000.00		
64001	4600	Insurance	\$	50,000.00		
64001	4700	Utilities	\$	35,500.00		
64001	4801	Repairs/Maintenance Vehicles	\$	35,000.00		
64001	4808	Repairs/Maintenance Mus Facilities	\$	10,000.00		
64001	4902	EMS Certification Fees	\$	30,000.00		
64001	4954	EMS Dispatch	\$	28,500.00		
64001	5001	Contingency Fund	\$	134,916.00		
64001	626100	Building / Construction	\$	1,500,000.00		
64001	646101	Equipment Hospital	\$	40,000.00		
TOTAL MAINTENANCE AND OPERATIONS					\$	2,086,916.00

ESTIMATED CURRENT EXPENSE FUND \$ 2,337,916.00

CURRENT EXPENSE FUND REVENUE

64001	34260000	Est. Ambulance Service Revenues	\$	500,000.00		
64001	36111000	Est. Invest. Fund Interest	\$	300.00		
64001	33000000	Grants	\$	50,000.00		
64001	30800000	Beginning Fund Balance / Invested	\$	1,433,015.00		
64001	31110000	Raised by Tax (Max. Allowed)	\$	354,601.00		
TOTAL CURRENT EXPENSES FUND REVENUE					\$	2,337,916.00

INVESTMENT FUND For purchase of buildings, land, equipment, and services \$ 1,433,015.00

INVESTMENT FUND REVENUE Transfer from Investment Fund \$ 1,433,015.00

TOTAL TAX LEVY REQUIRED: \$354,601.00

BUDGET APPROVED: November 14, 2022

Lori Hayles, Commissioner

Michael Harrington, Commissioner

Robert Andrews, Commissioner

Heather Benson, Administrator