

EXPENDITURE SCHEDULE FOR :

**3200 PREV/TREAT OF PROBLEM GAMBLING  
FISCAL YEAR 2024**

REPORT AS OF:	11/02/23
PERCENTAGE OF FISCAL YEAR:	33.97%
Days Passed:	124
Start Date:	07/01/23

BUDGET STATUS REPORT, WEEK ENDING: 10/31/23

CAT	DESCRIPTION	BSR EXPENDED	OBLIGATED AWAITING TO HIT BSR	RECURRING PAYMENT PROJECTIONS	TOTAL SPENT/OBLIGATED	CURRENT BUDGET	BALANCE REMAINING	Pending Adjustments	Balance after Adjustments
19	PROBLEM GAMBLING GRANTS	\$ 407,950.80	\$ -	\$ 1,556,963.20	\$ 1,964,914.00	\$ 1,978,143.00	\$ 13,229.00	\$ 0.00	\$ 13,229.00
20	SB341 ONE-SHOT	\$ -	\$ -	\$ -	\$ -	\$ 500,000.00	\$ 500,000.00	\$ 0.00	\$ 500,000.00

	YTD Actual	Work Program	Difference
<b>TOTAL RECEIPTS/FUNDING</b>	\$ 2,582,192.00	\$ 2,582,192.00	\$ -
<b>TOTAL ENCUMBRANCES</b>	\$ -		
<b>REALIZED FUNDING AVAILABLE W/BSR EXP</b>	\$ 2,174,241.20		

<b>BSR (Budget Status Report) Expended:</b> The total expenditures that have been processed in the state accounting system. BSR's are generally released weekly at close of Friday. A reimbursement could be completed in the state accounting system, but if that week's BSR has not been released yet it will not appear in the BSR Expended column.
<b>Obligated Awaiting to hit BSR:</b> Documents that have been entered here but have not cleared the BSR yet. Generally this will be all documents processed that week awaiting the release of Friday's BSR or documents entered by the accounting assistant waiting final approval.
<b>Recurring Payment Projections:</b> Remaining obligations/projections. For subawards the formula for what would fall under projections is "Award Amount - Expended YTD"
<b>Total spent/obligated:</b> Total of all expenditures and remaining projections/obligations
<b>Current Budget:</b> Authorized amount for the category.
<b>Balance remaining:</b> Remaining unobligated funds. Funds are obligated when an award/contract is executed. This means there could be a plan for those funds so that amount may not be "available", but it won't be realized as an obligation until the document is executed.