

**NEW CASTLE COUNTY**  
**PROJECTED FINANCIAL STATUS**  
**GENERAL FUND (in millions)**  
**FYE 6/30/2011**

<b>EXPENDITURES</b>	<b>% Budget vs. Projected</b>	<b>Budget</b>	<b>Actual 10/31/2010</b>	<b>Projected Y-T-D 6/30/2011</b>	<b>Positive (Negative) Variance</b>	<b>Comments</b>
Salaries	99%	81.4	23.5	80.8	0.6	vacants
Benefits	100%	39.5	14.7	39.5	0.0	healthcare, workers comp, pension
Training/Civic	100%	0.4	0.2	0.4	0.0	activity
Comm/Utilities	95%	4.4	1.1	4.2	0.2	monitoring utility spending
Materials/Supplies	100%	5.1	4.4	5.1	0.0	monitoring gasoline pricing
Contractual Services	95%	11.0	7.6	10.5	0.5	activity
Cross Charges	97%	15.2	5.0	14.7	0.5	activity
Fixed Charges	99%	10.1	9.3	10.0	0.1	activity
Land & Structure	0%	0.0	0.0	0.0	0.0	activity
Equipment	100%	0.8	0.4	0.8	0.0	activity
Debt Service	100%	22.7	18.6	22.6	0.1	bond sale/refunding
Contingency	100%	1.1	0.0	1.1	0.0	contingencies
IGS Credits	98%	-20.7	-6.7	-20.2	(0.5)	activity
Subtotal	99%	171.0	78.1	169.5	1.5	
General & Admin Credits	100%	-6.7	-2.2	-6.7	0.0	
Total Expenditures	99%	164.3	75.9	162.8	1.5	

<b>REVENUES</b>	<b>% Budget vs. Projected</b>	<b>Budget</b>	<b>Actual 10/31/2010</b>	<b>Projected Y-T-D 6/30/2011</b>	<b>Positive (Negative) Variance</b>	<b>Comments</b>
Real Estate Taxes	100%	110.7	107.4	110.7	0.0	billings and assessment
Transfer Tax	100%	15.2	5.7	15.2	0.0	activity
Service Charges/Fees	105%	19.2	7.8	20.2	1.0	sheriff office activity
Recreation	92%	1.3	0.3	1.2	(0.1)	activity
License/Permits	100%	5.1	1.4	5.1	0.0	building permit activity
Use of Money/Property	92%	5.0	0.9	4.6	(0.4)	cash balances and rates
Intergovernmental	98%	4.4	1.2	4.3	(0.1)	paramedic reimbursement
Total Revenues	100%	160.9	124.7	161.3	0.4	

Operating Income(Loss) (3.4) (1.5)

**TRANSFERS FROM RESERVES**

Operating Income(Loss) (1.5)  
 Transfer Out (3.5)

Total 2011 Transfers From Reserves (5.0)

Available Cash Balance 6/30/2010 \* (A) 50.0  
 Total 2011 Transfers From Reserves (5.0)

Available Cash Balance 6/30/2011 \* 45.0

**\*Excludes FY 2010 Rainy Day Reserve(\$32.1million)**