

	2024/2025 ADOPTED BUDGET	JUL. 1, 2024 THROUGH DEC. 31, 2024 CHANGES	2024/2025 REVISED BUDGET
REVENUES			
TAXES			
Ad valorem taxes	-		-
Room taxes	-		-
Subtotal	-	-	-
INTERGOVERNMENTAL			
Federal grants	-		-
M.V. privilege tax	128,024		128,024
Subtotal	128,024	-	128,024
MISCELLANEOUS			
Interest earnings	3,000		3,000
Rent and royalties	900,000		900,000
Other	-		-
Subtotal	903,000	-	903,000
OTHER FINANCING SOURCES			
Property Sales	-		-
Operating Transfers In	-		-
BEGINNING FUND BALANCE	2,063,322	69,755	2,133,077
TOTAL AVAILABLE RESOURCES	3,094,346	69,755	3,164,101
EXPENDITURES BY ACTIVITY AND FUNCTION			
ECONOMIC DEVELOPMENT			
Salaries and Wages	-		-
Employee Benefits	-		-
Services & Supplies	1,101,000		1,101,000
Capital Outlay	-	-	-
Activity Subtotal	1,101,000	-	1,101,000
OTHER FINANCING USES			
Other Financing Uses	-		-
Operating Transfers out	150,000		150,000
TOTAL EXPENDITURES & OTHER USES	1,251,000	-	1,251,000
ENDING FUND BALANCE	1,843,346	69,755	1,913,101
TOTAL COMMITMENTS & FUND BALANCE	3,094,346	69,755	3,164,101

REDEVELOPMENT AGENCY #1, CITY OF RENO
GENERAL FUND

	2024/2025 ADOPTED BUDGET	JUL. 1, 2024 THROUGH DEC. 31, 2024 CHANGES	2024/2025 REVISED BUDGET
REVENUES			
TAXES			
Ad valorem taxes	3,745,964	-	3,745,964
MISCELLANEOUS			
Interest earnings	2,000	-	2,000
Other	-	-	-
SubTotal	2,000	-	2,000
OTHER FINANCING SOURCES			
Loan from RDA 2 General Fund			-
Operating Transfers In RDA #1 General Fund	150,000		150,000
			-
BEGINNING FUND BALANCE	2,016,887	1,083,827	3,100,714
TOTAL AVAILABLE RESOURCES	5,914,851	1,083,827	6,998,678
EXPENDITURES BY ACTIVITY AND FUNCTION			
DEBT SERVICE			
Services and Supplies	36,000		36,000
Principal	2,460,000		2,460,000
Interest	408,370		408,370
TOTAL DEBT SERVICE	2,904,370	-	2,904,370
OTHER FINANCING USES			
Payment Refunded Debt	-		-
Operating Transfers Out	-		-
TOTAL EXPENDITURES & OTHER USES	2,904,370	-	2,904,370
ENDING FUND BALANCE	3,010,481	1,083,827	4,094,308
TOTAL FUND REQUIREMENT	5,914,851	1,083,827	6,998,678

REDEVELOPMENT AGENCY #1, CITY OF RENO
DEBT SERVICE FUND