## MUST BE COMPLETED IN FULL FOR PLACEMENT CONSIDERATION.

(For Donations, use Section B)

Account Number	r										
Account Number	-	Fund		Function		Object		Cost Center		Project	Sub Project
Original		Budget		Expenditures /		Current		Present		Remaining	
Approved Budget	+	Amendments	-	Encumbrances To Date	=	Available Budget	-	Request	=	Balance Available	
			•	10 Buto	•	Daagot	•		•	/ (Valiable	
\$	\$		\$		\$		\$		\$		-
Account Name	-										
Account Number	r										
	-	Fund		Function		Object		Cost Center		Project	Sub Project
Original		Budget		Expenditures /		Current		Present		Remaining	
Approved Budget	+	Amendments	-	Encumbrances To Date	=	Available Budget	-	Request	=	Balance Available	
3	\$		\$		\$		\$		\$		
									\$		
		_** To be include							\$		
B. Item Currently Not Funding Source Account Name			ed in th	he 2025-202					\$		
3. Item Currently Not	t Budgeted	To be include	ed in th	he 2025-202				9410	\$	50400	
B. Item Currently Not Funding Source Account Name	t Budgeted	To be include	ed in th	he 2025-202 rials		al Year Bu		9410 Cost Center	\$		Sub Project
B. Item Currently Not Funding Source Account Name Account Number	t Budgeted - -	To be include Instructional 1100E	ed in th	he 2025-202 rials 5100		al Year Bu			\$	50400	
3. Item Currently Not Funding Source Account Name Account Number	t Budgeted - -	To be include Instructional 1100E Fund	ed in th	he 2025-202 rials 5100		al Year Bu			\$	50400	
Funding Source Account Name Account Number	t Budgeted - -	To be include Instructional 1100E Fund	ed in th	he 2025-202 rials 5100		al Year Bu			\$	50400	
Funding Source  Account Name  Account Number	budgeted	To be include Instructional 1100E Fund	ed in th	he 2025-202 rials 5100		al Year Bu			\$	50400	
Funding Source  Account Name  Account Number  Amo  Funding Source  Account Name	budgeted	To be include Instructional 1100E Fund	ed in th	he 2025-202 rials 5100		al Year Bu			\$	50400	

<sup>\*\*</sup> WHEN ITEM NOT CURRENTLY BUDGETED IS APPROVED BY THE SCHOOL BOARD, THIS WILL SERVE AS THE BUDGET AMENDMENT\*\*