

# 2021 MUNICIPAL BUDGET

## **2021 MUNICIPAL BUDGET**

Total Expenditures (excluding water)		
Operating Expenditures	\$ 3,999,365	
Transfers to Capital Program	10,550	
Transfer to Reserves	962,525	
Total Expenditures	\$ 4,972,440	
Total Revenues (excluding water)		
TAXATION		
General Tax Levy	\$ 4,150,316	
Supplementary Taxes	(20,000)	
Payment in Lieu of Taxes	72,600	
Total Taxation	\$ 4,202,916	
Operating Revenues	308,343	
Grants	288,321	
Transfers from Reserves	172,860	
Total Revenues	\$ 4,972,440	

### **2021 MUNICIPAL BUDGET**

Operating Expenditures	
General Levy Operations	
General Government	\$ 892,530
Protective Services	1,118,649
Transportation Services	1,764,491
Recreation and Cultural Services	132,265
Health Services	18,100
Planning and Development	73,330
	\$ 3,999,365
User-pay Operations	
Water	\$ 140,108
Total Operating Expenditures	\$ 4,139,473
Operating Revenues	
General Levy Operations	
General Government	\$ 175,814
Protective Services	45,816
Transportation Services	48,563
Recreation and Cultural Services	3,950
Health Services	-
Planning and Development	34,200
	\$ 308,343
User-pay Operations	
Water	\$ 205,200
Total Operating Revenues	\$ 513,543
Net Operating Expenditures	\$ 3,625,930

### **2021 OPERATING BUDGET**

#### **GENERAL GOVERNMENT**

REVENUE	
Penalties & Interest Revenue	\$ (127,000)
User Fees and Service Charges	(36,064)
Administration Building Solar Panel Revenue	(12,750)
	\$ (175,814)
EXPENSES	
Council	\$ 93,710
Administration Overhead	679,781
Professional and Consulting Fees	36,288
IT Services and Supplies	28,380
Insurance	35,000
Long Term Debt - Admin Bldg	 19,371
	\$ 892,530

#### PROTECTIVE SERVICES

REVENUE		
Police Revenues	\$	(33,716)
Protective Inspection & Control Revenue		(12,100)
	\$	(45,816)
EXPENSES		
Fire Services	\$	483,074
Police Service Expenses		565,781
Conservation Authority Levy		44,294
Protective Inspection and Control Expenses		25,500
	\$ 1	1,118,649

### **2021 OPERATING BUDGET**

#### TRANSPORATION SERVICES

REVENUE		
Public Works Fees & Service Charges	\$	(4,500)
Aggregate Fees and Revenue		(18,563)
Public Works Solar Panel Revenue		(25,500)
	\$	(48,563)
EXPENSES		
Public Works Administration	\$	442,635
Publc Works Operating Expenses		779,234
Public Works Equipment Expenses		139,500
Bridge and Culvert Expenses		10,000
Winter Control Expenses		310,898
Street Lighting Operating Expenses		16,000
Aggregate Expenses 7		21,600
Long Term Debt - Bridges		44,624
	\$ 3	1,764,491

#### **RECREATION AND CULTURAL SERVICES**

REVENUE	
Parks & Facility User Fees and Charges	\$ (3,950)
EXPENSES	
NDCC Operation Expenses	65,535
Parks & Facilities Administration	2,650
Parks & Facilities Operating Expenses	17,300
Library Levies	43,780
Cultural Services Expense (Canada's 150th)	3,000
	\$ 132,265

### **2021 OPERATING BUDGET**

#### **HEALTH SERVICES**

EXPENSES

Cemetery Operating Expenses

\$ 18,100

#### PLANNING AND DEVELOPMENT

REVENUE Planning Application Fees	\$ (34,200)
EXPENSES Planning and Zoning Expenses	\$ 33,830
Economic Development	\$ 73,330

# **TOWNSHIP OF MULMUR**

#### **2021 USER-PAY BUDGET**

#### WATER OPERATIONS

REVENUE	
Utility User Fees and Service Charges	\$ (200,200)
Water Interest Revenue	(5,000)
	\$ (205,200)
EXPENSES	
Water Administration	\$ 11,058
Water Operating Expenses	 129,050
	\$ 140,108
TRANSFER TO/(FROM) RESERVE FUNDS	\$ 65,092

### **2021 CAPITAL BUDGET**

### CAPITAL FUNDING

Capital Grants	
ICIP Grant	\$ 100,000
OCIF Grant	109,032
FCM Grant	38,390
Federal Gas Tax Grant	216,000
	\$ 463,422
Capital Transfers	
Development Charges	\$ 500,000
General Tax Levy	10,550
Roads Reserves	571,878
	\$ 1,082,428
TOTAL CAPITAL FUNDING	\$ 1,545,850

### **2021 CAPITAL BUDGET**

### CAPITAL EXPENDITURES

#### TRANSPORTATION SERVICES

Road Resurfacing	\$ 800,000
LED Streetlights	\$ 65,500
Tractor Boom Mower, snow blower, mower	\$ 300,000
Public Works Building	\$ 300,000
Maintenance Managers/Route Patrol Software	\$ 69,800
Total Transporation Services	\$ 1,535,300
RECREATION AND CULTURAL SERVICES	
Batting Cage	\$ 10,550
TOTAL CAPITAL EXPENDITURES	\$ 1,545,850