

**WILLIAMSTON COMMUNITY SCHOOLS
BUILDING & SITE SINKING FUND
PROJECTED BUDGET**



	10 YEAR PROJECTION										
	ACTUAL - AS OF 5/20/2025										
	2019-20	2020-21	2021-22	2022-23	2023-24	2024-25	2025-26	2026-27	2027-28	2028-29	TOTAL
REVENUES											
Property Taxes	\$449,192	\$464,143	\$476,264	\$501,858	\$534,692	\$550,733	\$567,255	\$584,273	\$601,801	\$619,855	\$5,350,067
Other Taxes	\$439	\$153	\$209	\$83	\$82	\$500	\$500	\$500	\$500	\$500	\$3,467
Local Sources	3,450	3,114	3,446	5,586	5,758	5,816	5,874	5,932	5,992	6,052	51,019
TOTAL REVENUES	453,081	467,410	479,920	507,528	540,532	557,049	573,629	590,705	608,293	626,407	5,404,553
EXPENSES											
Roofing Projects	16,600	564,343	98,219	0	0	0	0	0	0	0	\$679,162
Boiler/Chiller Replacement & Repairs	50,763	0	0	71,000	13,950	0	0	0	0	0	\$135,713
Ceiling and Pipe Repairs	0	0	0	24,140	0	0	0	0	0	0	\$24,140
MS Bathroom Construction	0	0	0	0	23,355	31,917	0	0	0	0	\$55,272
Parking Lot/Sidewalk Improvements	95,800	0	0	63,290	282,358	281,680	20,000	0	0	0	\$743,128
Doors/Windows	0	0	0	0	0	0	0	0	0	0	\$0
Flooring Projects	0	0	0	23,698	58,302	5,500	0	0	0	0	\$87,500
Safety / Security Upgrades	234,142	0	130,295	229,167	0	122,703	320,000	0	0	0	\$1,036,306
Athletics	0	0	57,650	0	11,050	45,049	0	0	0	0	\$113,749
Drinking Fountains & Bottle Fillers	0	0	0	0	0	30,000	0	0	0	0	\$30,000
Other Projects - Chromebooks/Tech Investments	0	24,165	0	0	56,631	170,136	139,800	629,000	500,000	0	\$1,519,732
Available Unallocated Funding	0	0	0	0	0	35,000	0	0	0	569,000	\$604,000
Annual General Fund Expenses	0	0	0	0	0	0	0	0	0	0	\$0
TOTAL EXPENSES	397,305	588,508	286,164	411,294	445,646	721,985	479,800	629,000	500,000	569,000	5,028,702
EXCESS REVENUES (EXPENDITURES)	55,776	(121,098)	193,756	96,234	94,886	(164,936)	93,829	(38,295)	108,293	57,407	375,851
BEGINNING FUND BALANCE	(171,706)	(115,930)	(237,028)	(43,272)	52,962	147,848	(17,088)	76,740	38,445	146,738	204,145
ENDING FUND BALANCE	(\$115,930)	(\$237,028)	(\$43,272)	\$52,962	\$147,848	(\$17,088)	\$76,740	\$38,445	\$146,738	\$204,145	