

**TOWN MANAGER'S REPORT**  
**AUGUST 2017**

➤ **Financial Report YTD 2017**

- Unrestricted General Funds Balance \$4,902,704.00; Restricted Funds Balance \$4,374,007.00
- General Revenue \$746,471.00; Budget \$852,541.00; 87.56% of budget
- General Expenses \$217,239.00; Budget \$852,541.00; 25.48% of budget
- Restricted Revenue \$408,490.00; Budget \$519,208.00; 78.68% of budget
- Transfer Tax Expenses \$294,734.00; Budget \$3,107,860.00; 9.48% of budget
- Grants/Other Expenses \$10,338.00; Budget \$48,481.00; 21.32% of budget
- Total Cash Assets \$9,287,147.00; Total Cash Liabilities \$55,402.00
- Closed Certificate of Deposit at M & T Bank in the amount of \$113,112.10 and deposited into the WSFS Transfer Tax Checking Account to utilize for the park.

➤ **Administration**

- I've reached out to Major Sean Moriarty and Captain Rodney Layfield of the Delaware State Police and asked if they would like to come tour the new addition prior to a formal open house. Sean did reply that he would get with Rodney and get some dates together. The Mayor stated he would accompany me on the tour.
- The garage flooring should be installed Sept 18th through the 20<sup>th</sup>.
- We are having some minor flooding in the area of new landscaping in front of the Finance Dept. Eric and I met with Andrew Lyons and he stated that there are connectors underground to connect to the current tubes so the water would run under the parking lot. We will contact Scott Royals who handles our irrigation to complete the job.
- I've attached an Excel Workbook on the Park expenses thus far. I've also included what I know are actual expenses as well as some estimated expenses that Deputy Mayor and I came up with. Once the bids are in on the Community Center, Maintenance Building, and site work, we'll have a clearer picture of total costs.

Attached are the following reports:

1. Crime Mapping for August
2. Code & Building Official's monthly report
3. Park Expenses Excel Workbook

Respectfully submitted,  
Deborah Botchie  
Town Manager