

**City of Saint Paul Financial Analysis**

1 File ID Number: PH 22-361  
 2  
 3 Budget Affected: Operating Budget Fire and Safety Services General Fund  
 4  
 5 Total Amount of Transaction: 56,716.72  
 6  
 7 Funding Source: Other Please Specify Funding Source:  
 8  
 9 Appropriation already included in budget? No  
 10  
 11 Charter Citation: 10.7.1  
 12  
 13

14 Fiscal Analysis

15  
 16 The City of Edina will reimburse the Fire Department for \$56,716.72 for costs associated with the MN Task Force 1 Team equipment  
 17 and training for September - October 2022.  
 18  
 19  
 20  
 21  
 22  
 23  
 24  
 25  
 26  
 27  
 28

29 Detail Accounting Codes:

30  
 31 **GENERAL LEDGER (GL) - ANNUAL BUDGET**

32  
 33 **Spending Changes**

34 (Action Accomplished)

GL Annual Budget					CURRENT		AMENDED
Company	Fund-Dept-Cost Center	Account	Description		BUDGET	CHANGES	BUDGET
1	100-22-210	60175	Overtime		30,126.79	47,729.58	77,856.37
1	100-22-210	61010	Medicare Regular		557,639.23	672.57	558,311.80
1	100-22-210	61135	PERA Fire		6,998,396.23	8,314.57	7,006,710.80
					TOTAL:	56,716.72	

43 **Financing Changes**

44 (Action Accomplished)

GL Annual Budget					CURRENT		AMENDED
Company	Fund-Dept-Cost Center	Account	Description		BUDGET	CHANGES	BUDGET
1	100-22-210	44590	Other Misc Services		59,488.49	56,716.72	116,205.21
					TOTAL:	56,716.72	

51 **ACTIVITY LEDGER (AC) - LIFE TO DATE ACTIVITY BUDGET**

52 Complete this section for Grants, Capital, Capital Bond Proceeds, STAR, TIF, and HRA amendments.

54 **Spending Changes**

55 (Action Accomplished)

Life to Date Activity Budget					CURRENT		AMENDED
Activity Group	Activity	Account Category	Description		BUDGET	CHANGES	BUDGET
		XXXXX	(Item description)				-
		XXXXX	(Item description)				-
					TOTAL:		-

63 **Financing Changes**

64 (Action Accomplished)

Life to Date Activity Budget					CURRENT		AMENDED
Activity Group	Activity	Account Category	Description		BUDGET	CHANGES	BUDGET
		XXXXX	(Item description)				-
		XXXXX	(Item description)				-
					TOTAL:		-