

IN THE MATTER OF TRANSFERRING OF BUDGET SURPLUS OF FORT BEND COUNTY
FOR THE YEAR 2023

On this the 25th day of October 2022/2023, the Commissioners' Court, with the following members being present:

- | | | |
|-----------------------|---|--------------------------|
| KP George | - | County Judge |
| Vincent Morales | - | Commissioner Precinct #1 |
| Grady Prestage | - | Commissioner Precinct #2 |
| Andy Meyers | - | Commissioner Precinct #3 |
| Kenneth R. DeMerchant | - | Commissioner Precinct #4 |

The following proceedings were had, to-writ,

THAT WHEREAS, theretofore, on September 13, 2022, the Court heard and approved the budget for the year 2023 for Fort Bend County; and WHEREAS, on proper application, the Commissioners' Court has transferred an existing budget surplus to a budget of a similar kind and fund. The transfer does not increase the total of the budget.

The following transfers to said budget are hereby authorized:

Department Name: Human Resources Accounting Unit: 100412100

TRANSFER TO:

ACCOUNT NAME	ACCOUNT NUMBER	AMOUNT
HR - Salaries	100412100-61000	\$ 78,182
HR - Payroll Taxes	100412100-62000	\$ 5,981
HR - Retirement	100412100-62100	\$ 10,218
HR - Insurance	100412100-62200	\$ 16,350
HR - WC/Unemp	100412100-62300	\$ 782
HR - Property/Casualty	100412100-65510	\$ 2,189
TOTAL TRANSFERRED TO:		\$ 113,702

TRANSFER FROM:

ACCOUNT NAME	ACCOUNT NUMBER	AMOUNT
Risk Mgmt - Salaries	100410100-61000	\$ 78,182
Risk Mgmt - Payroll Taxes	100410100-62000	\$ 5,981
Risk Mgmt - Retirement	100410100-62100	\$ 10,218
Risk Mgmt - Insurance	100410100-62200	\$ 16,350
Risk Mgmt - WC/Unemp	100412100-62300	\$ 782
Risk Mgmt - Property Casualty	100412100-65510	\$ 2,189
TOTAL TRANSFERRED FROM:		\$ 113,702

EXPLANATION:

Create HR Generalist - Recruiter position in Human Resources by redirecting vacant Risk Management position 4101-0011, Prevailing Wage Project Coordinator.

Department Head: *Shirley A. Ledet* Date: 10/19/2022

*** USE WHOLE DOLLAR AMOUNTS ONLY ***

THE COUNTY OF FORT BEND

BY: KP George, County Judge

<input type="checkbox"/>	GL Transfer
<input type="checkbox"/>	AC Transfer