

VILLAGE WALK SOUTH
Proposed Budget for 2016
NOTES

Description	2016	
INCOME:	ADOPTED BUDGET	
Current Maintenance dues	\$225,522.00	
Increase to fund Reserves etc.		
Subtotal Income	\$225,522.00	projected income \$184.25 per unit per month.
EXPENSES:		or \$552.75 per quarter
ADMINISTRATIVE EXPENSES:		
Auditor/Tax Preparation	\$3,000.00	Includes taxes and yearend review
Corporate Fee	\$70.00	Set fees
Insurance-Pool/Clubhouse/Cm are	\$4,100.00	D&O and commercial liability , property w/wind
Legal Expenses	\$1,000.00	HOA legal issues only
Management Contract	\$22,050.00	Contract amount / year end bonus
Postage/Supplies/Copies	\$1,000.00	Includes copy costs for AGM, COUPON BOOKS
Taxes	\$300.00	Set fee, tax return prep
Total Administrative Expenses	\$31,520.00	
BUILDING OPERATIONS:		
Building Maintenance	\$1,000.00	Minor repairs
Contractor Repairs	\$10,000.00	Larger repairs
Gate Entry Phones	\$0.00	Actual cost
Gate Service & Repairs	\$500.00	new operators installed in November 2015
Cleaning Labor	\$1,800.00	no increase
Deferred Maintenance	\$16,162.00	
Total Building Operations	\$29,462.00	
LANDSCAPE/ROAD MAINTENANCE:		
Landscape	\$39,000.00	\$ 3250 per mo. Lawn
Irrigation	\$9,600.00	\$800 per month irrigation
Wetlands/Recreation Maintenance	\$3,000.00	Actual amount
Landscape Extras	\$5,000.00	
Fertilization	\$11,400.00	\$950 per month fertilization
Fertilization Extras	\$2,000.00	
Irrigation Maintenance	\$3,000.00	
Total Landscape/Road Maint.	\$73,000.00	
RECREATION FACILITIES:		
Pool Maint. Contract/Permits	\$3,600.00	Contract price
Pool/Clubhouse supplies	\$1,000.00	
Total Recreation Facilities	\$4,600.00	
UTILITIES:		
Utilities: Pool/Clubhouse/Cm Are/cl	\$7,500.00	
Utilities: Irrigation Pump	\$1,500.00	
Utilities: Cable / Internet/	\$2,000.00	
Total Utilities Expense	\$11,000.00	
MISCELLANEOUS:		
Contingency	\$0.00	
Uncollectable Dues	\$2,500.00	
Total Miscellaneous Expenses	\$2,500.00	
RESERVE TRANSFERS	\$73,440.00	2% annual increase \$73,440.00
EXPENSES	\$225,522.00	
TOTAL INCOME / EXPENSES	\$225,522.00	