

City of Salem Budget
SUMMARY OF RESOURCES AND REQUIREMENTS

All Funds
FY 2025

Fund No.	Fund Name	Beginning Balance	Revenues	Expenditures	(Use) / Addition	Unappropriated
					Fund Balance	Ending Balance
101	General	\$ 32,436,340	\$ 176,013,760	\$ 189,996,170	\$ (13,982,410)	\$ 18,453,930
155	Transportation Services	7,835,830	19,235,720	20,959,900	(1,724,180)	6,111,650
156	Streetlight	1,187,450	2,014,860	2,488,990	(474,130)	713,320
160	Airport	1,035,590	2,331,100	3,088,520	(757,420)	278,170
165	Community Renewal	45,370	8,084,430	7,991,580	92,850	138,220
170	Downtown Parking	164,490	1,280,570	1,366,060	(85,490)	79,000
175	Cultural and Tourism	4,238,180	5,292,110	7,161,610	(1,869,500)	2,368,680
176	Public Art	74,380	26,700	101,080	(74,380)	-
177	Tourism Promotion Area	-	1,500,000	1,500,000	-	-
180	Leasehold	207,330	628,950	836,280	(207,330)	-
185	Building and Safety	15,726,180	4,450,650	8,292,290	(3,841,640)	11,884,540
190	Traffic Safety	320	-	320	(320)	-
210	General Debt Service	3,440,070	27,408,650	25,752,270	1,656,380	5,096,450
255	Capital Improvements	134,481,390	69,295,260	136,553,990	(67,258,730)	67,222,660
260	Extra Capacity Facilities	40,220,080	15,943,050	34,554,840	(18,611,790)	21,608,290
275	Development District	9,902,640	4,606,630	4,812,480	(205,850)	9,696,790
310	Utility	57,327,300	128,647,380	148,009,380	(19,362,000)	37,965,300
320	Emergency Services	2,632,430	9,065,990	11,698,420	(2,632,430)	-
330	Willamette Valley Comm. Center	1,848,600	15,230,990	16,455,070	(1,224,080)	624,520
335	Police Regional Records System	1,832,090	692,140	649,960	42,180	1,874,270
355	City Services	3,317,070	13,833,440	14,924,710	(1,091,270)	2,225,800
365	Self Insurance Benefits	6,707,430	32,953,920	39,661,350	(6,707,430)	-
366	Self Insurance Risk	3,769,470	8,341,640	12,111,110	(3,769,470)	-
388	Equipment Replacement Reserve	21,462,220	5,616,080	27,078,300	(21,462,220)	-
400	Trust	20,471,830	3,697,020	12,105,890	(8,408,870)	12,062,960
Total		\$ 370,364,080	\$ 556,191,040	\$ 728,150,570	\$ (171,959,530)	\$ 198,404,550