

CITY OF SUGAR HILL
REVENUE/EXPENSE REPORT SUMMARY

MAYOR & COUNCIL	2026 BUDGETED REVENUES	JANUARY REVENUES	REVENUES YTD	2026 BUDGETED EXPENSES	JANUARY EXPENSES	EXPENSES YTD
GENERAL FUND						
MAYOR & COUNCIL				\$ 112,662	\$ 2,894	\$ 2,894
ELECTIONS				\$ 4,000	\$ -	\$ -
ADMINISTRATIVE		\$ 356,196	\$ 356,196	\$ 5,486,455	\$ 130,182	\$ 130,182
INFORMATION TECHNOLOGY				\$ 393,120	\$ 21,913	\$ 21,913
FACILITIES				\$ 1,495,570	\$ 94,097	\$ 94,097
MARKETING & COMM				\$ 389,370	\$ 30,789	\$ 30,789
PUBLIC SAFETY				\$ 1,263,830	\$ 102,736	\$ 102,736
STREET				\$ 2,168,600	\$ 164,181	\$ 164,181
LANDFILL				\$ 75,000	\$ -	\$ -
CEMETERY		\$ 3,878	\$ 3,878	\$ 71,160	\$ 2,796	\$ 2,796
RECREATION		\$ 34,830	\$ 34,830	\$ 2,269,780	\$ 172,759	\$ 172,759
CULTURAL RESOURCES				\$ 79,000	\$ 3,086	\$ 3,086
EAGLE THEATRE	Theatre/Event	\$ 16,890	\$ 16,890	\$ 897,100	\$ 62,855	\$ 62,855
BOWL/PLAZA EVENTS	Revenue Combined			\$ 1,269,350	\$ 16,112	\$ 16,112
PLANNING & DEV		\$ 23,900	\$ 23,900	\$ 1,488,820	\$ 82,390	\$ 82,390
ECONOMIC DEVELOPMENT				\$ 187,585	\$ 38,283	\$ 38,283
TOTALS	\$ 17,651,402	\$ 435,693	\$ 435,693	\$ 17,651,402	\$ 925,072	\$ 925,072
CAPITAL IMPRVMT PROJECTS	\$ 14,125,040	\$ -	\$ -	\$ 14,125,040	\$ 185,108	\$ 185,108
GAS	\$ 10,695,350	\$ 1,520,071	\$ 1,520,071	\$ 10,695,350	\$ 1,254,661	\$ 1,254,661
GOLF	\$ 2,121,905	\$ 61,879	\$ 61,879	\$ 2,121,905	\$ 86,701	\$ 86,701
STORMWATER	\$ 1,091,000	\$ 20,302	\$ 20,302	\$ 1,091,000	\$ 66,053	\$ 66,053
MUNICIPAL COURT	\$ 41,750	\$ 500	\$ 500	\$ 41,750	\$ 260	\$ 260
DDA OPERATIONS	\$ 154,824	\$ -	\$ -	\$ 154,824	\$ 427	\$ 427
DDA CONSTR PROJ/DEBT SVC	\$ 3,769,305	\$ -	\$ -	\$ 3,769,305	\$ 12,934	\$ 12,934
DDA MIXED USE:E CENTER/LYRIC	\$ 1,933,750	\$ 80,340	\$ 80,340	\$ 1,933,750	\$ 29,258	\$ 29,258
RIVERLAND DEV AUTH	\$ 60,000	\$ -	\$ -	\$ 60,000	\$ -	\$ -
GRAND TOTALS	\$ 51,644,326	\$ 2,118,785	\$ 2,118,785	\$ 51,644,326	\$ 2,560,475	\$ 2,560,475

	JAN 2026	YTD 2026	
NET REV/EXP BALANCE *	\$ (428,755)	\$ (428,755)	* E Center Construction/Debt Svc not included