



Florida Senate - 2022

SPB2500

<u>Committee</u>	<u>Amendment</u>
ACJ	51

The Committee on Appropriations (**Perry**) recommended the following amendment:

Section:	<u>EXPLANATION:</u>
On Page: 000	Provides \$250,000 in nonrecurring general revenue funds for the City of Belle Isle Emergency Operations Center (Senate Form 1344).
Spec App:	Reduces \$250,000 in nonrecurring general revenue funds from the Maintenance and Repair - State Owned Buildings appropriation category within the Department of Juvenile Justice.

<u>NET IMPACT ON:</u>	<u>Total Funds</u>	<u>General Revenue</u>	<u>Trust Funds</u>
Recurring -	0	0	0
Non-Recurring -	0	0	0

Positions & Amount	Positions & Amount
DELETE	INSERT

In Section On Page 000

JUVENILE JUSTICE, DEPARTMENT OF
Program: Juvenile Detention Program
Detention Centers 80400100

1117A In Section 04 On Page 194
 Fixed Capital Outlay 080410
 Department Of Juvenile Justice
 Maintenance And Repair - State Owned
 Buildings IOEJ

1000	General Revenue Fund	3,202,538	2,952,538
	CA -250,000 FSI1NR -250,000		

LAW ENFORCEMENT, DEPARTMENT OF
Program: Investigations And Forensic
Science Program
Investigative Services 71600200

1248 In Section 04 On Page 206
 Special Categories 102009

Grants And Aids - Special Projects

IOEB

1000	General Revenue Fund	19,082,698	19,332,698
	CA 250,000 FSI1NR 250,000		

Following Specific Appropriation 1248, DELETE:

From the funds in Specific Appropriation 1248, \$3,834,911 in nonrecurring funds from the General Revenue Fund is provided for the following projects:

AND INSERT:

From the funds in Specific Appropriation 1248, \$4,084,911 in nonrecurring funds from the General Revenue Fund is provided for the following projects:

City of Belle Isle Emergency Operations Center/Public Safety Facility

(Senate Form 1344).....\$250,000

Line item amendments are accepted as part of the amendatory process. However, due to the necessity of using computerized systems this may entail a different placement within a budget entity or the renumbering of the specific appropriation items.
