

City of Cottleville, Missouri							
Subject to Change; Unaudited Statement of Receipts, Disbursements & Indebtedness							
July -December 2025							
		Special	Capital Projects	Solid Waste	Parks, Rec		
	General	Revenue	& Debt Service	Hauling	Storm Water	Cash	
	Fund	Fund	Fund	Fund	Fund	Escrows	Total
Revenues:							
Taxes & Franchise Fees	\$1,849,055		\$386,738		\$399,899		\$2,635,692
Licenses & Fees	\$21,410						\$21,410
Permits & Fees	\$204,660						\$204,660
Court Fines & Fees	\$198,485						\$198,485
Grants & Partnerships	\$7,265						\$7,265
Service Billing Receivable				\$456,209			\$456,209
Recreation Income & User Fees					\$16,316		\$16,316
Escrows						\$500	\$500
Sale of City Property and Easements			\$7,000				\$7,000
Other (Includes Interest)	\$95,465	\$239	\$18,404	\$2,240	\$19,113	\$337	\$135,798
Interfund Transfer from General Fund	\$127,649	\$391,700					\$519,349
Intergovernmental (CID Loan Pmt)	\$114,000						\$114,000
Total Revenues	\$2,617,989	\$391,939	\$412,143	\$458,449	\$435,328	\$837	\$4,316,685
Expenditures:							
Personnel, Taxes, Services & Benefits	\$1,308,244						\$1,308,244
Contracted & Professional Services	\$426,541			\$418,903	\$21,608		\$867,052
Operating & Maintenance Repair Expenses	\$197,422			\$18,940	\$48,575		\$264,937
Improvement Projects					\$6,707		\$6,707
Equipment Purchases			\$163,479		\$3,246		\$166,725
Roadway Improvement Projects		\$285,529					\$285,529
Loan Payment		\$96,870	\$419,779				\$516,649
Escrow Release						\$8,670	\$8,670
Interfund Transfers to Special or General Revenue Fund	\$391,700			\$43,950	\$83,699		\$519,349
Total Expenditures	\$2,323,907	\$382,399	\$583,258	\$481,793	\$163,835	\$8,670	\$3,943,862
Indebtedness							
Missouri Transportation Finance Corporation	\$94,443	Highway N Reconstruction Project					
DCM Land	\$133,378	Highway N Reconstruction Entrances					
First State Bank (2020 Refinanced Certificates of Participation)	\$4,040,000	City Hall/PD					
City Loans							
Old Town Community Improvement District Balance	\$439,002	City In fracture: streets, sidewalks, lights etc					