

GL NUMBER	DESCRIPTION	FY 25-26
		Estimated Budget
Dept 301.000 - PUBLIC SAFETY		
Expenditure		
101-301.000-701.000	SALARIES FULL-TIME	1,065,000.00
101-301.000-702.000	SALARIES PART-TIME	50,000.00
101-301.000-703.000	EMPLOYEE TAXES & BENEFITS	600,000.00
101-301.000-704.000	SALARIES-OVERTIME	42,500.00
101-301.000-708.000	PROPERTY & LIABILITY INSURANC	28,000.00
101-301.000-709.000	UNFUNDED PENSION LIABILITY	
101-301.000-710.000	UNEMPLOYMENT INSURANCE	100.00
101-301.000-712.000	WORKER'S COMP INSURANCE	10,000.00
101-301.000-726.000	OFFICE SUPPLIES	7,500.00
101-301.000-726.001	SUPPLIES - COVID 19	
101-301.000-727.000	ROAD SUPPLIES	2,500.00
101-301.000-728.000	EVIDENCE SUPPLIES	1,000.00
101-301.000-729.000	OFFICE MACHINE MAINTENANCE	15,000.00
101-301.000-731.000	PUBLICATIONS/DOCUMENT REDUCIN	500.00
101-301.000-732.000	CODE ENFORCEMENT	
101-301.000-802.000	TAX TRIBUNAL RETURNS	
101-301.000-803.000	MEMBERSHIPS & MEETINGS	6,250.00
101-301.000-820.000	SOUTHFIELD SAFETY PROJECT	
101-301.000-821.000	POLICE RESERVES	500.00
101-301.000-822.000	TRAINING	17,500.00
101-301.000-823.000	FIREARMS TRAINING	9,000.00
101-301.000-824.000	CRIME PREVENTION	
101-301.000-825.000	ANIMAL CONTROL	200.00
101-301.000-826.000	COMMUNITY POLICING	1,100.00
101-301.000-827.000	302 TRAINING FUNDS EXPENDITURES	2,000.00
101-301.000-828.000	FIRE SERVICE/DISPATCH CONTRACT	822,000.00
101-301.000-829.000	POLICE UNIFORMS & CLEANING	17,000.00
101-301.000-831.000	COUNTY CLEMIS BLLING	
101-301.000-833.000	PUBLICATIONS/DOCUMENTS	
101-301.000-834.000	OFFICE MACHINE MAINTENANCE	
101-301.000-835.000	MOTORCYCLE LEASE	
101-301.000-836.000	PRISONER LOCKUP	3,000.00
101-301.000-837.000	STATE OF MI LEIN USE	
101-301.000-838.000	POLICE FORFEITURES	
101-301.000-848.001	TECHNOLOGY	30,000.00
101-301.000-850.000	TELEPHONE EXPENDITURES	11,000.00
101-301.000-851.000	RADIO COMMUNICATIONS	13,500.00
101-301.000-860.000	VEHICLE EXPENSE	50,000.00
101-301.000-955.000	MISCELLANEOUS EXPENDITURES	
101-301.000-970.000	CAPITAL EXPENDITURE	90,000.00
TOTAL EXPENDITURE		2,895,150.00