

**TOWN OF MERTON  
NOTICE OF 2025 BUDGET HEARING**

The Town Board of the Town of Merton will hold a public hearing on the proposed 2025 budget at the Merton Town Hall on Monday, November 11, 2024 at 6:30 pm. A detailed copy of the proposed 2025 budget is available at the Town Hall during regular office hours. The following is a summary of the proposed 2025 budget.

**2024 & 2025 BUDGET - GENERAL FUND**

	<b>2024 ORIGINAL BUDGET</b>	<b>2025 PROPOSED BUDGET</b>	<b>% CHANGE</b>
<i>REVENUES:</i>			
Taxes:			
Property	\$ 1,594,234	\$ 1,642,497	3.03%
Other	4,209	3,350	
Intergovernmental	797,463	820,619	
Licenses and Permits	249,115	247,515	
Fines and Forfeitures	28,100	28,000	
Public Charges for Services	2,188,538	2,531,323	
Miscellaneous Revenue	25,629	23,760	
Investment Income	60,000	80,000	
Other Financing Sources	<u>1,577,570</u>	<u>2,067,672</u>	
<b>TOTAL REVENUES</b>	<b><u>\$ 6,524,858</u></b>	<b><u>\$ 7,444,736</u></b>	<b>14.10%</b>
<i>EXPENDITURES:</i>			
General Government	\$ 602,441	\$ 689,585	
Public Safety	1,898,288	2,210,751	
Health and Sanitation	1,020,428	1,078,594	
Public Works	1,541,631	1,585,721	
Parks and Recreation	4,000	4,900	
Capital Outlay	1,456,070	1,872,685	
Debt Service	<u>2,000</u>	<u>2,500</u>	
<b>TOTAL EXPENDITURES</b>	<b><u>\$ 6,524,858</u></b>	<b><u>\$ 7,444,736</u></b>	<b>14.10%</b>

**FUND BALANCES AND 2025 PROPOSED TAX LEVY - ALL FUNDS**

	<b>AUDITED FUND BALANCES 12/31/23</b>	<b>REVENUES</b>	<b>EXPENDITURES</b>	<b>PROJECTED FUND BALANCES 12/31/24</b>	<b>2025 Proposed Tax Levy</b>
GENERAL FUND	\$ 2,503,293	\$ 6,289,094	\$ 6,181,589	\$ 2,610,798	\$ 1,642,497
TOWN HALL LIBRARY	94,831	735,431	693,537	136,725	559,068
AMERICAN RESCUE PLAN GRANT FUND	-	335,264	335,264	-	-
DEBT SERVICE	55	764,042	764,042	55	725,582
PARK IMPROVEMENT	110,723	12,508	33,621	89,610	-
LAND ACQUISITION	<u>36,689</u>	<u>1,954</u>	<u>-</u>	<u>38,643</u>	<u>-</u>
<b>TOTAL</b>	<b><u>\$ 2,745,591</u></b>	<b><u>\$ 8,138,293</u></b>	<b><u>\$ 8,008,053</u></b>	<b><u>\$ 2,875,831</u></b>	<b><u>\$ 2,927,147</u></b>