

**FUND FOR A HEALTHY MAINE (FHM) STATUS**  
**Budgeted Amounts through the 125th Legislature, 1st Special Session <sup>1</sup>**

	<b>FY 12</b>	<b>FY 13</b>
<b><u>FHM RESOURCES:</u></b>		
Revenue:		
December 2010 Base Revenue Estimate	\$53,459,128	\$54,592,171
May 2011 Revenue Revision	\$2,336	(\$238,344)
2012-2013 Biennial Budget (LD 1043, PL 2011, c. 380)	\$161,786	(\$685,895)
Subtotal - Revenue	<u>\$53,623,250</u>	<u>\$53,667,932</u>
<b>Total FHM Resources</b>	<b>\$53,623,250</b>	<b>\$53,667,932</b>
<b><u>FHM ALLOCATIONS AND OTHER USES: <sup>2</sup></u></b>		
<u>Transfers</u>		
2012-2013 Biennial Budget (LD 1043, PL 2011, c. 380)	\$1,375,000	\$3,240,000
Subtotal - Transfers	<u>\$1,375,000</u>	<u>\$3,240,000</u>
<u>Allocations</u>		
Governor's Proposed Baseline Budget	\$58,928,332	\$58,997,258
2012-2013 Biennial Budget (LD 1043, PL 2011, c. 380) - Adjustments	(\$8,572,316)	(\$8,570,771)
	<u>\$50,356,016</u>	<u>\$50,426,487</u>
<b>Total Allocations and Other Uses</b>	<b>\$51,731,016</b>	<b>\$53,666,487</b>
<b>Net Change (Resources minus Allocations and Other Uses)</b>	<b>\$1,892,234</b>	<b>\$1,445</b>
<b>BEGINNING BALANCE <sup>3</sup></b>	<b>\$967,645</b>	<b>\$2,859,879</b>
<b>NET CHANGE (FROM ABOVE)</b>	<b>\$1,892,234</b>	<b>\$1,445</b>
<b>ENDING BALANCE</b>	<b>\$2,859,879</b>	<b>\$2,861,324</b>

## NOTES:

<sup>1</sup> Reflects all budgeted revenue, transfers and allocations through the close of the 1st Special Session of the 125th Legislature, including revenue variances and accounting adjustments at the close of FY 11.

<sup>2</sup> For the purposes of this summary, transfers out are treated as an expenditure/use and are positive amounts, while transfers in are negative amounts.

<sup>3</sup> PL 2011 c. 1, Part G allowed the State Controller to transfer up to \$3,500,000 in FY 11 from Other Special Revenue Funds to the Fund for a Healthy Maine to help meet obligations of the Fund for a Healthy Maine for FY 11. As a result of program balances and closing adjustments for FY 11 this transfer was not needed.