Total Cash and Bond Proceeds (1)	2,326,440,619
Beginning Highway Fund (10)	861,780,996
Beginning Highway Trust Fund	701,456,839
Beginning Reserved Cash Balance	763,202,784
Add Receipts	143,295,412
Less Disbursements:	
Payroll (2)	29,713,006
Debt Service (3)	23), 13,000
STI Construction	47,298,756
Operations (4)	13,793,313
Map Act Claims/Settlements	13,686,933
State Aid Payments (5)	
Disaster Related Costs	4,291,097
Modal (6)	3,513,742
Other (7)	26,398,576
Reserved Cash:	
GARVEE/Federal Repayment Reserve (8)	_
Transportation Emergency Reserve	64,000,000
Trustee Accounts:	0 1,000,000
Unexpended Build NC Bond Proceeds	419,738,721
Unexpended GARVEE Bond Proceeds	265,146,851
Energy Savings-Roadway Lighting (9)	789,344
Unreserved Cash Balance Total	
Ending Combined Cash Balance	1,581,356,068
Ending Highway Fund (10)	891,753,556
Ending Highway Trust Fund	689,602,512
Litaling inglivery inductional	000,002,012
Statutory Cash Minimum Floor (11)	267,322,500
Statutory Cash Target -15% (12)	534,645,000
Statutory Cash Target - 20% (12)	712,860,000

- (1) Balance includes Highway Fund and Highway Trust Fund cash available plus Reserved Cash held by Trustee and not available to spend at this time.
- (2) Includes permanent and some temporary employees; disbursed every other week.
- (3) Monthly advanced payments to Trustee per Build NC Bond Official Statement. Also includes GARVEE and General Obligation Bond Debt Service payments.
- (4) Highway maintenance and small construction
- (5) Powell Bill payments to municipalities; disbursed twice per year- G.S. 136-41.1
- (6) Program funds for Ferry, Public Transportation, Aviation and Rail
- (7) Administration, transfers to other agencies, Governor's Highway Safety Program, facilities, etc.
- (8) One year of debt service
- (9) 2017 bonds for installation of energy efficient lighting along roadways.
- (10) Consistent with historical reporting practices, Highway Fund cash balance amount includes \$45.4 million of cash-in-transit
- (11) G.S. 143C-6-11(f)
- (12) G.S. 143C-6-11(k)(1)