

**2016 Legislature - Operating Budget
Transaction Compare - Senate Structure
Between 17GovAmd and SenateSub**

Numbers Differences Agencies: DM&VA

Agency: Department of Military and Veterans' Affairs

	Column	Trans Type	Total Expenditure	Personal Services	Travel	Services	Commodities	Capital Outlay	Grants	Misc	PFT	PPT	TMP
Military and Veterans' Affairs													
Office of the Commissioner													
Rural Engagement - Increased Role of the Alaska State Defense Force	17GovAmd	Inc	1,300.0	0.0	0.0	1,300.0	0.0	0.0	0.0	0.0	0	0	0
1004 Gen Fund (UGF)			1,300.0										
Assistance for Enhancing Military, Community and Legislative Partnerships	17GovAmd	Inc	120.0	0.0	0.0	120.0	0.0	0.0	0.0	0.0	0	0	0
1004 Gen Fund (UGF)			120.0										
Assistance for Enhancing Military, Community and Legislative Partnerships	SenateSub	IncOTI	120.0	0.0	0.0	120.0	0.0	0.0	0.0	0.0	0	0	0
1004 Gen Fund (UGF)			120.0										
Delete vacant PCN 09-0139 Accounting Clerk	SenateSub	Dec	-63.9	-63.9	0.0	0.0	0.0	0.0	0.0	0.0	-1	0	0
1002 Fed Rcpts (Fed)			-34.7										
1007 I/A Rcpts (Other)			-28.4										
1061 CIP Rcpts (Other)			-0.8										
* Allocation Difference *			-1,363.9	-63.9	0.0	-1,300.0	0.0	0.0	0.0	0.0	-1	0	0
National Guard Military Headquarters													
Delete vacant PCN 09-0377 Information Officer III	SenateSub	Dec	-130.4	-130.4	0.0	0.0	0.0	0.0	0.0	0.0	-1	0	0
1004 Gen Fund (UGF)			-130.4										
* Allocation Difference *			-130.4	-130.4	0.0	0.0	0.0	0.0	0.0	0.0	-1	0	0
** Appropriation Difference **			-1,494.3	-194.3	0.0	-1,300.0	0.0	0.0	0.0	0.0	-2	0	0
*** Agency Difference ***			-1,494.3	-194.3	0.0	-1,300.0	0.0	0.0	0.0	0.0	-2	0	0
**** All Agencies Difference ****			-1,494.3	-194.3	0.0	-1,300.0	0.0	0.0	0.0	0.0	-2	0	0

Column Definitions

17GovAmd (FY17 Governor Amended) - FY17 Governor's Amended Budget (Includes Governor's Dec 15th budget and the Governor's Amendments submitted on the 30th day).

SenateSub (Senate Subcommittee) - The version of the FY17 operating budget adopted by the Senate Finance Subcommittees.