

Cash Watch Weekly Report

Week of November 6 - 12

Total Cash and Bond Proceeds (1)	1,169,123,899
Beginning Highway Fund (10)	420,370,834
Beginning Highway Trust Fund	309,992,755
Beginning Reserved Cash Balance	438,760,310
 Add Receipts	 846,377,803
 Less Disbursements:	
Payroll (2)	29,586,255
Debt Service (3)	12,250,000
STI Construction	39,420,938
Operations (4)	5,607,605
Map Act Claims/Settlements	2,149,094
State Aid Payments (5)	
Disaster Related Costs	863,072
Modal (6)	3,952,566
Other (7)	9,444,652
 Reserved Cash:	
GARVEE/Federal Repayment Reserve (8)	-
Transportation Emergency Reserve	64,000,000
Trustee Accounts:	
Unexpended Build NC Bond Proceeds	782,028,519
Unexpended GARVEE Bond Proceeds	370,844,547
Energy Savings-Roadway Lighting (9)	3,611,872
 Unreserved Cash Balance Total	
Ending Combined Cash Balance	691,767,082
Ending Highway Fund (10)	403,030,297
Ending Highway Trust Fund	288,736,784
 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 \$42.5 million of cash-in-transit
- (11) G.S. 143C-6-11(f)
- (12) G.S. 143C-6-11(k)(1)