



# NON-CAPITAL ITEM BUDGET FORM

**Approval Status**

Approved

**Submitted by:**

Leslie Gahagan

**Date**

Friday, May 15, 2026

**Department**

Nature Parks

**Email**

lgahagan@cityoffoley.org

**Request the following budget impact:**

Increase Budget by APPROPRIATING Funds

**Budget transfer from to Department**

**Email of the Director over the department budget is being transferred from:**

lgahagan@cityoffoley.org

**Budget Category appropriating funds to:**

Operational Budget

**Budget Appropriation Detail:**







Amount of Funds	Account Number	Account Name
30000	10050906163	Signs Nature Parks

**Explanation for budget increase/transfer:**

In the FY26 capital projects plan, Nature Parks planned an Interpretive Trail Signage project for \$35,000. This should have been budgeted as an operational expense in the signage account instead of a capital project. After getting estimates from the signage company, to design, produce and ship signs for each Graham Creek Nature Preserve trail the price is approximately \$30,000.

**Approval Activity History**

Actor	Actions	Date
 mthompson@cityoffoley.org	Approve <i>Michael Thompson</i>	Friday, May 15, 2026

Actor	Actions	Date
 Notification	Approve & Sign request sent to group approval: <b>Require response from one person</b> <b>To:</b> wtrawick@cityoffoley.org, trawickb@gulftel.com, wtrawick@trawickb.com	Friday, May 15, 2026
 wtrawick@trawickb.com	<div data-bbox="586 568 738 636" style="border: 1px solid #ccc; background-color: #e0f2f1; padding: 2px; display: inline-block; margin-bottom: 5px;">Approve</div>  wtrawick@trawickb.com's signature  Approve & Sign	Friday, May 15, 2026
 Group Approval	<div data-bbox="586 864 738 931" style="border: 1px solid #ccc; background-color: #e0f2f1; padding: 2px; display: inline-block;">Approve</div>	Friday, May 15, 2026
 Notification	Email sent. (Your request has been approved.) lgahagan@cityoffoley.org	Friday, May 15, 2026