MANUAL OF PROCEDURE

PROCEDURE NUMBER:	3093	PAGE 1 of 2
PROCEDURE TITLE:	Processing and Reporting of Federal and Other Exte Grant Expenditures	ernally Funded
STATUTORY REFERENCE:	FLORIDA STATUTE 1001.65	
BASED ON POLICY:	III-l College Business Affairs	
EFFECTIVE DATE:	January 22, 1971	
LAST REVISION DATE:	October 11, 2005	
LAST REVIEW DATE:	October 11, 2005	

I. PURPOSE

To provide basic guidelines for the orderly processing and reporting of personnel and non-personnel expenditures on approved Federal and other externally funded grant projects.

II. PROCEDURE

- A. Approved Federal and other externally funded grant projects will be assigned unique separate accounts in the applicable fund.
- B. Proper grant expenditures will be charged to the assigned account.
- C. Full-time personnel and part-time personnel whose total salary is budgeted in the grant account will be appointed to that account upon completion of a Request for Personnel Action (RPA).
- D. All full-time and part-time personnel whose salary is budgeted in the Unrestricted –Current Funds (Fund 1), but devoted part of their time to a Federal and/or externally funded grant shall be paid from Fund 1. To maintain adequate records for internal control purposes, the Project Director must submit a memorandum request to the Special Accounts Management Department for transferring of the personnel expenditures from the Fund 1 account to the appropriate Restricted-Current Fund account (Fund 2). Documentation to support time devoted to the grant must be provided with the memorandum.
- E. Grant related non-personnel expenditures (i.e., office supplies, postage, communication, etc.), in certain instances, are initially expended from a Fund 1 account. The Project Director

must submit a memorandum request to the Special Accounts Management Department for transferring of these expenditures from the Fund 1 account to the appropriate Fund 2 account when funds are available. Documentation to support expenditures must be provided with the memorandum.

10/11/05 PRESIDENT DATE