



Add object code data

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Add object code data

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Add budget details allocated by object class for a specified year and grant ID. Amounts can be added until the original budget is saved. If you need to make changes after the original budget is saved, a budget request revision is required.

Maintenance > Member Grants

Year: Grant ID:

GRANT MAINTENANCE **OBJECT MAINTENANCE**

Year: 2021 Grant ID: EEGRID81 Member: 654321 : ASCENDER ACADEMY

Object	Total Award	Reimbursements	Pending Reimbursements	Eligible Remaining	Matching Funds	Over Expend %
61XX	<input type="text" value="5,000.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0%"/>
62XX	<input type="text" value="5,000.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0%"/>
63XX	<input type="text" value="500.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0%"/>
64XX	<input type="text" value="500.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0%"/>
65XX	<input type="text" value="500.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0%"/>
66XX	<input type="text" value="5,000.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0%"/>
Total:	16,500.00	0.00	0.00	0.00	0.00	

Field	Description
Year	Type a four-digit grant year.
Grant ID	<p>Begin typing a grant ID or description. As you type the data, a drop-down list of corresponding data is displayed. Select a grant ID. If the grant ID or description is not known, click to select a grant ID from the Grant IDs lookup or press the SPACEBAR to view a list of grant IDs.</p> <p>The grant ID list in the autosuggest and the Grant IDs lookup is based on the Year field. For example, if you type 2020 in the Year field and tab to the Grant ID field, only active 2020 grant IDs are displayed.</p>

☐ Click **Retrieve**. The grant record is displayed.

If the grant information is not known, click [Directory](#) to perform a search of all grants.

Notes:

- If you retrieved an existing record, only the **Over Expend %** field can be edited. All other fields are display-only.
- If you are adding a new record, only the **Total Award** and **Over Expend %** fields can be edited. All other fields are display-only.

The **Year**, **Grant ID**, and **Member** fields are populated for the selected **Grant ID**. Or, if adding a new record, only the **Year** field is populated.

Object	A list of the six predefined object classes for each year and grant ID is displayed: 61XX, 62XX, 63XX, 64XX, 65XX, and 66XX.
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☐ Complete the applicable fields for each object class:

Total Award	Type the total award amount (original amount of the award plus or minus any approved (posted) budget revisions).
Reimbursements	Displays the reimbursement amounts that have been paid.
Pending Reimbursements	Displays the pending reimbursement amounts that have been approved but not paid.
Eligible Remaining	Displays the eligible remaining amount of the award (calculated Total Award - Reimbursements and Pending Reimbursements = Eligible Remaining) is displayed.
Matching Funds	Displays the total amount of matching funds.
Over Expend %	<p>Type the maximum percentage allowed for expenditures over the originally indicated amount of the grant. Valid values are 0-999%.</p> <p>Over Expend Notes: If changes are made to a reimbursement request (amounts are moved between object classes), the amount must be less than the over expenditure limit. Use the following calculation to find the over expenditure limit for an object class: $\text{Over Expenditure limit} = (\text{Total Budget} * (1 + \text{Overexpend \%})) - (\text{Reimbursement} + \text{Pending Reimbursement})$</p> <p>Example: The Total Award for an object class is 5000, the Over Expend % is set to 10%, the Reimbursement amount is 400 and the Pending Reimbursement is 0. The calculation is: 5100 = $(5000 * (1 + 10\%)) - (400 + 0)$ In this example, the Reimbursement Request cannot exceed 5100. If any of the transaction's object class Reimbursement Requests are greater than the Over Expenditure limit, a budget revision is needed.</p>

☐ Click **Save**. The changes made on this tab and the Grant Maintenance tab are saved. The total award amount for all object classes is posted as the opening (original) entry for the grant ID under **Transactions** on the Grant Maintenance tab.

Maintenance > Member Grants Grants And

Year: Grant ID:

GRANT MAINTENANCE **OBJECT MAINTENANCE**

Year: Grant ID:

Member: Status:

Grant Type:

Expense Account:

Dates
 Begin Date:
 End Date:

Reserve
 Reserved Percent:
 Reserved Amount:

Final Report
 Due Date:
 Processed Indicator: ☐

Summary

Total Award:	16,500.00	Reimbursements:	0.00	Pending Reimbursements:	0.00
Eligible Remaining:	16,500.00	Matching Funds:	0.00		

Transactions

Cancel	Trans	Detail	Doc	Date	Type	Status	Budget Amount	Reimbursement Amount	Check Nbr	Payment Date	Final Report
				10-19-2021	Original	Posted	16,500.00	0.00			<input type="checkbox"/>



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