



SAFMC Citizen Science Program Action Team Product

OPERATIONAL BUDGET - TIER 1 - DRAFT (Items needed to support the Program)

	Yr 1	TOTAL:
A. SALARIES AND WAGES:		
1. Program Manager		
B. FRINGE BENEFITS:		
C. PERMANENT EQUIPMENT:		
1. Computer		
2. Item		
D. EXPENDABLE SUPPLIES AND EQUIPMENT:		
1. Printing		
2. Mailing		
E. TRAVEL:		
1. Domestic		
2. International		
F. OTHER COSTS:		
1. Item		
2. Item		
3. Item		
G. OVERHEAD (% of budget)		

OPERATIONAL BUDGET - TIER 2 - DRAFT (Items needed to support the Program)

	Yr 2	Yr 3	TOTAL:
A. SALARIES AND WAGES:			
1. Program Manager			
B. FRINGE BENEFITS:			
C. PERMANENT EQUIPMENT:			
1. Item			
2. Item			
D. EXPENDABLE SUPPLIES AND EQUIPMENT:			
1. Printing			
2. Mailing			
3. Hotel/Meeting Space Rental			
<i>(program outreach/promotion and meetings of Program Advisory Board)</i>			
E. TRAVEL:			
1. Domestic			
<i>a. Program Outreach presentations</i>			
2. International			
F. OTHER COSTS:			
1. Item			
2. Item			
3. Item			
G. OVERHEAD (% of budget)			



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PROGRAM BUDGET - TIER 1 - DRAFT (Items needed to support the Program)		
	Yr 1	TOTAL:
A. PROJECT SUPPORT		
1. Pilot project - scamp discards		
a. Design (A-Team input)		
b. Implementation		
c. Evaluation (A-Team input)		
B. PERMANENT EQUIPMENT:		
1. Mobile application		
2. Item		
D. EXPENDABLE SUPPLIES AND EQUIPMENT:		
1. Printing (Outreach/training materials)		
2. Mailing		
3. Fish Rulers/Measuring boards		
4. Swag/Rewards for participants		
E. TRAVEL:		
1. Domestic		
a. Training/Outreach workshops		
b. Results workshops		
2. International		
F. OTHER COSTS:		
1. Harbor Light Software (app development)		
2. Database management (ACCSP)		
3. Item		
G. OVERHEAD (% of budget)		

PROGRAM BUDGET - TIER 2 - DRAFT (Items needed to support the Program)			
	Yr 2	Yr 3	TOTAL:
A. SALARIES AND WAGES			
1. Volunteer Manager			
2. Database Manager			
3. Other personnel (part-time)			
B. FRINGE BENEFITS:			
C. PROJECT SUPPORT			
1. Project 1			
a. Design (A-Team input)			
b. Implementation			
c. Evaluation (A-Team input)			
2. Project 2			
a. Design (A-Team input)			
b. Implementation			
c. Evaluation (A-Team input)			
D. PERMANENT EQUIPMENT:			
1. Tablets			
2. Environmental Sensors			
3. Data collection tools for participants			
E. EXPENDABLE SUPPLIES AND EQUIPMENT:			
1. Printing (Outreach/training materials)			
2. Mailing			
3. Swag/Rewards for participants			
F. TRAVEL:			
1. Domestic			
a. Training/Outreach workshops			
b. Results workshops			
c. Professional conferences			
2. International			
G. OTHER COSTS:			
1. App contracts			
2. Database management			
3. Item			
H. OVERHEAD (% of budget)			