QUARTERLY PERFORMANCE PROGRESS REPORT FOR SUSTAINABLE BROADBAND ADOPTION

General Information

1. Federal Agency and Organizational Element to Which Report is Submitted	2. Award Identification Number	3. DUNS Number
Department of Commerce, National Telecommunications and Information Administration	**47-43-B10542**	**859149820**

4. Recipient Organization

Connected Tennessee, LLC 618 Church ST STE 305, Nashville, TN 372192437

5. Current Reporting Period End Date (MM/DD/YYYY)	6. Is this the last Report of the Award Period?
06-30-2012	○ Yes ◉ No

7. Certification: I certify to the best of my knowledge and belief that this report is correct and complete for performance of activities for the purposes set forth in the award documents.

7a. Typed or Printed Name and Title of Certifying Official	7c. Telephone (area code, number and extension)
Bernie Bogle	
	7d. Email Address
	bbogle@connectednation.org

7b. Signature of Certifying Official	7e. Date Report Submitted (MM/DD/YYYY):
Submitted Electronically	07-27-2012

Project Indicators (This Quarter)

1. Please describe significant project accomplishments completed during this quarter (600 words or less).

Connected Tennessee (CTN) held project planning meetings with all project staff, who continue to work closely with program partners. In an effort to answer questions and ensure compliance of the program, program staff completed at least 6 site visits to Boys and Girls Clubs throughout Tennessee. All units are utilizing the computers for club members school assignments as well as skill building in areas of interest to each child. To date, Connected Tennessee has distributed 2,178 computers to Boys and Girls Clubs in the state as well as to foster youth statewide. In mid-May, CTN presented more than 150 foster children across East Tennessee with new computers through the Computers 4 Kids program at two separate awards ceremonies in the Knoxville region. The first event was held at the Knox County Department of Childrens Services office and featured special comments from Knox County Juvenile Court Judge Tim Irwin. One of the youth awarded a computer received a scholarship from Southern Adventist University and will be majoring in chemistry this fall with plans on going to medical school. The second event was held at Smokies Stadium in Kodak and honored youth from Blount, Claiborne, Cocke, Grainger, Hamblen, Jefferson, and Sevier counties. The events were part of a series of celebration events that took place across Tennessee this summer. To raise awareness and educate citizens about the Computers 4 Kids program, program staff continued outreach and awareness efforts through various statewide news outlets. Such as:

* Connected Tennessee's Computers 4 Kids Program Awards More Than 150 East Tennessee Foster Youth with Brand New Computers
Connected Tennessee presented more than 150 foster children across East Tennessee brand new computers through the Computers 4 Kids program at two separate awards ceremonies in the Knoxville region this quarter. The American Recovery and Reinvestment Act-funded project deploys computers, academic support programs, and workforce training to two disparate, but especially at-risk, populations: those in the state's foster care system who are "aging out" as they turn 18, and youth who are active in the state's 76 Boys & Girls Clubs. The first event was held at the Knox County DCS office and featured special comments from Knox County Juvenile Court Judge, Tim Irwin. The second event was held at Smokies Stadium in Kodak and honored youth from Blount, Claiborne, Cocke, Grainger, Hamblen, Jefferson, and Sevier Counties. (http://www.connectedtn.org/blog/post/connected-tennessees-computers-4-kids-program-awards-more-150-east-tennessee-foster-youth-)

*Connected Tennessee Puts Tennessee's Most Vulnerable Youth on the Path to Success
Connected Tennessee today debuted a short documentary that highlights the significant impact their Computers 4 Kids program has had on Tennessee's most vulnerable youth populations. The Computers 4 Kids: Preparing Tennessee's Next Generation for Success project deploys computers, academic support programs, and workforce training to two disparate, but especially at-risk, populations: those in the state's foster care system who are "aging out" as they turn 18, and youth who are active in the state's 76 Boys & Girls Clubs. "Trying to get through college without a computer would be pretty much impossible," explains Department of Children's Services foster youth and current MTSU student, Jennifer Rhodes. Over the past two years, the Computers 4 Kids project has:
  - Awarded more than 2,100 computers to youth in need across the state
  - Impacted all 76 of the state's Boys & Girls Clubs
  - Provided computers to more than 1,400 foster youth aging out of the Department of Children's Services program
  - Allowed the Boys & Girls Clubs in Tennessee youth to complete nearly 20,000 hours of computer training
  - Reached all 95 counties in Tennessee
(http://www.connectedtn.org/recent-news/news-release-connected-tennessee-puts-tennessee%E2%80%99s-most-vulnerable-youth-path-success)

Media impressions resulting from these press releases and the celebration events held this quarter total 12,660,445. Celebration event news pick ups included:
* Johnson City Press - 6/7/12; Foster children get head start with free computer grant. http://www.johnsoncitypress.com/News/article.php?id=100723
* The Knoxville News Sentinel - 5/30/12; Computers awarded to foster children.
Elizabeth Star - 5/18/12; Connected Tennessee a valuable service. http://www.knoxnews.com/news/2012/may/29/happenings-briefs-may-30/
* The Jackson Sun - 5/18/12; Our View: Connected Tennessee a valuable service.
* The Messenger Online - 5/9/12; Foster children receive computers. http://www.nwtntoday.com/news.php?viewStory=70185
* WTVF-TV Online - 5/6/12; DCS Throws Party for Graduates in Foster Care. http://www.newschannel5.com/story/18159617/dcs-throws-graduates-in-foster-care

2. Please provide the percent complete for the following key milestones in your project. Write "0" in the Percent Complete column and "N/A" in the Narrative column if your project does not include this activity. If you provided additional milestones in your baseline report, please insert them at the bottom of the table. Figures should be reported cumulatively from award inception to the end of the most recent reporting quarter. Please provide a narrative description if the percent complete is different from the target provided in your baseline plan (300 words or less).

Milestone	Percent Complete	Narrative (describe reasons for any variance from baseline plan or any other relevant information)

	Milestone	Percent Complete	Narrative (describe reasons for any variance from baseline plan or any other relevant information)
2.a.	Overall Project	81	The overall project was expected to be 78% complete at the end of this reporting quarter. Match contributions exceeding the expected match support were received early on in the project, as a result, the project continues to carry progress further than initially anticipated.
2.b.	Equipment / Supply Purchases	-	Progress reported in Question 4 below
2.c.	Awareness Campaigns	-	Progress reported in Question 4 below
2.d.	Outreach Activities	-	Progress reported in Question 4 below
2.e.	Training Programs	-	Progress reported in Question 4 below
2.f.	Other (please specify):	-	Progress reported in Question 4 below

3. Please describe any challenges or issues faced during this past quarter in achieving planned progress against the project milestones listed above. In particular, please identify any areas or issues where technical assistance from the BTOP program may be useful (600 words or less).

During this quarter, Connected Tennessee experienced no challenges or issues.

4a. In the chart below, please provide the requested information on your BTOP grant-funded SBA activities. Please also provide a short description of the activity (600 words or less). Figures should be reported cumulatively from award inception to the end of the most recent reporting quarter. Please ensure that the numbers of new household subscribers and business or community anchor institution (CAI) subscribers reflected in the "Total" row represent the unduplicated number of new subscribers that can be attributed to your SBA project as a whole.

Name of the SBA Activity	Location of SBA Activity	Description of Activity (600 words or less)	Size of Target Audience	Actual Number of Participants	New Subscribers: Households	New Subscribers: Businesses and/or CAIs
Boys and Girls Club Training	Goodwill Club	Connected Tennessee partnered with the University of Memphis to provide internet safety information to Boys and Girls Clubs in West Tennessee. Boys & Girls Club members viewed a video created by iKeepSafe, a partner of the Computers 4 Kids program, and it was enjoyed by all. Items discussed included social media safety information, safe educational and fun websites, cyber bullying and stranger danger tips.	25	20	0	0
C4K Celebration Event - Department of Children's Services	DCS Northwest Region	Connected Tennessee presented 25 foster children throughout Northwest Tennessee with brand new computers through the Computers 4 Kids program. A celebration event was planned and executed by Connected Tennessee. The event's speaker, Weakley County Mayor Patrick, was great and the event was a celebration for all. Several recipients present did not know they were receiving a computer until it was presented to them. As a result, there was much excitement at this event.	50	40	0	0
C4K Celebration Event - Department of Children's Services	DCS Southwest Region	Connected Tennessee presented 35 foster children throughout Southwest Tennessee with brand new computers through the Computers 4 Kids program. A celebration event was planned and executed by Connected Tennessee at Lambuth Memorial United Methodist Church. Representatives from the community attended.	50	45	0	0
Boys and Girls Club Training	Allenton Heights Club	Connected Tennessee partnered with the University of Memphis to provide internet safety information to Boys and Girls Clubs in West Tennessee. Boys & Girls Club members viewed a video created by iKeepSafe, a partner of the Computers 4 Kids program, and it was enjoyed by all. Items discussed included social media safety information, safe educational and fun websites, cyber bullying and stranger danger tips.	25	15	0	0
Boys and Girls Club Training	Isaac Lane Club	Connected Tennessee partnered with the University of Memphis to provide internet safety information to Boys and Girls Clubs in West Tennessee. Boys & Girls Club members viewed a video created by iKeepSafe, a partner of the Computers 4 Kids program, and it was enjoyed by all. Items discussed included social media safety	30	40	0	0

Name of the SBA Activity	Location of SBA Activity	Description of Activity (600 words or less)	Size of Target Audience	Actual Number of Participants	New Subscribers: Households	New Subscribers: Businesses and/or CAIs
		information, safe educational and fun websites, cyber bullying and stranger danger tips.				
C4K Celebration Event - Department of Children's Services	DCS Shelby Region	Connected Tennessee presented 55 foster children throughout the Shelby Region of Tennessee with brand new computers through the Computers 4 Kids program. A celebration event was planned and executed by Connected Tennessee with a large crowd in attendance. Connected Tennessee was represented by Deanna Ward who emceed the event at which City Councilman, Lee Harris and Senator, Beverly Marrero spoke. A computer recipient from a previous Shelby Region celebration event provided the children words of wisdom based on her experiences. This youth is currently a junior at the University of Memphis.	50	60	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Jackson	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	941	5,797	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Smoky Mountains	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	1,696	2,044	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Greater Memphis	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	3,435	822	0	0
Boys and Girls Club Online Training	Boys and Girls Clubs of Monroe Area	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	866	65	0	0

Name of the SBA Activity	Location of SBA Activity	Description of Activity (600 words or less)	Size of Target Audience	Actual Number of Participants	New Subscribers: Households	New Subscribers: Businesses and/or CAIs
Boys and Girls Club Online Training	Boys and Girls Clubs of Middle Tennessee	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	1,265	352	0	0
Boys and Girls Club Online Training	Boys and Girls Clubs of Northwest Tennessee	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	1,379	3	0	0
Boys and Girls Club Online Training	Boys and Girls Clubs of Morristown	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	2,451	2	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Bristol	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	565	125	0	0
Boys and Girls Club Online Training	Boys and Girls Clubs of Greenville and Greene County	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	430	176	0	0
Boys and Girls Club Online	Boys and Girls Club of	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills.	3,000	34	0	0

Name of the SBA Activity	Location of SBA Activity	Description of Activity (600 words or less)	Size of Target Audience	Actual Number of Participants	New Subscribers: Households	New Subscribers: Businesses and/or CAIs
Training	Chattanooga	2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.				
Boys and Girls Club Online Training	Boys and Girls Club of Elizabethton/ Carter County	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	135	15	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Cumberland Plateau	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	518	184	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Dumplin Valley	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	420	1	0	0
Total:			**17,331**	**9,840**	**0**	**0**

4b. Please describe your method for determining the number of households, businesses, and/or (CAIs) subscribing to broadband as a result of your SBA programs (600 words or less).

Connected Tennessee surveyed 1,201 adult heads of household and 800 businesses via telephone in 2011. Among low-income households with children ("low-income" defined as households with annual incomes below $25,000), the target population for this program, broadband adoption increased by 7.85 percentage points, from 42.43% in 2010 to 50.28% in 2011.

Broadband adoption among Tennessee businesses increased 7 percentage points, from 65% in 2010 to 72% in 2011. That translates into an increase of approximately 9,303 TN businesses subscribing to broadband service (based on the 2009 County Business Patterns report, the most recent such report from the US Census).

4c. Please provide a narrative explanation if the total number of new subscribers is different from the targets provided in your baseline plan (600 words or less).

According to the 2010 US Census, there are 801,968 households with children in Tennessee. Further, per the census, 21.5% of those families have household income below $25,000 (same source). By that calculation, 21.5% x 7.85 percentage points x 801,968 = 13,535 additional low-income households with children that have adopted home broadband service in the past year. This new subscribership number was originally reported in Q4 2011, and will remain the effective information until Connected Tennessee's State Broadband Initiatives (SBI) grant program completes additional residential research surveys. However, this reported information remains greater than anticipated (11,640) per the Baseline report. The difference reported from anticipated is the result of a greater than expected increase in home broadband adoption among low-income households as well as growth in the number of qualifying

households within Tennessee.

According to 2009 County Business Patterns report, the most recent such report from the US Census, the 7% increase in businesses adopting broadband equates to an increase in approximately 9,303 businesses. This new subscribership number was originally reported in Q4 2011, and will remain the effective information until Connected Tennessee's State Broadband Initiatives (SBI) grant program completes additional business research surveys. However, this reported information remains greater than anticipated (163) per the Baseline report. The difference reported from anticipated is the result of a greater than expected increase in broadband adoption among businesses.

4d. Please provide the number of households and the number of businesses and CAIs receiving discounted broadband service as result of BTOP funds.

Households: 0	**Businesses and CAIs :** 0

Project Indicators (Next Quarter)

1. Please describe significant project accomplishments planned for completion during the next quarter (600 words or less).

Connected Tennessee (CTN) staff will continue to schedule and hold trainings with the Boys and Girls clubs. Staff will schedule and conduct facility visits with the Boys and Girls Clubs throughout Tennessee. Follow up on the reporting of training hours with the clubs will also be conducted. CTN staff will continue to work with its partners at Department of Children's Services (DCS) to begin the planning and preparations, including identifying recipients, for the next round of DCS computer distributions.

2. Please provide the percent complete anticipated for the following key milestones in your project as of the end of the next quarter. Write "0" in the second column if your project does not include this activity. If you provided additional milestones in your baseline report, please insert them at the bottom of the table. Figures should be reported cumulatively from award inception to the end of the next reporting quarter. Please provide a narrative description if the planned percent complete is different from the target provided in your baseline plan (300 words or less).

	Milestone	Percent Complete	Narrative (describe reasons for any variance from baseline plan or any other relevant information)
2.a.	**Overall Project**	85	The overall project was expected to be 82% complete at the end of the next reporting quarter. However, match contributions exceeding the expected match support were received early on in the project, and as a result, the program has reported further progress than initially anticipated. This trend is expected to continue.
2.b.	**Equipment Purchases**	-	Milestone Data Not Required
2.c.	**Awareness Campaigns**	-	Milestone Data Not Required
2.d.	**Outreach Activities**	-	Milestone Data Not Required
2.e.	**Training Programs**	-	Milestone Data Not Required
2.f.	**Other (please specify):**	-	Milestone Data Not Required

3. Please describe any challenges or issues anticipated during the next quarter that may impact planned progress against the project milestones listed above. In particular, please identify any areas or issues where technical assistance from the BTOP program may be useful (600 words or less).

Connected Tennessee does not anticipate any challenges or issues next quarter.

Sustainable Broadband Adoption Budget Execution Details

Activity Based Expenditures (Sustainable Broadband Adoption)

1. Please provide details below on your total budget, cumulative actual expenditures (for the period ending the current quarter), and cumulative anticipated expenditures (for the period ending next quarter) for each line item, including detailed disbursements of both matching funds and federal funds from project inception through end of this quarter (actual) or next quarter (anticipated). Actual and anticipated figures should be reported cumulatively from award inception to the end of the applicable reporting quarter.

Cost Classification	Budget for Entire Project			Actuals from Project Inception through End of Current Reporting Period			Anticipated Actuals from Project Inception through End of Next Reporting Period		
	Total Cost (plan)	Matching Funds (plan)	Federal Funds (plan)	Total Cost	Matching Funds	Federal Funds	Total Costs	Matching Funds	Federal Funds
a. Personnel	$506,492	$0	$506,492	$302,221	$0	$302,221	$347,389	$0	$347,389
b. Fringe Benefits	$108,643	$0	$108,643	$68,543	$0	$68,543	$80,733	$0	$80,733
c. Travel	$42,797	$0	$42,797	$18,326	$0	$18,326	$26,426	$0	$26,426
d. Equipment	$0	$0	$0	$0	$0	$0	$0	$0	$0
e. Supplies	$2,000,740	$935,300	$1,065,440	$1,903,249	$1,226,389	$676,860	$1,908,249	$1,226,389	$681,860
f. Contractual	$22,500	$18,750	$3,750	$28,424	$5,104	$23,320	$35,473	$5,104	$30,369
g. Construction	$0	$0	$0	$0	$0	$0	$0	$0	$0
h. Other	$0	$0	$0	$0	$0	$0	$0	$0	$0
i. Total Direct Charges (sum of a through h)	$2,681,172	$954,050	$1,727,122	$2,320,763	$1,231,493	$1,089,270	$2,398,270	$1,231,493	$1,166,777
j. Indirect Charges	$560,265	$0	$560,265	$314,484	$0	$314,484	$348,899	$0	$348,899
k. TOTALS (sum of i and j)	$3,241,437	$954,050	$2,287,387	$2,635,247	$1,231,493	$1,403,754	$2,747,169	$1,231,493	$1,515,676

2. Program Income: Please provide the program income you listed in your application budget and actuals to date through the end of the reporting period.

a. Application Budget Program Income: $0	b. Program Income to Date: $0