AWARD NUMBER: 47-43-B10542

DATE: 01/30/2012

OMB CONTROL NUMBER: 0660-0037

EXPIRATION DATE: 12/31/2013

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?
12-31-2011	○ 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	01-30-2012

Project Indicators (This Quarter)

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

*Continued outreach and awareness efforts to educate citizens about the program through various statewide news outlets.
*Worked with program partners to answer questions and ensure compliance of the program.
*Continued regular project planning meeting sessions with all project staff.
*Continued to revise and utilize a project Work Breakdown Structure.
*Program employees continued outreach efforts to Boys and Girls Clubs points of contact to ensure successful computer installation and program implementation.
*Successfully completed year 1 of Computers 4 Kids: Preparing Tennessee's Next Generation for Success grant by distributing nearly 1,400 computers to foster youth and every Boys and Girls Club in the state.
*Placed orders for the computers for Department of Children's Services recipients.
*Began the process of delivering the iKeep Safe, Internet safety training to the computer recipients through the Department of Children's Services.
*Completed at least 10 site visits to the Boys and Girls Clubs throughout the state.
*Connected Tennessee in conjunction with the Boys and Girls Clubs hosted 2 training events to commemorate the new computer labs and recognize what the access to technology means to the members of the clubs. Blog posts in support of the events were posted on Connected Tennessee's website: http://www.connectedtn.org/blog/post/workshop-equips-boys-girls-clubs-youth-skills-future; http://www.connectedtn.org/blog/post/brownsville-boys-girls-club-keeps-kids-safe-cyberspace.

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)
2.a.	Overall Project	65	The overall project was expected to be 60% complete at the end of this reporting quarter. Match contributions exceeding the expected match support were received, as a result, the reporting quarter indicates further progress 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
Lights on After School	Brownsville	The "Lights on After School" event held at the Boys & Girls Club of Brownsville featured games, healthcare booths, and gifts/prizes, among other treats. During the event John Copeland and Chad Reasons from Bethel University provided a presentation on Internet safety, with	75	62	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
		emphasis on a very relevant topic to the Club members – staying safe on Facebook.				
Listen and Learn Session	Knoxville	Second, Third, and Fourth graders participated in a listen and learn session at the Laura Cassler Boys & Girls Club in Knoxville with two Pellissippi State Community College students from the Media Technologies Department representing graphic design and video production. Boys & Girls Club members viewed commercials created by the student speaker from PSCC and were also able to see the printed elements created by the graphic design student speaker as part of a campaign for the City of Knoxville's Chamber of Commerce.	100	60	0	0
Boys and Girls Club Online Training	Boys & Girls Clubs of the 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	969	0	0
Boys and Girls Club Online Training	Boys & Girls Clubs of the 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	12	0	0
Boys and Girls Club Online Training	Boys & Girls Clubs 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	45	0	0
Boys and Girls Club Online Training	Boys & Girls Club of Greeneville & 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	221	0	0
Boys and Girls Club Online Training	Boys & 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.	2,461	61	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
		4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.				
Boys and Girls Club Online Training	Boys & Girls Clubs of Rutherford	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.	1,715	173	0	0
Boys and Girls Club Online Training	Boys & Girls Clubs of Maury	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.	282	56	0	0
Boys and Girls Club Online Training	Boys & 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	669	0	0
Boys and Girls Club Online Training	Boys & Girls Clubs of the Tennessee 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.	5,825	1,012	0	0
Boys and Girls Club Online Training	Boys & Girls Clubs 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	13,758	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 & 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	886	0	0
Boys and Girls Club Online Training	Boys & Girls Clubs of Pulaski	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.	65	5,175	0	0
Boys and Girls Club Online Training	Boys & Girls Clubs of Cleveland	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.	3,819	164	0	0
Boys and Girls Club Online Training	Boys & Girls Clubs of the 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	71	0	0
Boys and Girls Club Online Training	Boys & 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 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	187	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 & Girls Club of Kingsport	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.	1,294	8,528	0	0
Boys and Girls Club Online Training	Boys & Girls Clubs 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	1,316	0	0
Boys and Girls Club Online Training	Boys & 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	108	0	0
Adoption Survey Results	Statewide	In 2011 Connected Tennessee, as part of the State Broadband Initiatives (SBI) grant program, surveyed Tennessee residents and businesses statewide in order to examine broadband trends across Tennessee. The results showed an increase of broadband subscribers among low-income households with children as well as businesses.	0	0	13,535	9,303
Total:			27,286	33,533	13,535	9,303

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. The difference in the household subscribership number being reported from the number anticipated within our Baseline report (5,280) is the result of a greater than anticipated increase in home broadband adoption among low-income households in Tennessee and a greater than anticipated growth of qualifying households in 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. The difference in the business subscribership number being reported from the number anticipated within our baseline (81) is the result of greater than anticipated 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).

Next quarter the Computers 4 Kids (C4K) program will distribute the second round of BTOP computers to Department of Children's Services youth. Youth recipients will be identified and computers ordered. Planning will also begin for regional celebration events to honor the recipients and also to raise community awareness about the BTOP program and the importance of adopting computers and broadband technology. In addition, the C4K program will continue to coordinate and execute training events with the Boys & Girls Clubs in Tennessee as well as complete production on a video highlighting the successes of the past year through the BTOP program.

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**	80	The overall project was expected to be 64% complete at the end of the next reporting quarter. However, match contributions exceeding the expected match support were received early 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	$220,433	$0	$220,433	$265,601	$0	$265,601
b. Fringe Benefits	$108,643	$0	$108,643	$48,686	$0	$48,686	$60,876	$0	$60,876
c. Travel	$42,797	$0	$42,797	$10,031	$0	$10,031	$18,131	$0	$18,131
d. Equipment	$0	$0	$0	$0	$0	$0	$0	$0	$0
e. Supplies	$2,000,740	$935,300	$1,065,440	$1,564,269	$1,134,389	$429,880	$1,955,344	$1,226,389	$728,955
f. Contractual	$22,500	$18,750	$3,750	$22,620	$5,044	$17,576	$29,669	$5,044	$24,625
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	$1,866,039	$1,139,433	$726,606	$2,329,621	$1,231,433	$1,098,188
j. Indirect Charges	$560,265	$0	$560,265	$243,332	$0	$243,332	$270,864	$0	$270,864
k. TOTALS (sum of i and j)	$3,241,437	$954,050	$2,287,387	$2,109,371	$1,139,433	$969,938	$2,600,485	$1,231,433	$1,369,052

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