fund 10-506-2710-282 \$63.5 million appropriation				
Recipient (location)	Project	Q1 Funds Awarded	Q2 Funds Awarded	TOTAL AWARD THROUGH Q2
Federal Projects				
City of Roseau* (Roseau Co.)	levee and diversion	\$3,500,000		\$3,500,000
State/Local FDR Projects (No Federal involvement)				
City of Ada (Norman Co.)	levee and diversion	¢1 000 000		¢1,000,000
		\$1,800,000	\$1,555,233	\$1,800,000
City of Austin (Mower Co.)	levee and pumping stations			\$1,555,233
Buffalo-Red River Watershed District (Clay Co.)	City of Georgetown ring levee improvements	¢0,000,000	\$500,000	\$500,000
City of Crookston (Polk Co.)	levee	\$9,000,000		\$9,000,000
City of Granite Falls (Yellow Medicine Co.)	levee, floodwall	\$2,000,000	<b>A</b> O 000 000	\$2,000,000
City Moorhead <sup>†</sup> (Clay Co.)	infrastructure improvements and floodplain buyouts	\$15,000,000	\$3,000,000	\$18,000,000
Oakport Township (Clay Co.)	levee	\$4,000,000	<b>*</b> *****	\$4,000,000
City of Oslo (Marshall Co.)	levee improvements		\$3,000,000	\$3,000,000
Red Lake watershed District (Pennington Co.)	Thief River Falls diversion		\$700,000	\$700,000
Sand Hill River Watershed District (Polk Co.)	Cities of Climax and Nielsville levee improvements	\$312,250		\$312,250
Wild Rice Watershed District	nine buyouts leveraging federal money	\$209,360		\$209,360
Wild Rice Watershed District (Norman Co.)	Cities of Perley and Hendrum levee improvements	\$3,870,000		\$3,870,000
Wild Rice Watershed District (Norman Co.)	City of Shelly levee improvements		\$168,000	\$168,000
Red River Basin State/Local Impoundment Projects				
Roseau River Watershed District (Roseau Co.)	Hay Creek-Norlund flood control impoundment	\$4,000,000		\$4,000,000
Bois de Sioux Watershed District (Grant Co.)	Redpath flood control impoundment	\$2,700,000		\$2,700,000
	Tota		\$8,923,233	\$55,314,843
87% of appropriated funds encumbered by end of 2nd qua				
* federal project - 65% federal funds/ 35% state and local funds				
† interim local needs, independent of a potential future federal project				