

<b>AMOUNT ALLOTTED BY CoE:</b>	\$164,013.65	
<b>Amount allotted to full year</b>	\$9,013.65	
<b>Amount available to RSOs for</b>	<b>\$155,000.00</b>	
<b>Leftover Spring funds</b>	\$7,818.21	
<b>Portion allotted for Fall (including Contingency/Emergency):</b>	\$118,636.42	60.0%
<b>Portion allotted for Spring</b>	\$52,000.00	40.0%
<b>Unspent funds from fall SPF</b>	\$0.00	
<b>Spring 2022 Total Allotment</b>	\$52,000.00	

Fall 2022	RSO	SPF Amount	Average Score (%)
		Requested	
	FORMULA SAE	\$10,000.00	97.27%
	QuarterScale	\$10,000.00	96.09%
	BAJA SAE	\$10,000.00	96.19%
Aerospace	100K	\$1,504.17	86.82%
	UAV	\$1,490.00	73.16%
	AXP	\$5,000.00	92.78%
	DBF	\$4,500.00	72.27%
	Lunabotics	\$5,000.00	93.64%
	VEXU	\$645.46	87.39%
	UNL Rocketry	\$4,000.00	85.00%
	ASABE	\$2,345.90	97.27%
	ACM	\$205.00	65.77%

		ASME	\$7,000.00	90.45%
		Theme Park Design	\$9,500.00	96.50%
		ASCE	\$4,683.72	98.42%
		EWB	\$1,436.16	96.15%
		AiChe	\$468.14	91.90%
		OS2G	\$243.00	65.20%
		cSAB	\$300.00	89.20%
		Ostem	\$2,000.00	92.08%
	RED Teams	MicroG	\$4,996.00	93.08%
		BIG Idea	\$8,908.65	94.25%
	Maker Group	\$4,975.00	93.60%	
	<b>TOTAL:</b>	<b>\$99,201.20</b>		

If 75% of funds for the Spring 2022 SPF period were not used, an extra 5% was deducted unless reason is giv

SPF

Contingency/Emergency

\$85,818.21

\$25,000.00

\$52,000.00

Raw Percentage	Actual Amount Allotted	Further Budget Deduction (%)	tes
\$9,727.00	\$9,143.38	6%	-
\$9,609.00	\$9,032.46	6%	-
\$9,619.00	\$8,560.91	11%	-
\$1,305.92	\$1,162.27	11%	-
\$1,090.08	\$1,024.68	6%	-
\$4,639.00	\$4,360.66	6%	-
\$3,252.15	\$3,057.02	6%	-
\$4,682.00	\$4,401.08	6%	-
\$564.07	\$530.22	6%	-
\$3,400.00	\$3,196.00	6%	-
\$2,281.86	\$2,144.95	6%	-
\$134.83	\$126.74	6%	-

\$6,331.50	\$5,951.61	6%
\$9,167.50	\$8,617.45	6%
\$4,609.72	\$4,333.13	6%
\$1,380.87	\$1,298.02	6%
\$430.22	\$382.90	11%
\$158.44	\$148.93	6%
\$267.60	\$251.54	6%
\$1,841.60	\$1,731.10	6%
\$4,650.28	\$4,371.26	6%
\$8,396.40	\$7,892.62	6%
\$4,656.60	\$4,377.20	6%
<b>\$92,195.63</b>	<b>\$86,096.13</b>	

ren in order to help those who used the allotted amount