

BUDGET for Quick Assist Program ONLY

Army Emergency Relief (AER) Budget Sheet

NAME: _____

Client ID: _____

Instructions: Use monthly averages for your income and expenses. Do not use current amounts due as this may not accurately reflect your budget. If you are in transtion to medical retirement - use projected income as provided by PEBLO.

1	MONTHLY INCOME	AMOUNT	2	MONTHLY EXPENSES	AMOUNT
	Service Member's Income			Food	
	Military/Retired Pay (DFAS)			Rent	
	VA Disability			Mortgage	
	Civilian Salary/Earnings			Utilities:	
	CRSC			Electric	
	Social Security Disability			Water/Sewer	
	Social Security Retirement			Cable	
	GI Bill			Internet	
	VOCREHAB			Home Heating Oil/Gas	
	Child Support			Home Phone	
	Spouse's Income:			Trash	
	Civilian Salary/Earnings			Cell Phone	
	Retirement Pay			Vehicle Expenses:	
	Social Security			Fuel or Public Transportation	
	Social Security Disability			Maintenance	
	Caretaker Stipend			Payment - Vehicle 1	
	Dependency and Indemnity Comp (DIC)			Payment - Vehicle 2	
	Child Support			Meals Eating Out	
	SBP			Recreation	
	VA Widow Tax Pension			Church/Charity	
	Dependent Children Income:			Clothing	
	Civilian Salary/Earnings			Incidentals/Supplies	
	Social Security			Insurance:	
	GI Bill			Life	
	Caretaker Stipend			Vehicle	
	Other Income:			Renter's/Home	
	Help from other family members			Health Insurance	
	Rental Property Income			Dental Insurance	
	Investment Income			Child Care	
	Food Stamps			Child School Expenses	
	WIC			Child Support (Payments)	
	Other:			Medical Bills	
	Other:			Dental Bills	
	Notes:			Garnishment	
				Investments:	
				TSP/IRA	
				Mutual Funds/Stocks	
				Savings	
				Other	
				Credit Cards:	
				Card #1	
				Card #2	
				Card #3	
				Personal Loans:	
				Loan #1	
				Loan #2	
				Loan #3	
				Student Loan	
				Taxes:	
				Federal Income tax	
				State Income tax	
				Medicare	
				Social Security	
				Other Taxes (City/Local)	
				Other:	
				Other:	
				Other:	
1	TOTAL INCOME				
2	TOTAL EXPENSES	-		TOTAL	
3	BALANCE Circle one (+ or -)	=			

