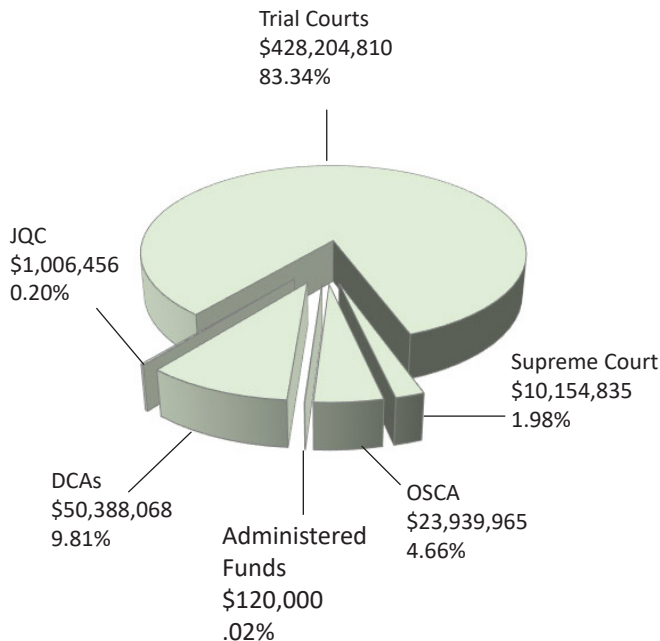


STATE COURTS SYSTEM APPROPRIATIONS

STATE COURTS SYSTEM APPROPRIATIONS, FY 2017 - 2018 and FY 2018 - 2019

2017-2018 Fiscal Year

[\(For an accessible version of the FY 2017-18 and the FY 2018-19 appropriations, please follow this link.\)](#)



State Courts System Total: \$513,814,134

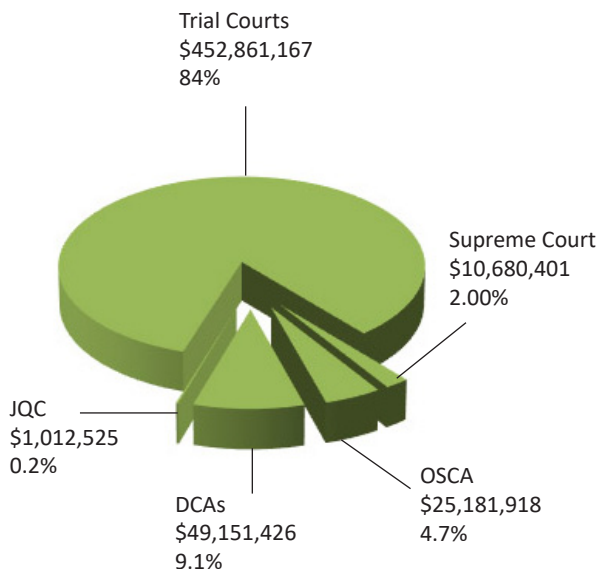
This total includes those issues that were funded in the General Appropriations Act, SB 2500, less the governor's vetoes. [Note: this figure includes \$20.2 million for pass through/legislative project funding.]

Justice System Appropriations

State Courts System	\$513,814,134
Justice Administration Executive Direction	\$109,410,569
Statewide Guardian Ad Litem Program	\$47,138,035
State Attorneys	\$441,085,380
Public Defenders Judicial Circuit	\$215,673,365
Public Defenders Appellate	\$16,213,640
Capital Collateral Regional Counsel	\$10,548,212
Criminal Conflict and Civil Regional Counsels	\$44,142,422
Total	\$1,398,025,757

Clerks of Court (County FY 2017 - 2018) \$409,399,995*

2018-2019 Fiscal Year



State Courts System Total: \$538,887,467

This total includes those issues that were funded in the General Appropriations Act, HB 5001, less the governor's vetoes. [Note: this figure includes \$20 million for pass through/legislative project funding.]

Justice System Appropriations

State Courts System	\$538,887,467
Justice Administration Executive Direction	\$104,470,044
Statewide Guardian Ad Litem Program	\$51,479,985
State Attorneys	\$457,600,627
Public Defenders Judicial Circuit	\$223,353,533
Public Defenders Appellate	\$16,591,443
Capital Collateral Regional Counsel	\$10,861,005
Criminal Conflict and Civil Regional Counsels	\$48,100,464
Total	\$1,451,344,568

Clerks of Court (County FY 2018 - 2019) \$424,592,135*

*Although not appropriated by the General Appropriations Act, the Clerks of Court budget is provided to demonstrate funding associated with performance of their court-related functions as specified in s. 28.35(3)(a). (Source: Florida Clerks of Court Operations Corporation)