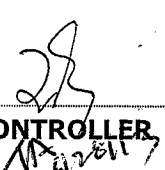
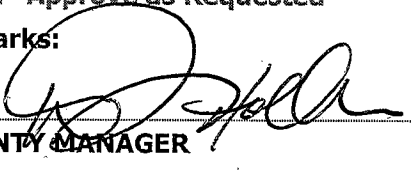


COUNTY OF SAN MATEO APPROPRIATION TRANSFER REQUEST				REQUEST NO. ATR13-042
DEPARTMENT: PARKS				DATE 6/26/2013
1. REQUEST TRANSFER OF APPROPRIATION AS LISTED BELOW:				
	CODES		AMOUNT	DESCRIPTION
	FUND OR ORG	ACCOUNT		
FROM	39700	2646	\$300,000	Loan Proceeds – Other Funds
TO	39700	7211	\$300,000	Fixed Assets-Structure/Improvements
Justification (Attach Memo if Necessary) To set up an appropriation in the Parks Acquisition and Development budget to recognize unanticipated revenue from the San Mateo County Parks and Recreation Foundation and create an expenditure for the Coyote Point Recreation Area Promenade Western Shoreline improvement project (Project #OD304; Project File #E4899).				
DEPARTMENT HEAD			DATE 6/28/13	
2. <input type="checkbox"/> Board Action Required <input checked="" type="checkbox"/> Four-Fifths Vote Required <input type="checkbox"/> Board Action Not Required Remarks:				
 COUNTY CONTROLLER			DATE 6/28/2013	
3. <input checked="" type="checkbox"/> Approve as Requested <input type="checkbox"/> Approve as Revised <input type="checkbox"/> Disapproved Remarks:				
 COUNTY MANAGER			DATE 7/1/2013	
DO NOT WRITE BELOW THIS LINE – FOR BOARD OF SUPERVISORS USE ONLY				

BOARD OF SUPERVISORS, COUNTY OF SAN MATEO, STATE OF CALIFORNIA
RESOLUTION TRANSFERRING FUNDS

RESOLUTION NO. _____

RESOLVED, by the Board of Supervisors of the County of San Mateo, that

WHEREAS, the Department hereinabove named in the Request for Appropriation, Allotment or Transfer of Funds has requested the transfer of certain funds as described in said Request; and

WHEREAS, the County Controller has approved said Request as to accounting and available balances, and the County Manager has recommended the transfer of funds as set forth hereinabove:

NOW, THEREFORE, IT IS HEREBY ORDERED AND DETERMINED that the recommendations of the County Manager be approved and that the transfer of funds as set forth in said Request be effected.

Regularly passed and adopted this _____ day of _____, 20____