



**Contra
Costa
County**

To: Board of Supervisors
From: William Walker, M.D., Health Services Director
Date: January 5, 2016

Subject: Appropriation Adjustment for Enterprise Fund I – Capital (Fund 145000-0853)

RECOMMENDATION(S):

Approve Appropriation and Revenue Adjustment NO. 5032 increasing appropriations for capital projects, capital equipment, and reallocating budget revenues and expenditures to reflect appropriate categories in fiscal year 2015/2016.

FISCAL IMPACT:

No impact to the General Fund. This action increases appropriations by \$13,540,254 (fully revenue offset) for anticipated costs associated with capital projects, capital equipment, and reallocates revenues and expenditures between categories to reflect the most current estimates.

BACKGROUND:

Subsequent to the adoption of the FY 15-16 Budget in June, 2015 capital project costs expected to be incurred this fiscal year were revised, and additional equipment purchases were necessary. This adjustment increases appropriations and the revenue sources used to pay for them to reflect the most current estimates. No change in County subsidy is required as a result of the adjustment.

☒ APPROVE
 ☐ OTHER
☒ RECOMMENDATION OF CNTY ADMINISTRATOR
 ☐ RECOMMENDATION OF BOARD COMMITTEE

Action of Board On: **01/05/2016** ☒ APPROVED AS RECOMMENDED ☐ OTHER

Clerks Notes:

VOTE OF SUPERVISORS

AYE: John Gioia, District I Supervisor
 Candace Andersen, District II Supervisor
 Mary N. Piepho, District III Supervisor
 Karen Mitchoff, District IV Supervisor
 Federal D. Glover, District V Supervisor

I hereby certify that this is a true and correct copy of an action taken and entered on the minutes of the Board of Supervisors on the date shown.

ATTESTED: January 5, 2016

David Twa, County Administrator and Clerk of the Board of Supervisors

By: Stacey M. Boyd, Deputy

Contact: Pat Godley, (925)
957-5405

CONSEQUENCE OF NEGATIVE ACTION:

Not applicable.

CHILDREN'S IMPACT STATEMENT:

Not applicable.

ATTACHMENTS

Appropriation & Revenue Adjustment No.
5032