

CALIFORNIA DEPARTMENT OF FISH AND WILDLIFE
0200.01 FISH AND GAME PRESERVATION FUND - NON-DEDICATED
FUND CONDITION STATEMENT

As of January 9, 2015

\$ in thousands

	<u>Prior Year</u> <u>2013/2014</u>	<u>Current Year</u> <u>2014/2015</u>	<u>Budget Year</u> <u>2015/2016</u>
BEGINNING BALANCE	\$ 56,074	\$ 52,051	\$ 39,048
Prior Year Adjustment	5,336	-	-
Adjusted Beginning Balance	\$ 61,410	\$ 52,051	\$ 39,048
REVENUES, TRANSFERS, AND OTHER ADJUSTMENTS			
Revenues:			
4123000 Fish and Game Licenses, Tags and Permits	64,808	65,667	66,540
4123200 Fish and Game Taxes	795	802	808
4129200 Other Regulatory Fees	4,828	4,696	4,727
4129400 Other Regulatory Licenses and Permits	-	-	-
4132500 Fish and Game Fines	404	368	383
4133000 Fish and Game Fines - Additional Assessments	64	65	65
4133500 Fish and Game Fines - Penalty Assessments	-	-	-
4151500 Miscellaneous Revenue - Use of Property and Money	1	-	-
4152500 Rental of State Property	8	547	476
4162000 Investment Income - Pooled Money Investments	103	124	111
4170800 Confiscated Property Sales	49	32	30
4171100 Cost Recoveries - Other	1	-	-
4171300 Donations	446	491	463
4171400 Escheat - Unclaimed Checks, Warrants, Bonds, and Coupons	20	11	13
4172500 Miscellaneous Revenue	1,461	1,459	1,477
4173000 Penalty Assessments - Other	2	455	440
Total Revenues, Transfers, and Other Adjustments	\$ 72,989	\$ 74,718	\$ 75,533
Total Resources	\$ 134,399	\$ 126,769	\$ 114,581
EXPENDITURES AND EXPENDITURE ADJUSTMENTS			
Expenditures:			
0840 State Controller (State Operations)	13	-	-
3600 CA Department of Fish and Wildlife:			
State Operations	81,843	87,634	96,615
7730 Franchise Tax Board (State Operations)	9	13	13
8880 Financial Information System for CA (State Operations)	501	92	211
Expenditure Adjustments:			
3600 CA Department of Fish and Wildlife:			
Less Funding Provided by General Fund (Free Fishing Day)	-18	-18	-18
Total Expenditures and Expenditure Adjustment	\$ 82,348	\$ 87,721	\$ 96,821
FUND BALANCE	\$ 52,051	\$ 39,048	\$ 17,760
Reserve for Economic Uncertainties	52,051	39,048	17,760