

Department of Finance		Fund: 0069 PAGE 1 Renumbered From:
STATE OF CALIFORNIA MANUAL OF STATE FUNDS		
<u>Legal Title</u> Barbering and Cosmetology Contingent Fund		
<u>Legal Citation/Authority</u> Chapter 1672, Statutes of 1990 (AB 3008) Section 3 Business and Professions Code section 7422		
<u>Fund Classification</u> <u>GAAP Basis</u> Governmental/Special Revenue Funds	<u>Fund Classification</u> <u>Legal Basis</u> Governmental/Other Governmental Cost Funds	
<u>Purpose</u> To collect all fees from those in the Barbering and Cosmetology fields. The monies will be used for the operation of the State Board of Barbering and Cosmetology (Board).		
<u>Administering Agency/Organization Code</u> Department of Consumer Affairs – Bureaus, Programs, Divisions/Org 1111		
<u>Major Revenue Source</u> License fees and penalties in accordance with Business and Professions Code section 7415 through 7426.5.		
<u>Disposition of Fund (upon abolishment)</u> Pursuant to Government Code section 16346, in the absence of language that identifies a successor fund, any balance remaining in this fund upon abolishment, shall be transferred to the General Fund.		
<u>Appropriation Authority</u> Appropriated to the Board pursuant to the annual Budget Act.		
<u>State Appropriations Limit</u> Excluded - Revenues in this fund are not proceeds of taxes, however, when transferred, may become proceeds of taxes. These revenues are used to regulate activities engaged in by the payers.		
<u>Comments/Historical Information</u> Chapter 1672, Statutes of 1990: • Combined two former funds: the State Board of Barber Examiners Fund (Fund 0713) and the Board of Cosmetology Contingent Fund (Fund 0738). • Created this fund with original legal title - Board of Barbering and Cosmetology Contingent Fund. Chapter 568, Statutes of 2000 changed the legal title to the Barbering and Cosmetology Contingent Fund. Effective October 2015, administering agency change from the Department of Consumer Affairs – Regulatory Boards/Org 1110 to the current organization.		