

Department of Finance STATE OF CALIFORNIA MANUAL OF STATE FUNDS		Fund: 0207 PAGE 1 Renumbered From:
<u>Legal Title</u> Fish and Wildlife Pollution Account		
<u>Legal Citation/Authority</u> Chapter 720, Statutes of 1995 Fish and Game Code sections 12017 and 13010		
<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> A depository for funds recovered for specified cleanup, removal, or abatement actions or for funding the cleanup expenses under specified conditions.		
<u>Administering Agency/Organization Code</u> Department of Fish and Game/Org 3600		
<u>Major Revenue Source</u> Funds recovered for cleanup, removal, or abatement costs. Proceeds of civil damages recovered through legal actions.		
<u>Disposition of Fund (upon abolishment)</u> Pursuant to Government Code 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> Section 12017 of the Fish and Game Code provides that the moneys in the account are continuously appropriated.		
<u>State Appropriations Limit</u> Always Excluded - Revenues in this fund are not proceeds of taxes and even after transfer, will never become proceeds of taxes because the major revenue source is derived from reimbursements.		
<u>Comments/Historical Information</u> Chapter 720, Statutes of 1995 (AB 902) renamed from Fish and Wildlife Pollution Cleanup and Abatement Account to Fish and Wildlife Pollution Account. Subaccounts are created within this account: (a) The Oil Pollution Administration Subaccount. (b) The Oil Pollution Response and Restoration Subaccount. (c) The Hazardous Materials Administration Subaccount. (d) The Hazardous Materials Response and Restoration Subaccount. Chapter 864, Statutes of 1985 created the Fish and Wildlife Pollution Cleanup and Abatement Account within the Fish and Game Preservation Fund.		