

City of Sebastopol
Annual AB 1600 Report
November 16, 2020

		Developer Fee Fund *							
		Art in-Lieu	Inclusionary & Linkage Housing	Building Permit Technology	Building Permit Incremental	General Plan Update	Park In-Lieu	Traffic Impact	Utility Undergrounding
		203	204-205	122	206	208	212	213	214
FY 12-13	Beginning Balance	\$ 17,053	\$ 190,013	\$ 16,361	\$ 18,919	\$ 54,506	\$ 441,891	\$ 612,365	\$ 188,076
	Revenue	\$ 15,562	\$ 10,043	\$ 5,077	\$ 6,461	\$ 9,384	\$ 54,129	\$ 215,776	\$ 2,115
FY13-14	Expenditures	\$ -	\$ -	\$ 4,648	\$ 11,180	\$ 54,259	\$ 107,474	\$ 9,306	\$ -
	Ending Balance	\$ 32,615	\$ 200,056	\$ 16,790	\$ 14,200	\$ 9,631	\$ 388,546	\$ 818,835	\$ 190,191
FY14-15	Revenue	\$ 18,729	\$ 14,390	\$ 7,004	\$ 8,154	\$ 13,459	\$ 26,989	\$ 202,112	\$ 36,963
	Expenditures	\$ -	\$ -	\$ 9,500	\$ 7,249	\$ 21,000	\$ 41,944	\$ 55,068	\$ -
	Ending Balance	\$ 51,344	\$ 214,446	\$ 14,294	\$ 15,105	\$ 2,090	\$ 373,591	\$ 965,879	\$ 227,154
FY15-16	Revenue	\$ 50,587	\$ 148,835	\$ 15,725	\$ 15,759	\$ 39,086	\$ 57,038	\$ 116,404	\$ 1,913
	Expenditures	\$ -	\$ -	\$ 2,931	\$ 7,401	\$ -	\$ 178,814	\$ 29,498	\$ -
	Ending Balance	\$ 101,931	\$ 363,281	\$ 27,088	\$ 23,463	\$ 41,176	\$ 251,815	\$ 1,052,785	\$ 229,067
FY16-17	Revenue	\$ 19,341	\$ 18,486	\$ 11,246	\$ 4,901	\$ 18,911	\$ 44,158	\$ 61,110	\$ 1,751
	Expenditures	\$ 221	\$ 26,141	\$ 3,207	\$ 5,368	\$ -	\$ 31,472	\$ 211,760	\$ -
	Ending Balance	\$ 121,051	\$ 355,626	\$ 35,127	\$ 22,996	\$ 60,087	\$ 264,501	\$ 902,135	\$ 230,818
FY17-18	Revenue	\$ 5,375	\$ 7,207	\$ 7,049	\$ 6,899	\$ 8,832	\$ 37,605	\$ 67,153	\$ 1,354
	Expenditures	\$ -	\$ 98,145	\$ 2,853	\$ 7,807	\$ -	\$ 136,461	\$ 450,901	\$ -
	Ending Balance	\$ 126,426	\$ 264,688	\$ 39,323	\$ 22,088	\$ 68,919	\$ 165,645	\$ 518,387	\$ 232,172
FY18-19	Revenue	\$ 6,770	\$ 14,320	\$ 9,790	\$ 9,311	\$ 7,440	\$ 23,754	\$ 107,850	\$ 5,582
	Expenditures	\$ 2,000	\$ 147,707	\$ 4,651	\$ 7,435	\$ -	\$ 48,095	\$ 259,671	\$ -
	Ending Balance	\$ 131,196	\$ 131,301	\$ 44,462	\$ 23,964	\$ 76,359	\$ 141,304	\$ 366,566	\$ 237,754