

Conference Committee Motion Sheet
FY2012 Operating and Mental Health Budget

Indicates language
Indicates structure change

Fund Transfers

Number	Appropriation	Allocation	Description	CCBase	House Change	Fund Code	Fund Source	Senate Fin Change	Fund Code	Fund Source	Notes	Version Adopted	Action	Revision
TOTAL				0.0	0.0			1,482,779.9					120.0	
1	Designated Savings (UGF)	AMHS Vessel Replacement Fund	Senate Lang: Sec. 25(d): Remainder of funding required for construction of an Alaska class vessel					60,000.0	1004	Gen Fund	FY11 Supplemental appropriation	S	60,000.0	
2	Designated Savings (UGF)	Power Cost Equalization Endowment	Senate Lang: Sec. 25(c): Deposit portion of anticipated FY11 surplus to PCE Endowment to enable a payout of 5% to fully fund PCE					400,000.0	1004	Gen Fund	FY11 Supplemental appropriation	S	400,000.0	
3	Undesignated Savings (UGF)	Statutory Budget Reserve Fund	Senate Lang: Sec. 25(e): Deposit portion of anticipated FY11 surplus to SBR					1,000,000.0	1004	Gen Fund	FY11 Supplemental appropriation	S	1,000,000.0	
4	OpSys DGF Transfers (non-add)	Large Passenger Vessel Gambling and Gaming Account	Senate Lang: Sec. 25(a) & (b). Replace gambling tax swept to CBR and CPV fund, plus \$3.26 million of regional impact fund appropriated to CPV fund					22,659.9	1004	Gen Fund	FY11 Supplemental appropriation	S	22,659.9	
5	OpSys DGF Transfers (non-add)	Large Passenger Vessel Account	Lang: Transfer balance from Regional Cruise Ship Account to Large Passenger Vessel Tax Account								FY11 Supplemental appropriation Senate transfers \$3.3 million balance	S	0.0	
6	OpSys DGF Transfers (non-add)	Civil Legal Services Fund	Senate Lang: Sec. 24(m): Deposit FY07 through FY12 GF punitive damage awards					120.0	1004	Gen Fund		S	120.0	
7	Undesignated Savings (UGF)	Statutory Budget Reserve Fund AHFC Subsidiary Fund	Senate Lang: Sec. 24(n). Transfer balance from AHCC to statutory budget reserve fund					387,178.4 (387,178.4)	1004 1004	Gen Fund Gen Fund	Available balance is overstated by approximately \$15 million	H H	0.0 0.0	