

PACIFIC BEACH

FUND #400117 - Established 8/13/88

As of March 31, 2021

TOTAL REVENUES (Including Interest): \$4,320,682

City Project No.	DIF Plan #	Projects Approved by Council	Project Status	Funds Expended	Funds Budgetec
	PB-1	Pacific Beach Drive Pump Station	Completed	199,377	199,37
	PB-3	Oliver Ave & Reed Ave Storm Drain	Completed	8,478	8,47
	PB-14	Pacific Beach Recreation Center Improvements	Completed	135,139	135,13
	PB-28B	Pacific Beach Elementary School Joint Use Imp	Completed	70,000	70,00
	PB-29	Earl and Birdie Taylor Branch Library	Completed	711,000	711,00
	PB-4	Architectural Barriers Removal - DIF Funded	Completed	25,000	25,00
	PB-21	Capehart Open Space Park Improvements	Completed	120,609	120,60
S-00668	PB-13A	Pacific Beach Community Park Requirements	Completed	517,523	517,52
S-10021	PB-20	Mission Bay Athletic Area Comfort Station ADA	Completed	127,722	127,72
S-10026	PB-18	Palisades Park Comfort Station ADA	Completed	297,400	297,40
B-17046	PB-4	ADA Pacific Beach CR PROW-S7	Completed	40,124	40,12
B-13125	PB-4	Mission Beach Obstruction DIF 13 CR		52,317	52,31
B-17109	PB-3	Buena Vista St Storm Drain Replacement		750,000	750,00
B-17179	PB-20	Mission Bay Athletic Comfort Station Mod		0	72,27
B-18057	PB-4	ADA Pacific Beach CR PROW S20		69,135	69,13
B-18169	PB-4	ADACA Pacific Beach CR PROW S35		134,041	165,86
S-10119	PB-20	North Pacific Beach Lifeguard Station		149,999	150,00
		Administration Costs (1988 to Present)		509,765	517,94
		Total	Expended/Budgeted	\$3,917,630	\$4,029,91
				FUND BALANCE:	\$290,77
		Pending Adjustments			
		Anticipated Commitments	Amount		
		Administration		3,000	
			TOTAL PENDIN	\$3,00	
			ADJUSTEI	D FUND BALANCE:	\$287,77
Note:					

Budgets reflected in this report matches the City's Financial System and may be different from the total budgets reflected in the Development Impact Fee Plan due to project phasing or budget restrictions as a result of revenue shortfall.

Development Impact Fee Plan Fiscal Year 1994 https://www.sandiego.gov/planning/facilities-planning/plans