

Department of Finance		<b>Fund: 0663a</b>
<b>STATE OF CALIFORNIA MANUAL OF STATE FUNDS</b>		<b>PAGE 1</b> Renumbered From:
<b><u>Legal Title</u></b> Physicians Contract Bank Account, Physicians Services Account		
<b><u>Legal Citation/Authority</u></b> Administratively established pursuant to Government Code section 13306(a)		
<b><u>Fund Classification</u></b> <b><u>GAAP Basis</u></b> Fiduciary/Agency Funds	<b><u>Fund Classification</u></b> <b><u>Legal Basis</u></b> Nongovernmental/Trust and Agency Funds--Non-Federal	
<b><u>Purpose</u></b> The Physicians Contract Bank Account within the Physicians Services Account was created administratively by the Department of Finance to implement the provisions of Chapter 51, Statutes of 1990 relating to Section 16952 of the Welfare and Institutions Code which provides for counties to contract with the State for the administration of its Physicians Services Account. This fund is established as a depository for those funds administered by the State for participating counties.		
<b><u>Administering Agency/Organization Code</u></b> Department of Health Services/Org 4260		
<b><u>Major Revenue Source</u></b> Money allocated to counties under Chapter 133, Statutes of 1989 and Chapter 51, Statutes of 1990.		
<b><u>Disposition of Fund (upon abolishment)</u></b> Costs of physicians' services for patients who cannot afford to pay for those services and for whom payment will not be made through any private coverage or any program funded in whole or in part by the federal government.		
<b><u>Appropriation Authority</u></b> Funds will be available upon appropriation of the Legislature.		
<b><u>State Appropriations Limit</u></b> <b>Always Excluded</b> —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 a Trust and Agency Fund. (Non-Federal)		
<b><u>Comments/Historical Information</u></b> This fund is abolished per Government Code section 13306(b) effective October 22, 2010.		