## Agency Report of: Ceremonial Role Events and Ticket/Pass Distributions

A Public Document

1.	Agency Name				Date Stamp California 802		
	CITY OF SAN MARCOS  Division, Department, or Region (If Applicable)  Designated Agency Contact (Name, Title)						
					The state of the s	For Official Use Only	
					NOV 17 20 6 City Clerk Dept.		
	,				City of San Marcos		
	Area Code/Phone Number	/ILCOX, DEPUTY CITY CLERK  de/Phone Number   E-mail				Amendment (Must provide explanation in Part 3.)	
	The second of th		SAN-MARCOS.NET		Date of Original Filing:		
2	Function or Event Information				(Month, Day, Year)		
۷.				□ Face Value o	of Each Ticket/Pass \$	\$30.00	
			Yes⊠ No				
	Event Description SM Sr Volunteer Patrol Holiday Event Date(s) 12  Provide Title/Explanation				2 , 07 , 16		
	Ticket(s)/Pass(es) provided by agency? Yes ☒ No [			☐ If no:	If no:		
	Was ticket distribution made at the behest No ☒ Yes [			П (б			
	of agency official?			☐ If yes:	Official's Name (Last,	First)	
3.	Recipients						
	• Use Section A to identify the agency's department or unit. • Use Section B to identify an individual. • Use Section C to identify an outside organization.						
	A. Name of Agency, Department or Unit		Number of Ticket(s)/ Pass(es)	Describe the public purpose made pursuant to the agency's policy			
			,				
	B. Name of Individual		Number of Ticket(s)/	Identify one of the following:			
	(Last, First)		Pass(es)	identity one of the following.			
	Mayor Jim Desmond			Ceremonial Role	Other X  ial Role" or "Other" describe below:	Income	
					E FOR INTERGOVERNM	IENTAL RELATIONS	
				Ceremonial Role	ole Other Income Income comonial Role" or "Other" describe below:		
						i e	
	C. Name of Outside Organization (include address and description)		Number of Ticket(s)/ Pass(es)	Describe the pub	Describe the public purpose made pursuant to the agency's policy		
4.	Verification						
	I have read and understand FPPC Regulations 18944.1 and 1					requirements	
			JACK GRI		CITY MANAGER  Title		
						(, 20),//	
	Comment:						