

Contract #: Surplus Property Donation Agreement  
**CONTRACT ROUTING SHEET**

Date Prepared: 12/02/03

Need Date: PLEASE RUSH

**PROCESSING DEPARTMENT:**

Department: General Services  
 Dept. Contact: Bonnie H. Rich

**CONTRACTOR:**

Name: \_\_\_\_\_  
 Address: Approve "Boiler-Plate" Agreement

Phone #: 5940  
 Department \_\_\_\_\_  
 Head Signature: Bonnie H. Rich

Phone: \_\_\_\_\_

*for* George W. Sanders

**CONTRACTING DEPARTMENT:** General Services/Procurement and Contracts

Service Requested: Donation of Surplus Property Agreement

Contract Term: \_\_\_\_\_ Contract/Amendment Value: \_\_\_\_\_

Compliance with Human Resources requirements? Yes: X No: \_\_\_\_\_

Compliance verified by: \_\_\_\_\_

**COUNTY COUNSEL:** (Must approve all contracts and MOU's)

Approved: ✓ Disapproved: \_\_\_\_\_ Date: 12/15/03 By: Justin [Signature]  
 Approved: \_\_\_\_\_ Disapproved: \_\_\_\_\_ Date: \_\_\_\_\_ By: \_\_\_\_\_

2003 DEC 22 PM 3:5  
 EL DORADO COUNTY COUNSEL  
 HIRSH DEWITT

Note: Revisions made at the request of Counsel per attached. Please Rush. Necessary surplus/donate several ambulances approved by the Board of Supervisors 12/02/03, #8.

*Conditional approval: per discussion of Bonnie, add uncertainty since that in com. Esh agi for products call of questions*

*OK add 12/16/03 BHR*

PLEASE FORWARD TO RISK MANAGEMENT. THANKS!

**RISK MANAGEMENT:** (All contracts and MOU's except boilerplate grant funding agreements)

Approved: ✓ Disapproved: \_\_\_\_\_ Date: 1/12/07 By: [Signature]  
 Approved: \_\_\_\_\_ Disapproved: \_\_\_\_\_ Date: \_\_\_\_\_ By: \_\_\_\_\_

*please call when ready for pick-up. Thank You.*

**OTHER APPROVAL:** (Specify department(s) participating or directly affected by this contract).

Departments: \_\_\_\_\_  
 Approved: \_\_\_\_\_ Disapproved: \_\_\_\_\_ Date: \_\_\_\_\_ By: \_\_\_\_\_  
 Approved: \_\_\_\_\_ Disapproved: \_\_\_\_\_ Date: \_\_\_\_\_ By: \_\_\_\_\_

RECEIVED  
 HUMAN RESOURCES DEPT.  
 JAN 12 PM 3:14  
 DATE: 12/02/03  
 TRISH H. ATORNEY  
 DEPT. / INDEKROD

ASSIGNMENT