

May 24, 2016

TO: School District Administrators

FROM: Division of Administration, Finance & Accountability

SUBJECT: Year-End Closing of Object Codes 9200/9290 and 9500/9590

The above object codes must have a "0" (zero) balance as of June 30, 2016 , for all funds. To determine if a balance exists, run a board financial summary for each fund. If a balance remains, the following procedure is recommended to close it out:

If object code 9200 has a balance, a **Detailed General Ledger** (for **Object Code 9200/9290**) should be run in the **current year** (2015-16). In addition, a **Detailed General Ledger** (for **Object Code 9209/9299**) should be run in the **prior year** (2014-15).

Once these two reports have been run, a reconciliation between the two should be completed to determine which accounts and amounts make up the outstanding balance. This balance can then be cleared with a Cash Transfer charging (debiting) the same income account that was used when the accrual was originally made. The offsetting credit should be made to object code 9200/9290.

An alternative method would be to verify that all AIR deposits have been recorded with an "F" for final. Any remaining entries would be cleared by a Cash Transfer as described above. The procedure is basically the same for object code 9500/9590. The main difference is that the General Ledger would be run for object code 9500/9590 in the current year and 9509/9599 in the prior year. The Cash Transfer to clear the account would be to charge (debit) object code 9500/9590 and credit the same expenditure account that was used to set up the liability.

In addition to these accounts, three other liability accounts will also need to be cleared to a zero balance. Those accounts include object code 9505, Tax Refund clearing account, object code 9518, current liabilities Health and Welfare, and object code 9510, Accounts Payable current liabilities.

If you have any Questions, please call Priscilla Quinn, External Financial Operations Officer at (661) 636-4732.

PQ:mg