

TIER 1	Supervisorial	Amount		
HCD PROJECTS	District	850,000	Recommended	EXT AMOUNT
Battery Energy Storage System	All	100,000	YES	100,000
Housing Element Implementation	All	650,000	YES	650,000
Fire Prepared(Home Harding and Defensible Space	All	100,000	YES	100,000
ROADS PROJECTS	S/D	5,250,000	Recommended	EXT AMOUNT
San Benancio Road (SR68-to Harper Cyn Rd)	5	1,000,000	YES	1,000,000
Old Stage Road (Alisal Road to Camp San Jerardo)	3	1,000,000	YES	1,000,000
Bradley Rd (Sargeant Rd to Bradley Road Bridge)	3	600,000	YES	600,000
Reservation Rd (East Garrison Drive to Intergarrison Road)	4	800,000	YES	800,000
Rio Rd D-5 (Altherton Drive to approx. SR 1)	5	600,000	YES	600,000
Central Ave Blade Lay	3	400,000	YES	400,000
Wildhorse Road Blade Lay	3	400,000	YES	400,000
Lonoak Road Blade Lay	3	450,000	YES	450,000
PARKS PROJECTS	S/D	1,800,000	Recommended	EXT AMOUNT
Toro Playground	5	300,000	YES	300,000
Royal Oaks Playground	2	300,000	YES	300,000
San Lorenzo Playground	3	300,000	YES	300,000
San Lorenzo Splash Zone	3	300,000	YES	300,000
Bathroom Gigling	4	200,000	YES	200,000
Lake San Antonio South Shore Water System	3	300,000	YES	300,000
Disc Golf (4)	Various	100,000	YES	100,000
SUBSTITUTE PROJECTS	S/D			
Dolan Road 2.2 miles	2		YES	2,200,000
TIER 2	Supervisorial	Amount	Recommended	-
ROADS PROJECTS	District	1,750,000		
San Lucas Community Parcel	3	70,000	YES	70,000
Neighborhood Traffic Management Program	2,3,4,5	200,000	YES	200,000
Augmented Litter Abatement	2,3,4,5	230,000	YES	230,000
San Benancio Road (MP 1.0 to MP 2.0)	5	1,000,000	YES	1,000,000
Parkfield Coalinga Road Blade-Lay	3	250,000	YES	250,000
Vierra Canyon Road (SR-156 to 1 mile East)	2	1,000,000	YES	1,000,000
Blackie Road (SR 183 to Del Monte Ave)	2	600,000	YES	600,000
PARKS PROJECTS		900,000	YES	
Lake San Antonio and San Lorenzo Park Kitchen Remodel	3	500,000	YES	500,000
San Lorenzo Park Shower Building Remodel	3	100,000	YES	100,000
LSRA Potable Drinking Water System LSRA	5	300,000	YES	300,000
TOTAL ALLOCATION Teir 1				10,100,000
Total Allocation Teir 2				4,250,000