CITY OF WHITTIER Agency Report of: CITY CLERK A Public Document Ceremonial Role Events and Ticket/Pass Distributions 1. Agency Name Date Stamp California City of Whittier Form For Official Use Only Division, Department, or Region (if applicable) Administration Designated Agency Contact (Name, Title) Brian Saeki, City Manager Amendment (Must Provide Explanation in Part 3.) Area Code/Phone Number E-mail Date of Original Filing: . 562-567-9301 bsaeki@cityofwhittier.org (month, day, year) 2. Function or Event Information Face Value of Each Ticket/Pass \$ 125.00 Does the agency have a ticket policy? Yes ⊠ No □ Event Description: Casino Night Fundraiser 9 , 29 / Provide Title/ Explanation Ticket(s)/Pass(es) provided by agency? Yes ⊠ No □ Name of Source Was ticket distribution made at the behest Yes ☐ No ☒ If yes: \_ Official's Name (Last, First) of agency official? 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. Number A. Name of Agency, Department or Unit of Ticket(s)/ Describe the public purpose made pursuant to the agency's policy Passes Number Name of Individual B. Identify one of the following: of Ticket(s)/ (Last, First) **Passes** Ceremonial Role Other X Income If checking "Ceremonial Role" or "Other" describe below: Martinez, Octavio Cesar 1 Attendee Ceremonial Role Other Income If checking "Ceremonial Role" or "Other" describe below: Number Name of Outside Organization Describe the public purpose made pursuant to the agency's policy of Ticket(s)/ (include address and description) Passes 4.e-Promotion of community programs available to the city give@spiritt.org (Spirti Family Services) residents, including charitable and no-profit organizations 4. Verification I have read and understand FPPC Regulations 18944.1 and 18942. I have verified that the distribution set forth above, is in accordance with the requirements Brian Saeki City Manager ncy Head or Designee Print Name Title

Comment: