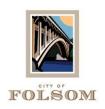


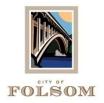
Preliminary Budget Discussion, January 14, 2020

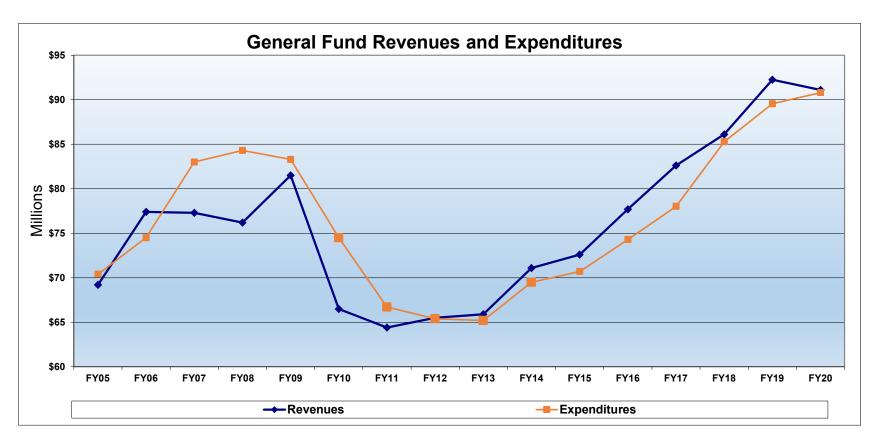
Preliminary Budget Schedule



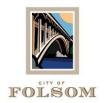
- 1/14/2020 Discussion of Budget Priorities, Requests and Expectations
- 1/28/2020 FY 20/21 Budget Workshop Direction to Staff
- 2/25/2020 FY 20/21 Budget Workshop Presentation of Financial Projections
- 4/28/2020 Presentation of FY 20/21 Proposed Operating and Capital Budgets
- 5/12/2020 Public Hearing on FY 20/21 Operating and Capital Budgets
- 5/26/2020 Adoption of FY 20/21 Operating and Capital Budgets

Financial Projections





Vision and Values

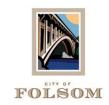


- Many are already included in FY19/20 adopted budget
- Small dollar items prioritized and implemented when funds are available or as a trade-off to other previously budgeted items
- Large dollar items commitment by the council to multi-year appropriations to set aside funding

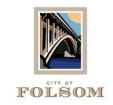
Examples include:

Aquatic center renovation Fire station renovation

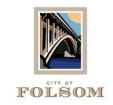
City hall roof and HVAC replacement Development of park sites



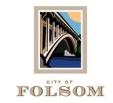
•(1) What are your top three priorities you would like to begin setting aside funds for in the FY20-21 budget in order to complete the project in a future year?



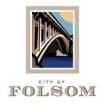
• (2) If revenues are projected to exceed budgeted expenditures, resulting in a budget surplus, are you more interested in using this money to contribute to the general fund reserve (fund balance) or allocate funds to one-time projects?



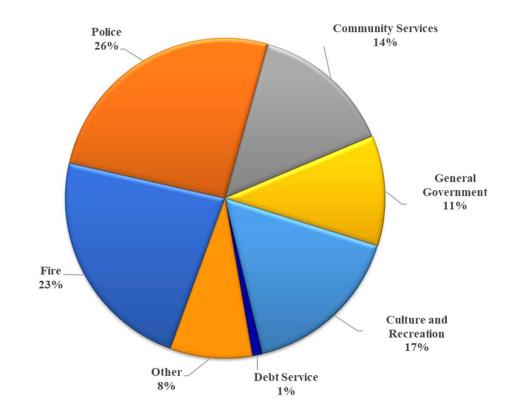
• (3) Are there services/programs the City's general fund is currently providing that you do not see as significantly valuable at this time and would like to scale back in order to use the funding elsewhere?



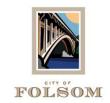
• (4) What is the one area in which the City can focus resources and efforts toward achieving specific results that will make the biggest difference?



•(5) Is the current allocation of funding by department still appropriate?



Conclusion



Discussion, questions and direction to staff