

FY 2021-2022 Budget Changes Update May 25, 2021

Significant Changes

- Animal Control Donation
 - \$1.2 million from estate of Mrs. Sue Hirsheimer
 - Added \$800,000 to Capital Improvement Fund to construct in FY22
- Changes to EMS Substation estimate
- Projected revenue increase from 4% to 6%
 - \$308,000 impact to General Fund, \$83,000 to Capital Improvement Fund

Significant Changes contd.

- Civic Center Sports Complex new restrooms decrease
 - Two new restrooms instead of four
 - \$500,000 budgeted instead of \$800,000



- Passed by Congress in February 2021
- Established the Coronavirus State and Local Fiscal Recovery Funds
 - Provides \$350 billion to state, local, territorial, and Tribal governments
- Intended to meet pandemic response needs

- Uses for funds include:
 - Support public health expenditures
 - Payroll and covered benefits expenses for public safety employees
 - Addressing the negative economic impacts caused by the public health emergency
 - Serving the hardest-hit communities and families
 - Replacing lost public sector revenue

- Sierra Vista's share = \$6,228,688
 - Spread over next two years, or \$3,114,344
 per year
- Recommended use:
 - Pay SVF&MS salaries and benefits up to \$1,979,344 per year
 - Total FY22 SVF&MS salaries and benefits = \$7,501,676
 - Replace \$1,135,000 from income tax reduction due to last year's filing delay

- Recommended use of freed-up funds
 - \$1.9 million in one-time projects
 - ACO expansion \$800,000
 - Civic Center Sports Complex restrooms \$500,000
 - Playground replacements \$56,650
 - Library computer system replacement \$95,000
 - Fire Station #3 AV replacements \$115,000
 - PD flooring \$150,000
 - Roof replacements Pavilion, Fire Stations 1 & 2 -\$170,000

<u>Upcoming Budget Meetings</u>

- May 28: Tentative budget book to be distributed to Council
- June 7 9: One on one Councilmember meetings
- June 14 16: Budget work sessions
- June 24: Tentative budget vote
- July 22: Final budget vote and Property tax hearing
- August 12: Property tax vote

