## CITY OF ELECTRIC CITY PRELIMINARY BUDGET WORKSHOP MINUTES October 25, 2016

The October 25, 2016 Electric City Preliminary Budget Workshop was called to order at 6:00 p.m. by Mayor Pro Temp Lonna Bussert.

Present by Roll Call: Council Members, Aaron Derr, Roberta Hensley, Richard McGuire, and Brad Parrish

Motion to Excuse: Motion was made and seconded to excuse Mayor Nordine II.

m/s (Derr/McGuire)cu

Staff members present: Public Works Director- Kenneth Dexter and City Clerk/Treasurer-Jacqueline M. Perman

The council discussed revenues and expenditures in funds with extra discussion on the following:

- Fund 001 Current Expense Fund: The council would like to add the expenditure of adding new windows to City Hall. Check the CPI for the Police Contract and adjust if necessary.
- Fund 021 Fire Department: Take off \$500.00 for Capital Sale of Equipment.
- Fund 031 Coulee Playland Capital Facility Fund: Council reviewed and approved the request to provide new electrical and fresh water services to Sites #76-#89 for \$33,000.00.
- Fund 101 City Street Fund: If the city does not receive either of the two grants from TIB the expenses for any street work will be eliminated.
- Fund 307 Municipal Capital Improvement Fund: Asked Clerk to check and see if we could pay for the payement at City Hall out of this fund and if so to budget it in.
- Fund 400 Water/Sewer Fund: Suggestion to purchase the truck from the Fire Department was declined and not to be included in the budget. PWD Ken Dexter asked the council to consider to raise the sewer amount buy \$5.00. No Discussion ensued.
- Fund 402 Water & Sewer Cumulative Reserve Fund: Council would like to see this fund rolled up into Fund 401 Water & Sewer Capital Facilities Fund.
- Fund 470 Garbage Fund: Discussed the improvements to the alleys that are used by Sunrise Disposal every week for waste disposal. To be included in the budget.

Motion was made and seconded to adjourn at 7:14 p.m.

m/s (Derr/McGuire)

cqueline M. Perman, Clerk/Treasurer Lonna Bussert, Mayor Pro Tem