



CITY OF  
*Yuma*

## REQUEST FOR CITY COUNCIL ACTION

**MEETING DATE:**

May 3, 2017

**DEPARTMENT:**

Finance

**DIVISION:**

Administration

- ☐ Motion
- ☒ Resolution
- ☐ Ordinance - Introduction
- ☐ Ordinance - Adoption
- ☒ Public Hearing

**TITLE:**

Public Hearing and Final Budget Adoption for Fiscal Year 2017-2018

**SUMMARY RECOMMENDATION:**

Conduct a public hearing on the proposed Budget for Fiscal Year 2017-2018 and adopt the City of Yuma Budget for Fiscal Year 2017-2018 in the amount of \$214,831,937 which includes a Capital Improvement Program Budget of \$38,550,000, and an Operating Budget of \$176,281,937.  
(Finance/Administration) (Pat Wicks)

**REPORT:**

The budget has been reviewed by City Staff, the City Administrator, and the City Council. The end result is a financial planning document incorporating the policies, goals, and objectives, as established by City Council and developed by City staff.

FISCAL REQUIREMENTS	CITY FUNDS:	\$0.00	BUDGETED:	\$0.00
	STATE FUNDS:	\$0.00	AVAILABLE TO TRANSFER:	\$0.00
	FEDERAL FUNDS:	\$0.00	IN CONTINGENCY:	\$0.00
	OTHER SOURCES:	\$0.00	FUNDING FOR THIS ITEM IS FOUND IN THE FOLLOWING ACCOUNT / FUND / CIP:	
		\$0.00		
		\$0.00		
TOTAL:	\$0.00			
FISCAL IMPACT STATEMENT: This budget will approve the spending of \$214,831,937 for the Fiscal Year 2017-2018.				
ADDITIONAL INFORMATION	SUPPORTING INFORMATION NOT ATTACHED TO THE CITY COUNCIL ACTION FORM THAT IS ON FILE IN THE OFFICE OF THE CITY CLERK: 1. 2. 3. 4. 5.			
	IF CITY COUNCIL ACTION INCLUDES A CONTRACT, LEASE OR AGREEMENT, WHO WILL BE RESPONSIBLE FOR ROUTING THE DOCUMENT FOR SIGNATURE AFTER CITY COUNCIL APPROVAL?  <input type="radio"/> Department <input type="radio"/> City Clerk's Office <input type="checkbox"/> Document to be recorded			
SIGNATURES	CITY ADMINISTRATOR:		DATE:	
	Gregory K. Wilkinson		4/24/2017	
	REVIEWED BY CITY ATTORNEY:		DATE:	
	Richard W. Files		4/24/2017	
	RECOMMENDED BY (DEPT/DIV HEAD):		DATE:	
Pat Wicks		4/24/2017		
WRITTEN/SUBMITTED BY:		DATE:		
Teresa Laurent		4/24/2017		