

NOTICE OF PUBLIC HEARING
BUDGET PROPOSAL, FISCAL YEAR 2020-2021
CITY OF BERKELEY

You are hereby notified that there will be a public hearing before the Council of the City of Berkeley by virtual Zoom meeting on Monday June 15, 2020, at 1:00 p.m. The said Public Hearing will be held for the purpose of affording an opportunity to all persons who may be interested in being heard on the questions as to whether the budget shall be adopted. The proposed budget for the Fiscal Year covering the period July 1, 2020 to June 30, 2021 (both dates inclusive), is summarized as follows:

<u>Revenue</u>	
General Fund	\$ 9,068,863
Parks and Recreation	\$ 541,170
Police Station Debt Service	\$ 187,794
Fiduciary Fund	\$ 913,500
Debt Service-Rent	\$ 632,329
Bond & Int. Sinking	\$ 259,400
Economic Development	\$ 553,500
Sewer Lateral Fund	\$ 86,500
Capital Sales Tax Fund	\$ 500,500
Building Fund	\$ 8,000
LLEBG	\$ 600
Fire Equipment Tax	\$ 276,250
County Road & Bridge Fund	\$ 200,100
Public Safety	<u>\$ 450,050</u>
Total Revenue	\$ 13,790,762
<u>Expenditures</u>	
City Council	\$ 188,098
Administration	\$ 1,876,333
City Clerk	\$ 94,583
Finance Dept	\$ 327,147
Municipal Courts	\$ 171,201
Information Technology	\$ 185,009
Police Dept	\$ 2,873,597
Fire Dept	\$ 1,989,514
Fire Grant Employees	\$ 332,962
Police SRO	\$ 450
Public Works	\$ 53,817
Inspections Dept	\$ 362,443
Street Maintenance	\$ 616,485
Central Garage	\$ 272,084
Facility Maintenance	\$ 147,075
Contingency	\$ 200,000
Parks & Recreation	\$ 350,144
Police Station Debt Service	\$ 187,794
Fiduciary Fund	\$ 1,228,500
Debt Service Rent	\$ 513,710
Bond & Int. Sinking	\$ 225,000
Economic Development	\$ 441,454
Sewer Lateral Fund	\$ 60,000
Capital Sales Tax Fund	\$ 378,638
Fire Equipment Tax	\$ 181,700
County Road & Bridge Fund	\$ 200,000
Public Safety	<u>\$ 94,875</u>
Total Expenditures	\$ 13,551,613

BY ORDER OF THE CITY COUNCIL, DATED THIS 01ST DAY of JUNE 2020

REVISED PREPARED BY: Kimberly Camp, Finance Director
ATTEST: Deanna Jones, City Clerk
City of Berkeley, Missouri