



CITY OF BURTON

BURTON DOWNTOWN DEVELOPMENT AUTHORITY MEETING

MAY 18, 2015

AGENDA

Council Chambers

Public Hearing

8:30 AM

**4303 S. CENTER ROAD
BURTON, MI 48519**

A. CALL TO ORDER

B. STAFF PRESENT

C. AUDIENCE PARTICIPATION

Now is the time set-aside for members of the audience to address the Burton Downtown Development Authority. I would ask each individual to give their name and address for the record and to limit their comments to five (5) minutes and to speak on the topics germane to City business.

D. PUBLIC HEARING

1. Public Hearing on Proposed DDA Budget for budget hearing for Fiscal Year 2015-2016.



SCHEDULED

INFORMATION ITEM (ID # 1502)

DOC ID: 1502

Public Hearing on Proposed DDA Budget for budget hearing for Fiscal Year 2015-2016.

ATTACHMENTS:

- DDA budget as of 04202015 (PDF)

GL NUMBER	DESCRIPTION	2013-14 ACTIVITY	2014-15 PROJECTED DEPARTMENT ACTIVITY	2015-16 REQUESTED BUDGET
ESTIMATED REVENUES				
Dept 0000				
5013-0000-403.0000	CURRENT TAX REVENUE	32,200	30,000	31,700
5013-0000-404.0000	TAX CHARGEBACKS	(300)	(300)	(100)
5013-0000-407.0000	DELINQUENT REAL/PERS TAXES	1,200	1,300	1,000
5013-0000-666.0000	INVESTMENT INTEREST	300	400	300
5013-0000-678.0000	REIMBURSEMENT INCOME	1,200		100
Totals for dept 0000-		34,600	31,400	33,000
TOTAL ESTIMATED REVENUES		34,600	31,400	33,000
APPROPRIATIONS				
Dept 0000				
5013-0000-757.0000	SUPPLIES & POSTAGE	200	200	800
5013-0000-808.0000	AUDIT	600	400	400
5013-0000-880.0000	COMMUNITY DECORATIONS		2,600	2,600
5013-0000-938.0000	LANDSCAPE/MAINTENANCE	21,300	20,000	17,000
5013-0000-956.0000	MISCELLANEOUS	14,200	11,000	5,000
5013-0000-999.2007	TRANSFER TO POLICE FUND	7,500	7,500	5,000
5013-0000-999.4001	TRANSFER TO CAPITAL IMPROV.			3,000
5013-0000-999.7891	CLOCK CORNER IMPROV/MAINT.		3,000	3,000
Totals for dept 0000-		43,800	44,700	36,800
TOTAL APPROPRIATIONS		43,800	44,700	36,800
NET OF REVENUES/APPROPRIATIONS - FUND 5013		(9,200)	(13,300)	(3,800)
BEGINNING FUND BALANCE		226,100	217,000	203,700
ENDING FUND BALANCE		216,900	203,700	199,900