

January 20, 2010
Special Budget Workshop Meeting Minutes

The January 20, 2010 special budget workshop meeting of the Cascade City Council was called to order at 6:30 p.m. by Mayor Staner in the City Hall Chambers. Council members Boffeli, Henry, Moriarity and Soppe answered roll call. Knepper was absent.

Motion by Boffeli, 2nd Moriarity to approve the agenda – all ayes.

Administrator Lansing reviewed expense line items in the Road Use Tax Fund (RUT), the Tax Increment Financing Fund (TIF), the Assessment & Debt Service Fund, the Special Projects Fund, the Water Fund and the Sewer Fund. Council then discussed & decided on the following changes to the TIF Fund: (1.) cut \$7,500 from FY11 line item for new streetlights and use that money to place a light on Fox St, Nixon St and Pat St in FY10. (2.) leave in the budget the \$56,100 expense for a 1st Avenue sidewalk from the Casey's Store to the new grocery store. (3.) place \$50,000 in a reserve for a new Community Park concession stand and/or improvements to the current restrooms. (4.) making improvements to the old City garage of \$16,000 in FY10. (5.) looking at using \$135,000 to take out the wading pools and installing a splash pad at the swimming pool. (6.) leaving \$104,600 in the budget for some type of improvements to the Riverview Park Wall pending the City receives \$83,680 in I-Jobs Grant money. (7.) leaving \$141,000 in the budget for improvements to the 2nd Ave NW levee pending the City receives \$112,800 in I-Jobs Grant money.

At the last meeting Mayor Staner requested to find out how many residential lights it would take to finish the southwest side of the City. Lansing was informed from Utility Manager Benke that it would take 13 lights. Since the Council already had 10 budgeted, they decided to add the three more lights it would take to finish the project. Therefore an additional \$5,700 of expense was added to the General Fund-Roadway Maintenance light item for Street Improvements. Lansing explained that other line items might need to be adjusted to offset this additional expense. Council member Henry wished to negotiate the price the Cascade Municipal Utility Company charges the City for electricity. Henry pointed out that between the Water Fund and the Sewer Fund, the City pays \$31,000 for gas and electricity. Henry thought if a better price could be negotiated any savings could be placed into a reserve account within these funds for infrastructure improvements. Administrator Lansing reported that the City pays approximately \$77,300 in total gas and electricity expenses for all locations.

Administrator Lansing distributed \$9,972 in wages evenly between the RUT, Water, Sewer and Garbage Funds for employing a temporary part-time person to help with a variety of jobs. Council member Henry asked to see how much money has been spent on such a position in the past.

Council discussed the 3% increase to wages and salaries that was put into the budget. Council member Henry felt that placing a percentage into the budget for increases gives the impression to employees and citizens that a 3% increase will be given when this is not necessarily what will be given. Henry would prefer placing a flat dollar amount into the budget and basing increases on employee performance evaluations rather than an across the board increase to all employees. Council member Boffeli agreed with Henry's idea. Council member Moriarity asked how the Cascade Municipal Utility employee's wages compare to the City's. Moriarity pointed out that both work in the same City and if training is close then wages should be also. Administrator Lansing figured a 3% increase at \$9,665, a 2% increase at \$6,425 and a 1% increase at \$3,213. Council decided to place \$6,425 into the budget for wage increases based on performance evaluations.

City staff will make the adjustments to the budget figures and present them to the Council at the next budget meeting scheduled for January 27th at 6:30 pm.

Motion by Soppe, 2nd Boffeli to adjourn the meeting at 9:00 pm – all ayes.

Shelley Annis, Deputy Clerk