



CITY OF ANNA MARIA

P.O. Box 779, 10005 Gulf Drive, Anna Maria, FL 34216 Phone (941) 708-6130 Fax (941) 708-6134

CITY COMMISSION BUDGET WORKSESSION MEETING JUNE 28, 2018 – 5:30 P.M.

Pledge of Conduct: We may disagree, but we will be respectful of one another. We will direct all comments to the issues. We will avoid personal attacks.

CALL TO ORDER

PLEDGE TO THE FLAG


ROLL CALL

WORK SESSION

1. FY 2018-2019 Budget Review and Discussion

Public Comment -Press Comment

Adjournment

 (FSS 286.26) IN ACCORDANCE WITH THE AMERICANS WITH DISABILITIES ACT AND FLORIDA STATE STATUTES, PERSONS WITH DISABILITIES NEEDING SPECIAL ASSISTANCE TO PARTICIPATE IN THIS PROCEEDING SHOULD CONTACT THE CITY CLERK FOR ASSISTANCE AT LEAST THREE BUSINESS DAYS PRIOR TO THE MEETING (941) 708-6130. SHOULD ANY INTERESTED PARTY SEEK TO APPEAL ANY DECISION MADE WITH RESPECT TO ANY MATTER CONSIDERED AT THIS MEETING, THEY WILL NEED TO ENSURE THAT A VERBATIM RECORD OF THE PROCEEDINGS BE MADE, WHICH RECORD INCLUDES THE TESTIMONY AND EVIDENCE UPON WHICH THE APPEAL IS TO BE BASED.





City of Anna Maria

City of Anna Maria - **REVISED** Budget Process 2018-2019 FY

Expenditures

- *Building Department*
 - Operating Expenses
 - Contingency/Carryover
- *Code Enforcement Department*
 - BLDG (Building Department)
 - VRU (Vacation Rental Business as Usual)
 - BAU (Business as Usual)

Revenues

- *Building Department*
 - Licenses & Permit Fees
 - Contingency/Carryover
- *Code Enforcement Department*
 - BLDG (Building Department)
 - VRU (Vacation Rental Business as Usual)
 - BAU (Business as Usual)

Revenues

- *General Fund*
 - Franchise Fees
 - Interest
 - Intergovernmental Revenue
 - Licenses & Permit Fees
 - Miscellaneous Revenue/Carryover
 - Rebates/Contribution/Donations/Other Grants

Expenditures

- *General Fund*
 - Administration
 - Debt Service
 - Capital Outlay
 - Parks and Recreation
 - Public Safety
 - Public Works
 - Paving Plan (Maps)

Revenues

- *Stormwater*

Expenditures

- Stormwater
 - Drainage Plan (Maps)