

Legislation Details (With Text)

File #:	202	0-0225			
Туре:	Ord	inance	Status:	Agenda Ready	
File created:	8/10)/2020	In control:	City Council	
On agenda:	9/10)/2020	Final action:		
Title:	Consider an ordinance adopting the FY 2020-2021 Annual Budget for the City of Round Rock. (Second Reading)				
Sponsors:					
Indexes:					
Code sections:					
Attachments:	1. Ordinance, 2. Exhibit A, 3. FY21 All Funds Summary, 4. 2021 Budget in Brief, 5. FY 2021 Budget Highlights				
Date	Ver.	Action By	A	ction	Result
9/10/2020	2	City Council	a	dopt on second reading	Pass
8/27/2020	1	City Council	a	pprove the first reading	Pass

Consider an ordinance adopting the FY 2020-2021 Annual Budget for the City of Round Rock. (Second Reading)

The City Manager's proposed budget as presented at the July 21, 2020 Council Budget Workshop totals \$420,162,117, summarized in the attached table. The City Council gave direction for the FY 2020-2021 proposed Annual Budget at their annual strategic planning retreats in January, February, and July 2020.

The items presented in this proposed budget address Council's Strategic Goals for FY 2020-2021 and are summarized in the attached **FY 2021 Proposed Budget Highlights** and **FY 2021 Budget in Brief** documents.

Exhibit A of the FY 2020-2021 Budget ordinance presents an overview of all the revenues and expenses for all of the funds for the City of Round Rock.

This city-wide budget also includes the Type B Fund. The Round Rock Transportation and Economic Development Corporation (Type B Corp) held a public hearing and approved the Type B Fund budget at their July 23, 2020 board meeting.

The complete proposed FY 2020-2021 Annual Budget workbook can be found on the City of Round Rock's website. A hard copy is available for review in the Robert G. and Helen Griffith Public Library located at 216 E Main Street.

A public hearing and first reading of the ordinance regarding the FY 2021 Annual Budget are being held tonight. The second reading of the ordinance will be on September 10, 2020.