



City of Arts & Innovation

City Council Memorandum

TO: HONORABLE MAYOR AND CITY COUNCIL DATE: FEBRUARY 9, 2016

FROM: FINANCE DEPARTMENT WARDS: ALL

SUBJECT: PREPARATION OF ENGINEER'S REPORT – 2016/17 STREET LIGHT ASSESSMENT DISTRICT – RESOLUTION ADOPTION

ISSUE:

The City Council is being asked to initiate the annual process of levying special assessments for the Street Light Assessment District by adopting a resolution that appoints the assessment engineer and orders the preparation of the annual engineer's report.

RECOMMENDATION:

That the City Council adopt the necessary Resolution ordering the preparation of the 2016/17 Engineer's Report for the Street Light Assessment District by Albert A. Webb & Associates.

BACKGROUND:

The annual process for the Street Light Assessment District requires the City Council to adopt a Resolution ordering the preparation of the Annual Engineer's Report. The Engineer's Report outlines the street lighting expenses and proposed assessments for the coming fiscal year. After the report's preparation, it will be presented to the City Council and, at that time, the required public hearing will be scheduled to address final approval.

The Engineer's Report calculates the annual assessments by the allocation of the total street lighting expenses of the District to the various lighting zones (including residential, rural and non-residential zones). Passed by the voters in June 1997, Measure EE approved the continuation of the assessments at the same rates as established in 1996/97. The street light assessments recover approximately 78% of the estimated street light expenditures.

FISCAL IMPACT:

The 2016/17 budget anticipates revenue of approximately \$3,500,000 from the Street Light Assessment District.

Prepared by: Brent A. Mason, Finance Director/Treasurer
Certified as to
availability of funds: Brent A. Mason, Finance Director/Treasurer
Approved by: Marianna Marysheva-Martinez, Assistant City Manager
Approved as to form: Gary G. Geuss, City Attorney

Attachments: Resolution