

# **City of Greensboro**

Melvin Municipal
Office Building
300 W. Washington Street
Greensboro, NC 27401

### Agenda Report

File Number: 2022-742

Agenda Item# H.15.

**Agenda Date**: 7/19/2022. **Department:** Neighborhood Development **Meeting Type**: Council Meeting **Category**: Public Hearing Agenda

Title: 2022 – 742 Public Hearing for an Ordinance To Adopt the Fiscal Year 2022-2023 Budget

for the Emergency Solutions Grant (ESG) In the Amount of \$196,979

### Council Priority: Place an 'x' in the box.

□ Create an Environment to Promote Economic Development Opportunities and Job Creation

☐ Maintain Infrastructure and Provide Sustainable Growth Opportunities

□ Promote Public Safety & Reduce Crime

□ Exceptional Customer Service and a Diverse City Government Workforce

⊠Ensure Fiscal Stewardship, Transparency, & Accountability

Council District: All districts

**Public Hearing**: No

**Advertising Date/By: NA** 

Contact 1 and Phone: Michelle Kennedy, Ext 2509 Contact 2 and Phone: Cynthia Blue, Ext 7376

#### **PURPOSE**:

The attached ordinance serves to adopt one of the FY 22-23 annual operating budgets for the City of Greensboro for FY 22-23 grants and capital projects funds. A budget ordinance needs to be approved by City Council to establish this budget.

#### **BACKGROUND:**

The following agenda items are associated with the adoption of the FY 22-23 Annual Budget. These ordinances and resolutions reflect changes discussed with Council during budget work sessions and include the following:

Grant project ordinance establishing the FY 22-23 budget for the Emergency Solutions Grant (ESG).

#### **BUDGET IMPACT:**

The grant project budget reflects the grant amounts expected during FY 22-23 for each grant and may be amended during the year if necessary due to changes in the actual grant authorizations.

## **ACCOUNT NUMBER**:

N/A

## RECOMMENDATION / ACTION REQUESTED:

It is recommended that City Council adopt the attached budget ordinances adopting the annual operating budget for FY 22-23.