



Lexington-Fayette Urban County Government
CHIEF ADMINISTRATIVE OFFICE

Jim Gray
Mayor

Sally Hamilton
CAO

TO: JIM GRAY, MAYOR
URBAN COUNTY COUNCIL

FROM: CHRISTOPHER CORCORAN
MAYOR'S OFFICE

DATE: Thursday June 2, 2016, 2016

SUBJECT: APPROVAL OF THE DOWNTOWN LEXINGTON MANAGEMENT DISTRICT FY
2017 BUDGET

REQUEST

A Resolution authorizing the Mayor, on behalf of the Urban County Government, to approve the proposed FY 2017 budget for the Downtown Lexington Management District. [Mayor's Office /Reed]

WHY ARE YOU REQUESTING?

In June 2015, Council Authorized the Downtown Lexington Management District (DLMD), a special taxing district that collects tax revenue from downtown property owners for the purposes of: the promotion of commercial activity or public events; the planning, administration, and management of development or improvement activities; landscaping, beautification, maintenance, and cleaning of public ways and spaces; the conduct of activities in support of business recruitment and development; the provision of security for public areas; the construction and maintenance of capital improvements to public ways and spaces; and any other economic improvement activity that specially benefits property within the district.

The DLMD board has prepared a broad budget for their first fiscal year (July 1 2016 – June 30 2017), including spending on day-to-day operations within the district, capital improvements, and administration. Day-to-day activities will include street ambassadors, landscaping, beautification, maintenance, and marketing. Capital improvements will include both direct and matching grants in support of public art, street furniture, and/or infrastructure. Administration will liaise with the DLMD board, the LFUCG Council, and other downtown entities, to support the goals of the DLMD.

What is the cost in this budget year and future budget years?

The cost for this FY is: \$0

The cost for future FY is: \$0

Are the funds budgeted?: n/a

File Number: n/a

Director/Commissioner: Geoff Reed