## **MAYOR'S PROPOSED FY 2023 BUDGET**

On March 7, 2022, **Mayor Mike Duggan** delivered his Proposed FY2023 Budget and FY2023-2026 Four-Year Financial Plan for the **City of Detroit**.

Our economy continues to recover from the pandemic, with **Opportunities Rising** for good-paying jobs for Detroiters. Recurring City revenues are forecasted to exceed pre-pandemic levels due to stronger income tax collections and the implementation of internet gaming and sports betting last year. However, risks remain from continued remote work, ongoing pandemic effects, and legacy pension liabilities. This **Fiscally Responsible** Budget manages these risks with contributions to reserves and spending restraint.

	F	Y2022	F	Y2023		
(\$ in millions)	Adopted		Pı	Proposed		
	Budget			Budget		Change
General Fund						
Recurring Budget	\$	1,055.1	\$	1,146.5	\$	91.4
One-Time Budget		83.3		68.5		(14.8)
Total	\$	1,138.4	\$	1,215.0	\$	76.6
Other Funds						
Recurring Budget	\$	1,179.5	\$	1,171.4	\$	(8.1)
One-Time Budget		20.0		66.9		46.9
Total	\$	1,199.5	\$	1,238.3	\$	38.8
All Funds						
Recurring Budget	\$	2,234.6	\$	2,317.9	\$	83.3
One-Time Budget		103.3		135.4		32.1
Total	\$	2,337.9	\$	2,453.3	\$	115.4
Budgeted Positions*		10,576		10,501		(75)

<sup>\*</sup> FY22 adjusted for comparison purposes to FY23. Both years newly include all budgeted Administrative Special Services positions in the count.

Our revenue recovery puts us **Back on Track** and allows us to restore our pre-pandemic status quo budget. The Budget also makes targeted new investments to deliver **Opportunity**, **Safety**, **and Beauty** for Detroiters, ensure **Fiscal Stability**, and keep our promise to our **Retirees**.

The Budget was informed by multiple rounds of **Public Engagement**, including the Annual Public Budget Meeting in October, Community Budget Priorities Forums held with each City Council District in January and February, and the <a href="mailto:yourbudget@detroitmi.gov">yourbudget@detroitmi.gov</a> inbox.

Budget Details available at: <u>detroitmi.gov/budget</u>



## **FY 2023 BUDGET HIGHLIGHTS**

## **General Fund Recurring Budget**

- > \$67 million increase across departments to restore our budget from pandemic cost-cutting
  - \$26.5 million to restore DDOT and People Mover support covered by federal relief
  - \$29 million to restore funding for Police and Fire positions
  - o \$11.5 million to restore all other General Fund positions
- \$16 million increase across departments for scheduled City employee wage increases
  - \$11.4 million for Police and Fire employees
  - \$4.6 million all other General Fund department employees
- \$90 million for Retiree Protection Fund (\$5 million recurring increase, \$30 million one-time)
  - Brings total balance to \$460 million for annual pension contributions in FY2024
- \$86 million for existing Debt Service (\$0.8 million increase)
- \$72.3 million in General Fund support for DDOT transit service and the People Mover
  - \$5.8 million increase, on top of \$26.5 million restoration, to improve Paratransit Service and Vehicle Operations
- > \$14.3 million to administer the 2022 Elections (\$2.2 million increase)

## Other One-Time Items Funded in the Budget

- \$30.7 million deposit into the Rainy Day Fund, for a total balance of \$138 million
  - Plus \$20 million in additional deposits planned after FY2023 to maintain reserve rate
- > \$17.5 million for Blight Remediation and Beautification Programs
- \$14 million for Municipal Facilities Improvements
- > \$10.7 million for Parks and Recreation Improvements
- \$10.4 million per year for Public Safety, Parks, and General Vehicle Replacements
- \$2.7 million extra for the Charles H. Wright Museum of African American History
- \$1.5 million extra for the Detroit Historical Museum
- \$2.3 million for Coleman A. Young International Airport Improvements
  - Plus \$1 million increase in operations to implement Airport Layout Plan
- \$5 million for match funds to leverage new state, federal, and private grant opportunities
- \$2 million for Neighborhood Planning Studies

