

City of Milwaukee Fiscal Impact Statement

	Date	7/15/2025	File Number	250524		Original	Substitute
Α	Subject	Resolution approving Amendr Cultural and Entertainment Di Aldermanic District		•			•
В	Submitted	By (Name/Title/Dept./Ext.)	Lafayette Crump, Commissioner, DCD, x5800				
С	This File		es previously au	thorized expendit	ures.		
		☐ Suspends expenditure authority.					
		☐ Increases or decreases city services.					
		Authorizes a department to administer a program affecting the city's fiscal liability.					
		☐ Increases or decreases revenue.					
		Requests an amendment to the salary or positions ordinance.					
		Authorizes borrowing and related debt service.					
		Authorizes contingent borrowing (authority only).					
		Authorizes the expe	nditure of funds	not authorized in a	adopted City Bu	udget.	
	Charge To	Department Account		П	Contingent Fu	ınd	
D	Onarge 10	□ Capital Projects Fun			Special Purpo		ts
		☐ Debt Service			Grant & Aid A		
		Other (Specify)					

	Purpose	Specify Type/Use	Expenditure	Revenue
	Salaries/Wages		\$0.00	\$0.00
			\$0.00	\$0.00
	Supplies/Materials		\$0.00	\$0.00
			\$0.00	\$0.00
	Equipment		\$0.00	\$0.00
Е			\$0.00	\$0.00
	Services		\$0.00	\$0.00
			\$0.00	\$0.00
	Other	Contribution to project and administartive costs for the Bronzeville TID	\$5,000,000.00	\$5,000,000.00
				\$0.00
	TOTALS		\$5,000,000.00	\$5,000,000.00

F	Assumptions used in arriving at fiscal estimate.	Cost estimate for the public infrastructure work was provided by the Department of Public Works, Streetscaping costs by the Historic King Drive BID, House construction by Habitat for Humanity, City Staff for remainder of Project Costs.			
G	For expenditures and revenues which will occur below and then list each item and dollar amount 1-3 Years 3-5 Years 1-3 Years 3-5 Years 1-3 Years 3-5 Years	on an annual basis over several years check the appropriate box separately.			
H 1	List any costs not included in Sections D and E above. Additional information.				

This Note

■ Was requested by committee chair.