



City Council Proposed Budget Changes Form (AMENDMENTS)

Fiscal Year 2025 - Due Monday, August 12, 2024 (end of day)

Council member name:

Short Title:

Please describe the request and community benefit

Neighborhood Energizer Grants support resident-initiated projects that improve our neighborhoods and the city as a whole. These projects facilitate civic cooperation, neighbor engagement, and community building; create real physical improvements to benefit Missoulians; and/or engage in community planning or visioning, all at the neighborhood scale. Each year, the Missoula City Council allocates \$20,000 for Neighborhood Project Funds (NPF) for Improvement grants.

Grant recipients are awarded up to \$6,000 each for projects that enhance the quality of life in our community. The project must be located within city limits and have lasting benefit for city residents. Adding \$10,000/year to this program will increase this budget by 50%, empowerig neighborhoods to increase the volume of neighborhood projects.

Please prioritize/rank this request in relation to the total number of requests you've submitted (ex. Rank 2 of 4)

2

Does your request involve increasing staffing? (How many FTEs?)

N/A

Requested budget amount

\$10,000.00

Proposed funding (check one)

<input type="checkbox"/>	Increase taxes (only available for general fund requests AND must verify if there are available mills to levy)
<input checked="" type="checkbox"/>	Increase Park District Assessments (must be Park eligible expenditure)
<input checked="" type="checkbox"/>	Increase Road District Assessments (must be Road eligible expenditure)
<input type="checkbox"/>	Reduce Fund Balance (to Approved Policy Level)
<input type="checkbox"/>	Re-Appropriation/Reduce appropriation elsewhere
<i>If re-appropriation please note department budget from which to reduce appropriation</i>	
<input type="text"/>	
Is this proposed for one time funding or ongoing? (Please check one)	
<input type="checkbox"/>	One-time
<input checked="" type="checkbox"/>	Ongoing