

**ECONOMIC DEVELOPMENT: JOINT USE FACILITIES
MAINTENANCE PROGRAM**

10 YEAR CATEGORY SUMMARY (in \$1,000s)

	FY 2025	FY 2026	FY 2027	FY 2028	FY 2029	FY 2030	FY 2031	FY 2032	FY 2033	FY 2034	10 Year Total
Cultural Affairs - Joint-Use Space Maintenance and Repairs	0	630	50	52	54	56	58	60	62	64	1,086
Total Recommendation	0	630	50	52	54	56	58	60	62	64	1,086

CATEGORY FUNDING SOURCES (in \$1,000s)

	FY 2025	FY 2026	FY 2027	FY 2028	FY 2029	FY 2030	FY 2031	FY 2032	FY 2033	FY 2034	10 Year Total
New Funding											
Federal Funding	0	0	0	0	0	0	0	0	0	0	0
State Funding	0	0	0	0	0	0	0	0	0	0	0
Developer Contributions	0	0	0	0	0	0	0	0	0	0	0
New Bond Issue	0	0	0	0	0	0	0	0	0	0	0
PAYG	0	630	50	52	54	56	58	60	62	64	1,086
Short Term Finance	0	0	0	0	0	0	0	0	0	0	0
Stormwater Utility Fee Revenue	0	0	0	0	0	0	0	0	0	0	0
Other Funding	0	0	0	0	0	0	0	0	0	0	0
Subtotal New Funding	0	630	50	52	54	56	58	60	62	64	1,086
Previously Approved Funding											
Authorized but Unissued Bonds	0	0	0	0	0	0	0	0	0	0	0
Issued but Unspent Bonds	0	0	0	0	0	0	0	0	0	0	0
Other Previously Approved Funds	0	0	0	0	0	0	0	0	0	0	0
Subtotal Previously Approved Funding	0	0	0	0	0	0	0	0	0	0	0
Total Funding Sources	0	630	50	52	54	56	58	60	62	64	1,086



CULTURAL AFFAIRS - JOINT-USE SPACE MAINTENANCE AND REPAIRS

Project Highlights:

- This project collaboratively addresses the maintenance and repairs of the joint-use spaces which will enable groups and individuals to use the theaters and the scenic studio.

Neighborhood(s):
 VARIOUS

New Funding	FY 2025	FY 2026	FY 2027	FY 2028	FY 2029	FY 2030	FY 2031	FY 2032	FY 2033	FY 2034	Total
PAYG		630	50	52	54	56	58	60	62	64	1,086
Previous Funding											
Total Funding	0	630	50	52	54	56	58	60	62	64	1,086
Operating Impact	FY 2025	FY 2026	FY 2027	FY 2028	FY 2029	FY 2030	FY 2031	FY 2032	FY 2033	FY 2034	Total
Total Impact	0	0	0	0	0	0	0	0	0	0	0

Critical Milestones:

- Planning, Assessment, & Procurement Spring 2026
- Order, Delivery & Installation Fall 2026

Changes from Prior CIP:

This project is new for the FY 2025-2034 CIP.