

**MEETING MINUTES
PUBLIC HEARING
August 1, 2024
PROPOSED FY 2024-2025 BUDGET**

The members of the City Council of the City of Phenix City, Alabama met for a public hearing on the proposed budget for the Fiscal Year 2024-2025 on August 1, 2024 at 7:00 p.m. EST, in the Council Chambers of the Public Safety Building located at 1111 Broad Street, Phenix City, Alabama. Upon roll call, the following councilmembers were present: Councilmembers Arthur L. Day, Jr., Steve Bailey, R. Griff Gordy and Mayor Eddie N. Lowe. Councilmember Vickey F. Carter was not present. Also in attendance were City Manager Wallace B. Hunter, Assistant City Manager Chan Gamble and City Clerk Shannon Davis. The following Department Heads were present: Code Enforcement Officer Ricky Carlson, Planning Specialist Jennifer Lowman, City Engineer Angel Moore, Finance Director Labrita King Copeland, Finance Comptroller Latita B. Holland, Fire Chief Kris Kennedy, Human Resources Director Stephanie Chastain, IT Manager Mike Bauer, Municipal Court Clerk Ruby White, Parks and Recreation Director Todd Hughes, Parks and Recreation Assistant Director Kristi Goggans, Chief of Police George Staudinger, Public Safety Director Ray Smith and Utilities Director John Spraggins.

Mayor Lowe called the meeting to order and asked City Clerk Shannon Davis to call roll. Upon calling roll, the following members answered present: Councilmember Arthur L. Day, Jr., Councilmember Steve Bailey, Councilmember R. Griff Gordy, and Mayor Eddie N. Lowe.

Mayor Lowe delivered the invocation.

Mayor Lowe led the Pledge of Allegiance.

Mayor Lowe opened the floor to City Manager Wallace Hunter to begin the meeting.

City Manager Wallace Hunter thanked Mayor and Council, Department Heads, especially the Finance Department for their hard work on the budget.

City Manager Hunter called upon Finance Director Labrita King-Copeland to present the proposed 2024-2025 Budget Message to Council and the audience. Finance Director Labrita King-Copeland reviewed the Budget Message

BUDGET MESSAGE

Mayor Lowe thanked Ms. Copeland.

City Manager Hunter stated that since the meeting only consist of employees at this time, he would like to discuss current state and upcoming changes that will take place in the Utilities Department. Mr. Hunter also stated that the Waste Water Treatment Plant was built in 1963 and the Filtration Plant was built in the 1920's. Mr. Hunter further stated that a lot of the City's Revenue has been placed into the Utilities Department for upgrades and repairs. Mr. Hunter stated that the City has done well with the General Fund and it continues to build. Mr. Hunter also stated that the General Fund is totally separate from the Municipal Enterprise Fund, which is a business or

service that a local government owns and operates to generate funds to provide services for the community. Mr. Hunter further stated that educating the community is the key to understanding how the sewer system work. Assistant City Manager Chan Gamble explained the information gathered on the new rate study and how rates are going to increase, which effects the operation of the Waste Water Treatment Plant now and in the future. Mr. Gamble also explained chemicals needed and how the waste is broken down. Mr. Gamble stated that flushable wipes do not dissolve and causes blockage. Mr. Gamble encouraged the public to not flush “flushable” wipes. Mr. Gamble reviewed the cost to replace or repair pipes. Mayor Lowe thanked Mr. Hunter and Mr. Gamble.

Mayor Lowe stated that at the beginning of the Budget Public Hearing the audience consisted of City Employees and as the meeting progressed, Citizens entered the meeting. Mayor Lowe declared that now was the time to open the Public Hearing and advised if anyone wanted to come forward and address council regarding the 2024-2025 Proposed Budget, now is the time to come forward and do so at this time.

Neither hearing nor seeing anyone come forward, Mayor Lowe closed the Public Hearing.

There being nothing further to discuss, the meeting thus adjourned at 7:52 p.m.