DANE COUNTY POLICY AND FISCAL NOTE

Original	Update	Substitute No.
Sponsor:		Resolution No. 2023 RES-105
Vote Required:	Majority X	Ordinance Amendment No
Two-Thirds	3/4	

Title of Resolution or Ord. Amd.:

APPROVING THE ADDITION OF VILLAGE OF MARSHALL TO THE DANE COUNTY URBAN COUNTY CONSORTIUM DCDHS – HAA DIVISION

Policy Analysis Statement:

Brief Description of Proposal -

This resolution authorizes the Cooperation Agreement with the Village of Marshall to be sign and submitted to the U.S. Department of Housing and Urban Development.

Current Policy or Practice -

Authorizing submission requires Board approval..

Impact of Adopting Proposal -

Dane County CDBG and HOME dollars can only be spent in participating communities. The Village of Marshall will be included in the Dane County Urban County Consortium beginning on October 1, 2023.

Fiscal Estimate:

Fiscal Effect (check all that apply) -	Budget Effect (check all that apply)		
x No Fiscal Effect	x No Budget Effect		
Results in Revenue Increase	Increases Rev. Budget		
Results in Expenditure Increase	Increases Exp. Budget		
Results in Revenue Decrease	Decreases Rev. Budget		
Results in Expenditure Decrease	Decreases Exp. Budget		
	Increases Position Authority		
	Decreases Position Authority		
	Note: if any budget effect, 2/3 vote is required		

Narrative/Assumptions about long range fiscal effect:

There is zero impact to county tax levy in singing the agreement.

Expenditure/Revenue Changes:

Experiantal circle containing co.									
	Current	Year	Annualized			Current Year		Annualized	
Expenditures -	Increase	Decrease	Increase	Decrease	Revenues -	Increase	Decrease	Increase	Decrease
Personal Services					County Taxes				
Operating Expenses					Federal				
Contractual Services					State				
Capital					Other				
Total	\$0	\$0	\$0	\$0	Total	\$0	\$0	\$0	\$0

Personnel Impact/FTE Changes:

N/A		

Prepared By:

Agency:		Division	Division:			
Prepared by:	Der Xiong	Date:	7/7/2023	Phone:	358-6085	
Reviewed by:	Chad Lillethun	Date:	7/10/2023	Phone:	242-6431	