



**Date:** January 29, 2018

**To:** Executive Committee Members

**Cc:** Sharon Page Ritchie, Commission Secretary

**From:** Tom DeCaigny, Director of Cultural Affairs  
Rebekah Krell, Deputy Director of Cultural Affairs & Chief Financial Officer

**Re:** FY19 & FY20 Budget Proposal

- Our departmental budget submission is due to the Controller's Office and Mayor's Office of Policy and Finance on February 21. The Mayor will present a balanced City budget to the Board of Supervisors on June 1. The Board's Budget Analyst will review the budget and recommend cost savings, which will be presented and discussed at hearings throughout the month of June. The final budget will be passed by the full Board in July, and signed by the Mayor in August.
- The Arts Commission is submitting a rolling two-year budget. The attachment includes our final approved budget for FY18, as well as our proposed budget for FY19 and FY20. Capital requests are listed separately.
- As the result of a projected Citywide deficit of \$88.2M in FY19 and \$173.4M in FY20, the Mayor's budget instructions include a request for an ongoing reduction of General Fund support of 2.5% in FY19, and an additional ongoing general fund reduction of 2.5% in FY20, which is equal to \$142,599 and \$285,198 respectively for the Arts Commission.
- All of our programs, with the exception of Civic Design and Public Art, receive general fund support and could potentially be reduced in order to meet our target, which may be achieved by decreasing our expenditures or increasing alternative sources of revenue.
- The Mayor's budget instructions require departments not to increase staffing.
- The Mayor's policy instructions request departments to reflect the strategic vision (outlined below), derived from the Citywide Strategic Planning process, in budget submissions:
  - Residents and families that thrive
  - Clean, safe and livable communities
  - A diverse, equitable and inclusive City
  - Excellent City services
  - A City and region prepared for the future