

November 9, 2020 General Meeting

Treasurer's Report

Phoebe Vanselow

11/3/20

Budget:

In this month's General Meeting packet, I've included the fiscal year 2020 (FY20 – ended June 30, 2020) profit and loss financial report. These numbers are close to finalized and will be brought forward soon at a General Meeting for our annual Certified Financial Statement. Room tax revenues for FY20 totaled \$78,574.79. FY20 ended with a budget surplus of \$98,031.74 to carryover to FY21's budget as Prior-Year Cash Balance funds.

A non-code ordinance (NCO) is set to be introduced at the November 9 meeting to adjust the FY21 operating budget, incorporating increases in budgeted room tax and fish box tax. The FY21 budget was created using a very conservative revenue scenario, and the 2020 summer season did end up with some seasonal businesses opening, thus increasing revenues over our adopted budget. This budget NCO also includes funding for the Gustavus Visitor's Association for the second half of FY21 (January-June).

As I mentioned in July, we will take the wait-and-see approach as this fiscal year progresses and make NCO adjustments as needed. If funds are needed from savings to complete the Prior-Year Cash Balance budget line, it wouldn't be until near the end of the fiscal year when the financial picture is clearer.

CARES Act Relief Funds:

The City of Gustavus is eligible for \$631,680.53 in CARES Act Relief funds. The first of three possible payments was deposited on 6/18/20 for \$381,144.53, and I have just requested the second payment of \$125,268. We are eligible for payments as 80% of the prior issued payment is spent. The City Council continues to discuss the ways to spend these funds although most funds have now been earmarked. These funds are given to the city, and then the city spends them on eligible expenses which are recorded and submitted monthly to the state for approval. All funds must be spent by December 30, 2020, or are returned to the state.

The city council earmarked \$200,000 of these CARES Act funds for the City of Gustavus Resident Emergency Economic Stimulus Program (REESP). The application period for this program ended October 31, and the preliminary count of applicants is 389. Once all of the applications are finalized and reviewed, a final number of approved applicants will be announced along with the amount per person to be paid. I'm hoping to have checks mailed to applicants by mid-November, but our second CARES Act payment needs to be received prior to release of the checks.

A spreadsheet summarizing CARES Act expenditures is included in the General Meeting packet this month.

Gustavus Airport COVID-19 Greeting/Screening Services:

The contract with the State of Alaska for Port of Entry COVID-19 testing has been extended until the end of the year. Fire Chief Travis Miller has been sending out regular updates on hours of availability. The state is billed monthly for this contract.

Endowment Fund Grants and Endowment Fund:

Two Endowment Fund Grants were issued last December. The Gustavus Community Center has completed their grant, and the Gustavus PFAS Action Coalition's grant is still underway. The next grant cycle's application period has ended. A working group of three council members will review applications this month and meet with the applicants and then bring forward a recommendation to the full city council at the December 7 work session in preparation for awarding grants at the December 14 General Meeting.

Capital Projects:

Purchase of the Gustavus Volunteer Fire Department's replacement AED/Monitor is underway. Per the council's decision this spring, other new capital projects remain on hold until the financial picture is clearer. Previously funded or underway projects are still continuing.

As always, I'm happy to go over any of the financial reports distributed each month in the packet and posted on the website and at the library and Post Office, if anyone in the public has questions or wants me to interpret the reports!

Please keep your distance, wash your hands, and wear your mask!