



## AGENDA ITEM SUMMARY FORM

**PROPOSED MEETING DATE:** February 7, 2024  
**PREPARED BY:** Scott Moore, City Manager  
**DEPARTMENT:** Administration

### AGENDA ITEM DESCRIPTION:

Consideration, discussion, and possible action on allocating funds for the City of Manor event – The Mayor’s Ball.

### BACKGROUND/SUMMARY:

The City of Manor has seen an increase in the number of charitable service activities that have included community members and non-profit organizations working to fill a need responding to natural disaster incidents and winter weather events to providing families with needed resources during the holiday seasons. In consideration to establish an annual event where the Mayor and City Council would recognize and honor our local residents, volunteers, city staff, community partners, and businesses for their contributions in making the City of Manor a great place to live, work, and invest their time and resources. Improving the quality of life for our residents and celebrating their successes on an annual basis is the key to building inclusion and continued public engagement and volunteerism. We have an opportunity to leverage corporate sponsorships with our Community Programs and Employee Recognition allocations in establishing this annual event. As the community continues to grow and maintains a sense of community pride and public engagement, it is important for the governing body to highlight our successes and recognize the individuals and organizations that help achieve our goals and milestones for the year.

**LEGAL REVIEW:** Not Applicable  
**FISCAL IMPACT:** Yes  
**PRESENTATION:** No  
**ATTACHMENTS:** No

### STAFF RECOMMENDATION:

It is the city staff’s recommendation that the City Council approve the allocation of funds from the Community Programs Fund in the amount of \$25,000 and direct the City Administration to include the Mayor’s Ball as a yearly city recognition event for the City of Manor.

**PLANNING & ZONING COMMISSION:**      **Recommend Approval**      **Disapproval**      **None**