

Developing Milwaukie's Budget for Fiscal Years 2025 and 2026



It's budget season! The City of Milwaukie prepares and adopts a biennial budget every two years. The budget under development now will commence on July 1, 2024, and end June 30, 2026.

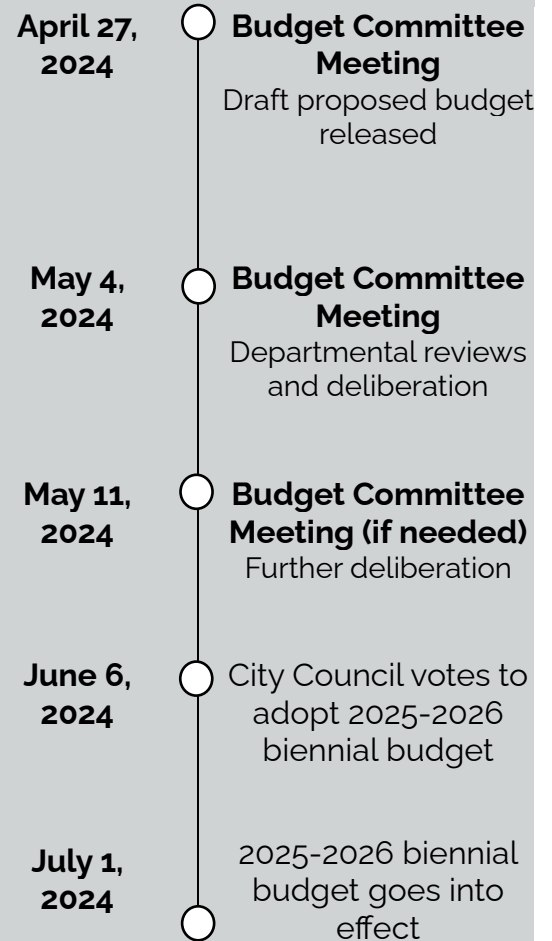
The city manager is responsible for developing and maintaining the city's budget. According to Oregon budget law, a city's expenditures cannot exceed the amount appropriated in the adopted budget. If budget changes need to be made outside of the biennial budget process, City Council must consider supplemental budget proposals at public hearings.

The community's role in budget development

The City of Milwaukie is committed to developing its budget in a transparent, collaborative way. The city's appointed [Budget Committee](#) is comprised of all five City Council members, as well as five community members. The Budget Committee will consider all proposals put forward by staff in public meetings before they deliberate and vote to adopt.

Members of the public are welcome to provide public comment to the Budget Committee in writing or at any of their meetings. The draft proposed budget will also be posted publicly on the city's website and available at City Hall once it is submitted to the Budget Committee for consideration on April 27.

Budget Milestones



Using values to guide decision making

Milwaukie's budget is developed in alignment with the community's vision, City Council's adopted goals, and the city's values. The proposed budget will explain how each budget impacts these goals and values, including how staff evaluated trade-offs to maintain fiscal responsibility.

The cost of providing city services is going up, and the City Manager has directed staff to develop budget proposals that hold the line on expenses to the extent possible. This will help the city remain in a strong position to prepare for tomorrow. Budget Committee will also weigh in on revenue generation strategies that can help ensure financial stability into the future.