

RESOLUTION NO.

WHEREAS, there are numerous parks where private ticketed events may occur which enhance the cultural life of Austin residents; and

WHEREAS, the City has included a per ticket fee for such private events, titled the “Special Event Park Maintenance Fee” in the fee schedule of the Parks and Recreation Department (PARC), with the fee amount varying depending on the tier of the ticket price; and

WHEREAS, the revenue generated from this per ticket fee goes to the City’s General Fund, which provides the vast majority of financial support for PARC; and

WHEREAS, Resolution No. 20241121-072 directed the City Manager to explore sustainable funding opportunities for PARC, and the resulting report prepared by PFM Group Consulting, LLC and Trust For Public Land released on July 23, 2025, recommended charging fees proportional to ticket pricing and retaining revenues for use by PARC; and

WHEREAS, special revenue funds are used to account for and report the proceeds of specific revenue sources, such as parking or gate entry, that are restricted or committed to expenditures for specific purposes, such as park maintenance; and

WHEREAS, dedicating revenue from the City’s Special Event Park Maintenance Fee to a special revenue fund would provide a more direct connection between the users of parks and the funds needed to maintain those parks; **NOW THEREFORE**,

BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF AUSTIN:

The City Manager is directed to establish a Parks ~~Maintenance-Enhancement~~ Fund within the City budget funded by the Special Event Park Maintenance Fee and other future sources as recommended by the City Manager or directed by Council, which funding shall be used for the maintenance and enhancement of the City's park system.

BE IT FURTHER RESOLVED:

The City Manager is directed to maintain clear and transparent reporting of expenses from the Parks ~~Maintenance-Enhancement~~ Fund as a part of the annual budgeting process.

ADOPTED: _____, 2025 **ATTEST:** _____
Erika Brady
City Clerk