



OFFICE OF THE CITY CLERK

DAWN M. JONES, CITY CLERK

MEMORANDUM

TO: MEMBERS OF THE COMMON COUNCIL
FROM: COUNCILMEMBER SHEILA NIEZGODSKI, PERSONNEL AND FINANCE COMMITTEE CHAIR
DATE: WEDNESDAY, JULY 19, 2023
SUBJECT: PERSONNEL AND FINANCE COMMITTEE MEETING NOTICE: 2024 BUDGET HEARING SCHEDULE –AMENDED

NOTICE

The following meetings of the Personnel and Finance Committee have been scheduled at the following location on the following dates:

Council Chambers
4th Floor County-City Building
227 W. Jefferson Blvd.
South Bend, IN 46601

Members of the public can attend the meeting in person or may access the meeting virtually via Teams Meeting App. Additionally, these meetings are informative and do not constitute public hearings; the public has a legal right to observe and record, but not necessarily to participate. Each meeting will be advertised individually along with location and time. Thank you for your interest and understanding.

<u>2024 Budget Schedule</u>		
Date	Time	Department
Wednesday, August 16, 2023 *	5:30 P.M.	2024 City-Wide Budget Overview Meeting
Wednesday, August 23, 2023	5:30 P.M.	Police Department & Fire Department
Wednesday, August 30, 2023	5:30 P.M.	Venues Parks & Arts
Wednesday, September 6, 2023	5:30 P.M.	Council Working Session #1
Wednesday, September 13, 2023	5:30 P.M.	Community Investment (DCI)
Wednesday, September 20, 2023 *	5:30 P.M.	Public Works
Tuesday, September 26, 2023 *	5:30 P.M.	Administrative Departments (Admin & Finance, Legal Department, Innovation & Technology)
Thursday, September 28, 2023	5:30 P.M.	Mayor's Office, Diversity & Inclusion, City Clerk, Common Council
Tuesday, October 3, 2023	5:30 P.M.	Transpo, Budget Wrap-up and Final Questions
Monday, October 9, 2023	7:00 P.M.	Vote on 2024 Budget

(*) Asterisk denotes off-site location and will be advertised accordingly

cc: Mayor James Mueller
Committee Meeting List
Media

NOTICE FOR HEARING AND SIGHT IMPAIRED PERSONS
Auxiliary Aid or Other Services may be Available upon Request at No Charge.
Please give Reasonable Advance Request when Possible