RESOLUTION OF THE CITY COUNCIL OF THE CITY OF CHULA VISTA APPROVING THE AMENDED MEASURE A PUBLIC SAFETY EXPENDITURE PLAN TO FUND DRONE PROGRAM COSTS AND A RECRUITING CAMPAIGN FOR THE POLICE DEPARTMENT AND APPROPRIATING FUNDS THEREFOR

WHEREAS, on February 27, 2018 the City Council approved Ordinance 3415 (the "Ordinance") proposing to add Chapter 3.34 to Title 3 of the Chula Vista Municipal Code establishing a one-half cent General Transactions and Use Tax to be administered by the California Department of Tax and Fee administration; and

WHEREAS, concurrently the City Council adopted a spending plan expressing its intention to expend any new sales tax revenues generated under the Ordinance on public safety (the "Intended Public Safety Expenditure Plan"); and

WHEREAS, the Ordinance was placed on the ballot for the June 2018 election as "Measure A," subject to approval by an affirmative, simple majority vote of the people as required by law; and

WHEREAS, on June 5, 2018, the voters of the City of Chula Vista approved Measure A authorizing a one-half cent sales tax on retail sales within the City; and

WHEREAS, on January 4, 2024, City staff presented to the Measure A Citizens Oversight Committee (COC) a proposed amendment to the Intended Expenditure Plan to add drone program costs and a recruiting campaign for the Police Department; and

WHEREAS, the Measure A COC voted unanimously to recommend City Council approval of the proposed expenditure plan changes.

NOW, THEREFORE, BE IT RESOLVED by the City Council of the City of Chula Vista, that it (1) amends the Fiscal Year 2023/24 Expenditure Budget of the Measure A Sales Tax Fund to appropriate funds for drone program costs and a recruiting campaign for the Police Department from the Measure A available fund balance, and (2) approves the amended Measure A Public Safety Expenditure Plan, in the form presented.

Presented by	Approved as to form by	
Chief Roxana Kennedy	Jill D.S. Maland	
Police Department	Lounsbery Ferguson Altona & Peak Acting City Attorney	