



FOLLOW-UP NOTICE TO BOUNTIFUL CITY UTILITY CUSTOMERS

State law requires that the City provide a follow-up disclosure on any approved City budgets, or budget amendments, that include transfers out of any utility Enterprise Fund. This document is that notice which alerts the public of the following actions taken by the City Council.

On Tuesday, June 9, 2026, the City Council approved amendments to the Fiscal Year (FY) 2026 budget and the final adoption of the FY 2027 budget, after the scheduled public hearings. The FY 2026 amendments included an increase of \$200,000 in the transfer from the Power Fund to the General Fund totaling \$3,364,831. The FY 2027 budget was adopted with a transfer of \$3,291,424 from the Power Fund to the General Fund. The following paragraphs provide more detail regarding these transfers:

- Amended FY 2026 Budget – \$3,364,831 Transfer from the Power Fund to the General Fund
Historically, Bountiful has budgeted for the transfer of 10% of Electric Metered Sales from the Power Fund to the General Fund. The approved FY 2026 amended transfer of \$3,364,831 represents 7.66% of total budgeted expenses in the Light & Power Fund.
- FY 2027 Budget – \$3,291,424 Transfer from the Power Fund to the General Fund
10% of the FY 2027 budgeted Electric Metered Sales totals \$3,291,424 and was approved as the transfer from the Power Fund to the General Fund. This transfer represents 7.6% of total budgeted expenses in the Power Fund.

The transferred funds are used each year to help cover the costs of important services like police, street maintenance and snow removal, fire and emergency medical services, parks, and similar City services. The utility transfer helps keep property taxes in Bountiful low. The transfers also provide a means for non-property tax paying groups such as non-profit organizations, churches, and governmental entities to help fund these essential services that their patrons utilize.

Thank you for your support and involvement as a customer of Bountiful City's utilities.