		1	2	3	4
		September 18	Add Park	No Reductions	Fund all
		Proposal	Rangers and	to Public Safety	Sheltering
			SOS 24/7	Services	Services
FY 2024					
Eliminate Ne	w Ops Fee Positions				
	Park Rangers (2 FTE)	х	•	Х	х
	SOS Team Expansion (4 FTE)	X	•	Х	X
	Code Compliance Officers (2 FTE)	X	Х	X	Х
	Internal Services (5 FTE)	X	Х	X	X
Eliminate Ot	her New Positions				
	Police Crime Analyst	X	Х	•	Х
	Fire Training Officer	Х	Х	•	Х
	Internal Services (7 FTE)	Х	Х	X	Х
	Management Analyst I (Comm. Srvs)	X	Х	X	Х
	Library Supervisor II	X	Х	Х	X
	UD Administrative Analyst II	X	Х	X	Х
Other Reduc					
	Fire Positions (6 FTE)	X	Х	•	X
	Police Positions (4 FTE)	Х	Х	•	X
	Library Reduction (6 FTE)	Х	Х	Х	X
FY 2025					
	Homeless Rental Assistance Program		Х	Х	Х
	Additional Planning Cost Recovery- \$200,000		Х	Х	Х
	All Salem funding for Microshelters	Х	Х	Х	•
	Library (8 FTE)	Х	Х	Х	Х
	TOT Grants Redirect - \$70,000	X	X	X	X
	Close Library			X	
	Center 50+ - Cost Recovery/Reduction - \$400,000	X	Х	X	X
	Recreation - Partial Cost Recovery - \$400,000	X	Х	X	X
	Graffiti Abatement (1 FTE)	X	Х	•	Х
	Parks Operations (7 FTE)	X	Х	X	Х
	Recreation - Full Cost Recovery - \$200,000			X	X
	Youth Development (1 FTE + Grants)	X	Х	X	X
	Social Service Grants - \$400,000	X	Х	X	X
	Sheltering Services (Safe Park, Emergency Warming, Cleaning) -				
	\$510,000	Х	Х	Х	Х
FY 2026					
	All Salem funding for Navigation Center	X	X	X	•
	Fire Station (9 FTE)	X	Х	•	X
	Police Position Reduction (12 FTE)	X	10 Only	•	X
	Close Library				X
	Close Center 50+			X	X
	Police Position Reduction (6 FTE)				X
FY 2027					
	Finance Positions (2 FTE)			Х	Х
FY 2028					
	Fire Station (9 FTE)	Х	Х	•	Х
	Information Technology (2 FTE)	1		X	X
	Human Resources (1 FTE)			X	X
	Legal (1 FTE)			X	X
	Code Compliance (2 FTE)			X	X
	Municipal Court (1 FTE)		<u> </u>	X	X
	Parks Operations (5 FTE)			X	X
	Legend:				

Legend:

X is a reduction (or additional fees) in service from FY24 Budget

• is a increased service change from Option#1

Increase in service from Option #1; decrease in service