



Support for public programs fuel our mission

Kudos once again to the Boerne Public Library Foundation for their tireless work to support Boerne's public library programs. Their recent Summer Soiree fundraiser was another great success. Events like these are so very important and an obvious testament to the value this community places on the wonderful services available to the public at our library. I especially want to thank the sponsors for their very generous support.

The city's Parks and Recreation department, along with several sponsors, once again held a record-setting adult/child fishing tournament Boerne City Lake. We had families from nineteen different Texas towns and cities. Of the 280 people registered, 154 youth hauled in 126 fish. I want all of the volunteers, staff and sponsors, who make this family event so much fun every year, to know how much they are appreciated. The young winners include Timothy Burford, Luke Moreno, James Case, Devon Pantoja, Luke Kleinpeter, Gavin Everett, Rebecca Spade, Serianna Plaza, and Benjamin Rochlitz.

For those of you out there who frequent Boerne City Lake, you know how popular it is during the summer and especially holiday weekends. We recently worked with the county to add a cueing driveway on the park property to help prevent traffic backups on Upper Cibolo Creek Road. The new entrance, jointly designed and constructed by city and Kendall county crews, is approximately 150 feet further west along Upper Cibolo Creek Road from the old entrance. I also want to remind folks who do not live in the Boerne city limits that there is an entrance fee to this popular spot and season passes can also be purchased. More details are available at the entrance booth, online and at the Parks and Rec office in Boerne. Anyone with questions can call the office at 830-248-1548.

The first draft of the Boerne Parks and Recreation Master plan is ready for public review and comment. It's on the city's website, so I encourage anyone that has an interest in Boerne's growing park system and recreation programs to take a look and provide feedback. This is a community driven plan so we need to hear what people want in terms of park facilities and amenities. Now, just a quick word on the city's general master planning effort – we have had a lot of great focus group meetings with people sharing their thoughts and ideas about Boerne's future. There are some additional public forums being planned, so stay tuned for the dates and locations.

Let's talk about Boerne's new city hall project! Mayor pro tem Nina Woolard invited petition signers from 298 households to a town hall meeting which was held on Monday, June 19. The purpose was to hear concerns directly from those folks who signed the petition as to why they were concerned about financing the project using certificates of obligation. For clarification purposes, certificates of obligation are one of several funding alternatives, including revenue bonds, tax notes and general obligation bonds, being considered by City Council for financing the project since we were not going to raise property taxes to pay down this debt. Two district 2 residents attended the town hall meeting.

City Council is still gathering information to determine the best course of action on financing the project; still with the goal of not raising taxes. Since starting the city hall project two years ago, City Council has been very concerned with costs. One year ago we incurred additional costs, because

council found it necessary to push the pause button and get community feedback with public forums and an ad hoc committee review. This move added about \$50,000 to the overall project cost. We are now pausing again and incurring additional costs resulting from the delay and costs associated with holding an election in November. We are currently evaluating if a tax note option is more efficient and a cost saving alternative.

I will keep you updated as more district town halls are conducted, and we then choose the financing mechanism that makes the most fiscal sense.