



RESOLUTION NO. 2015-05

A RESOLUTION OF THE CITY COUNCIL OF LYNNWOOD WASHINGTON, REGARDING THE DEFINITION OF "BUDGETING FOR OUTCOMES" METHOD OF BUDGETING AND THE WILL OF THE CITY COUNCIL FOR IT TO BE A GUIDING POLICY IN THE CITY'S DEVELOPMENT, PRESENTATION, AND IMPLEMENTATION OF THE BIENNIAL CITY BUDGET.

WHEREAS, the Lynnwood City Council, as a body of elected officials, is charged with establishing city policy, including policy that helps govern the budgeting process; and

WHEREAS, The City Council recognizes the value of Citizen and Stakeholder involvement and input in determining the Services The City provides, the Levels of Service provided, and the levels of Taxation levied to support those Services in the form of the guiding 'Lynnwood Vision'; and

WHEREAS, Extensive citizen input and survey data is routinely collected through various methods, such as the National Citizen Survey, and that data should, where possible, be incorporated into the budget process; and

WHEREAS, The City Council recognizes that the method of "Budgeting for Outcomes" is a method by which budgetary dollars are allocated to specific needs of the City based on a results driven model where the budget is built from collaboration between the Administration, Departments and Council, and is informed by Citizen and Stakeholder input; and

WHEREAS, The City Council acknowledges that "Budgeting for Outcomes" is the desired method by which budgets be developed;

NOW, THEREFORE, THE CITY COUNCIL OF THE CITY OF LYNNWOOD DOES HEREBY RESOLVE AS FOLLOWS:

1. The Administration and Departments shall begin the process of developing the tools, the training, strategies and teams for the implementation of a 'Budgeting for Outcomes' Citywide budget.

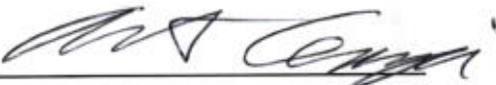
RESOLVED BY THE CITY COUNCIL OF THE CITY OF LYNNWOOD, WASHINGTON, this
23rd day of March, 2015.

APPROVED:



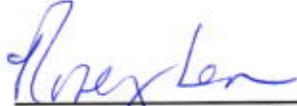
Nicola Smith, Mayor

ATTEST/AUTHENTICATED:



Art Ceniza, Interim Finance Director
and City Clerk

APPROVED AS TO FORM:



Rosemary Larson, City Attorney