

## ARGUMENT IN FAVOR OF MEASURE K

Measure K offers an extraordinary opportunity for Amador City to improve the majority of its streets with a minimal cost to residents.

### The Problem

Prompted by concerns about deteriorating road conditions in the winter of 2023, our City Engineer identified \$3,252,300.00 in needed road repairs within the city limits, \$1,077,000.00 for Main Street (Old 49) and \$2,175,300.00 for all other roads. Residents may view these estimates at City Hall during regular business hours.

Historically, the City receives funding for road repairs from the State. In the 2023-2024 fiscal year, we were allocated \$14,800. At this pace, it would take nearly 220 years to have sufficient funds to complete these projects!

Additionally, Amador City is applying to ACTC (Amador County Transportation Commission) for a grant of \$1,077,000.00, which would allow us to complete our Main Street project. Even if we receive this grant, we will still need \$2,175,300.00 to complete work on all our other roads.

### The Solution

Measure K is much more than an increase in sales tax. Passing a sales tax dedicated to road improvements will not yield a lot of additional funds for our road projects on its own. But it does allow the City to apply for Local Partnership Formulaic Program funding from the California Transportation Commission.

Per this program, after the sales tax passes, the City can apply for a minimum of \$200,000 for roads projects every year for 10 years. This is where the real opportunity lies for Amador City. The math is simple: \$200,000 times 10 years, is \$2million. This gets us so much closer to the budget we need to repair and maintain our roads in Amador City.

Vote yes on Measure K and ensure that Amador City has the best maintained roads in the foothills.

/s/ Anne Kel-Artinian, Mayor, City of Amador City  
/s/ Susan Bragstad, Vice Mayor, City of Amador City  
/s/ David Groth, City Manager, City of Amador City

## ARGUMENT AGAINST OF MEASURE K

No argument against was filed.