

Local Government Budget Simulation

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Objectives

- Describe why the SOG created a “budget simulation”
- Illustration how key components of the simulation work
- Share what participants (and instructors!) learn

Budgetopolis

SOLID WASTE \$6m



FIRE \$8m



PARKS & REC \$4m



POLICE \$12m



DEBT SERVICE \$2m



REVENUE RESERVES \$8m

PROPERTY TAXES, BUILDING INSPECTION FEES, RECYCLING FEES, REDUCE



HOUSING \$3m

Maintenance Grants



PLANNING & ECONOMIC DEVELOPMENT \$3m

Consolidate, Link & Rev



CAPITAL \$6m

Water plant, Streets, Equipment



STREETS \$6m

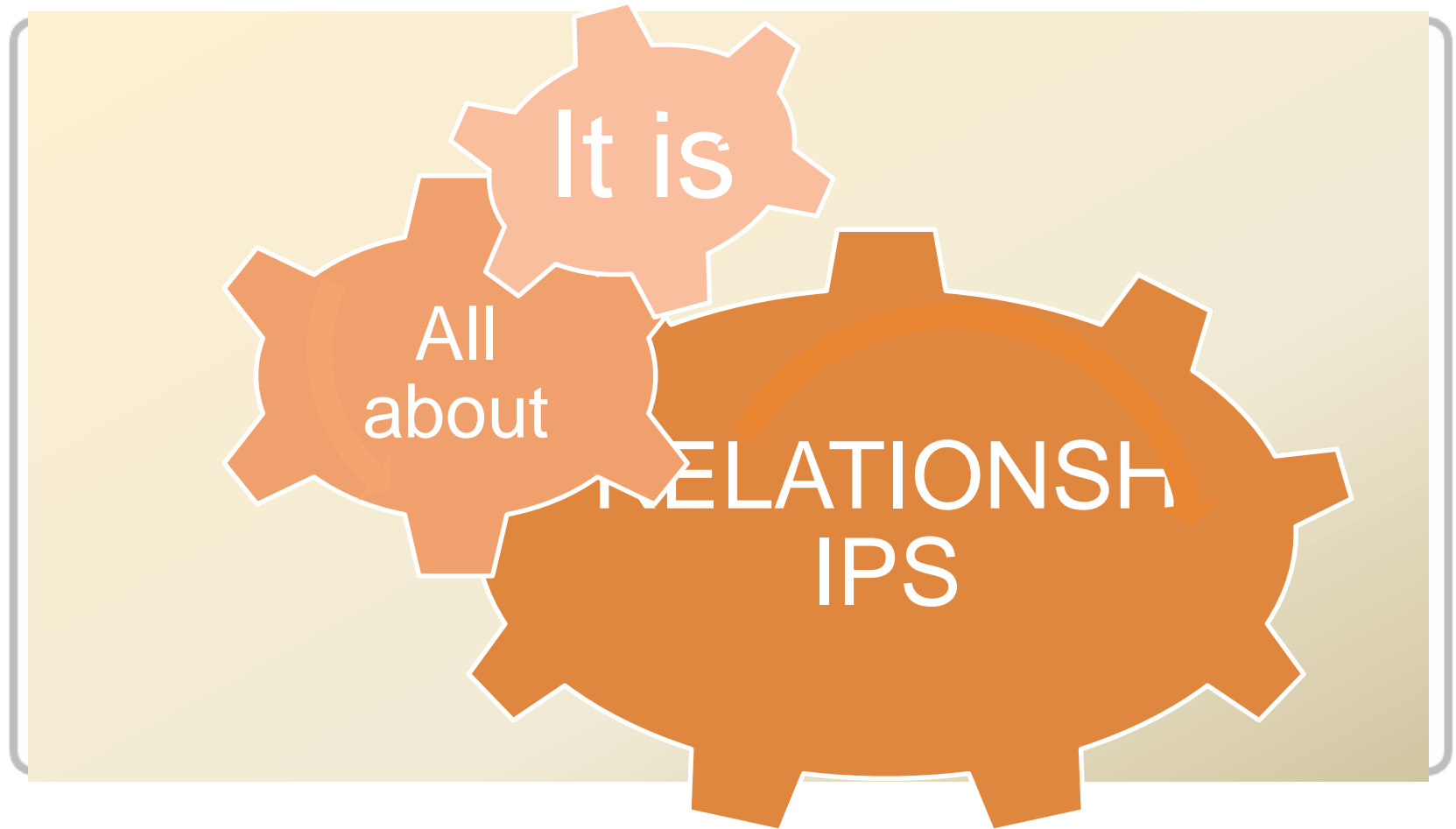
Bagging, Cleaning, Sidewalk repair, Control



Why a Budget Simulation?

- Need to educate local elected officials
- Budgeting process is often fraught with conflict
- Focus on value-based decision making

Collaboration



Who has participated?



How does the simulation work?



What do people learn?



Real world scenarios



For more information

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