2026 Preliminary Budget Public Hearing November 6, 2025 COMMUNITY CENTER @ 7:00 PM

PRESENT: Supervisor Matt Stanley, Councilman Tom McDonald, Councilman Steve Forbes, Councilor Olivia Dwyer, Deputy Town Clerk Tamber McCabe

Absent: Councilman Knut Sauer

OTHERS: Water & Wastewater Department Superintendent Mintz, Michael Rafferty

Via Go-To: JH, FG, Liquids & Solids

Meeting called to order at 7:04 pm by Supervisor Stanley

Pledge to the Flag led by Supervisor Stanley

Supervisor Stanley read the Public Hearing Notice

Supervisor Stanley provided major budget points for 2026

The 2026 Preliminary Budget reflects a 2.79% increase from 2025 and is below the tax cap. The total amount needed to be raised by taxes is \$ 2,385,893.00.

There were no audience comments

Board comments:

Councilman Forbes: I have nothing at this time, I do have an idea for an upstairs rental to discuss at next week's regular board meeting

Councilman McDonald: Provided thoughts on how it's not that easy to just lower taxes even though politicians make those promises all of the time. Everything over time increases and when that happens it causes an increase in the budget. Grants are helpful, but they are for specific things and not for where some our increases are coming from. The only thing we can do on our end is to maintain that the best we can and I think we did that this year. The budget just doesn't happen it takes a lot of work.

Councilor Dwyer: Thank you to everyone for putting the budget together and helping me learn and understand things better along the way. I am thankful to be part of the town. I appreciate all of the people who show up for our town.

Supervisor Stanley: Provided thanks to the board, the department heads, the Town of Jay Employees, also to everyone who attended the meetings online and in person. Thanks again to everyone.

Motion to adjourn made by Councilman McDonald, seconded by Councilor Dwyer, all in favor none opposed, adjourned at 7:15pm.

Submitted by,
Tamber McCabe
Town of Jay Deputy Town Clerk