

## PowerPoint Presentation - Item 8



CRUZ STRATEGIES

# State Budget Update

**Southern California Association of Governments  
Legislative/Communications & Membership  
Committee**

January 21, 2025

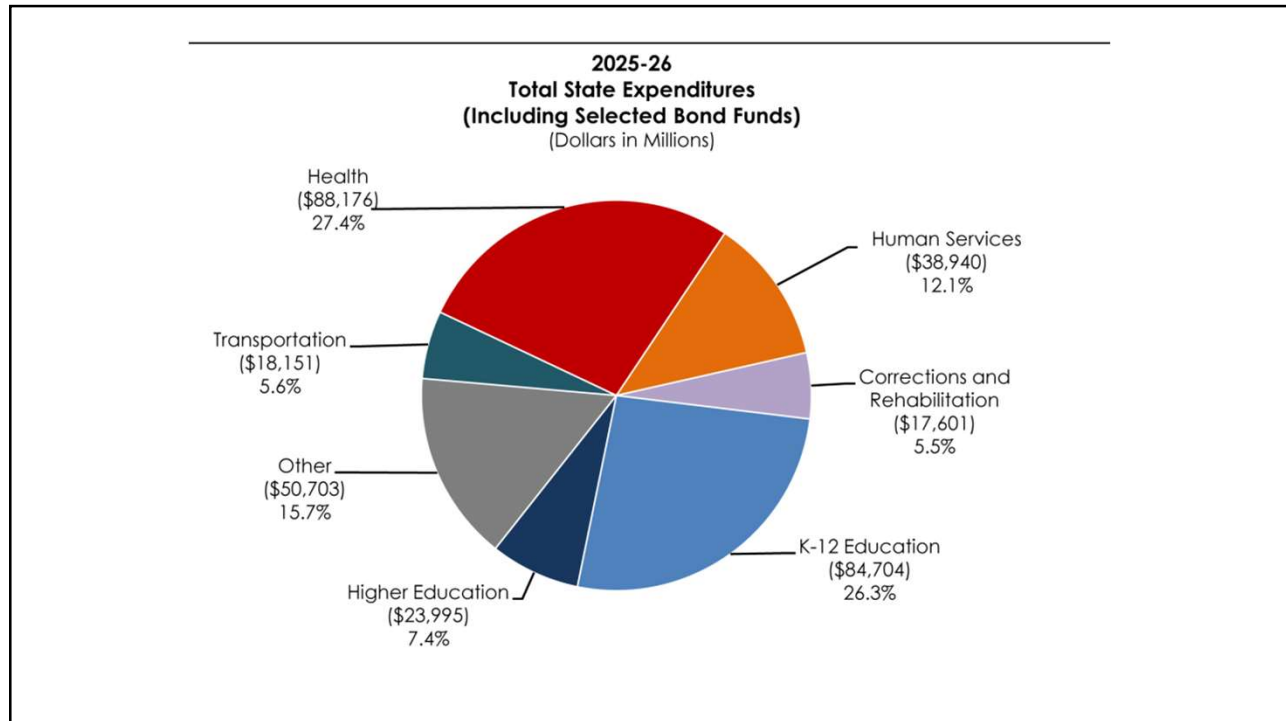
1

## Governor's Budget Highlights

- \$322 billion Budget
  - projects revenues + \$16.5 billion (over 3 years)
- \$7 billion draw on reserves (\$16.9 billion remain)
- \$363 million Surplus
- Climate Bond Spending Plan
- New Housing and Homelessness Agency

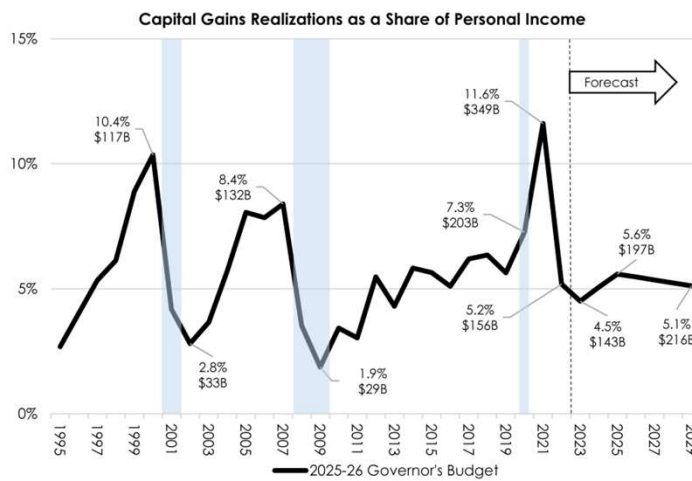


2



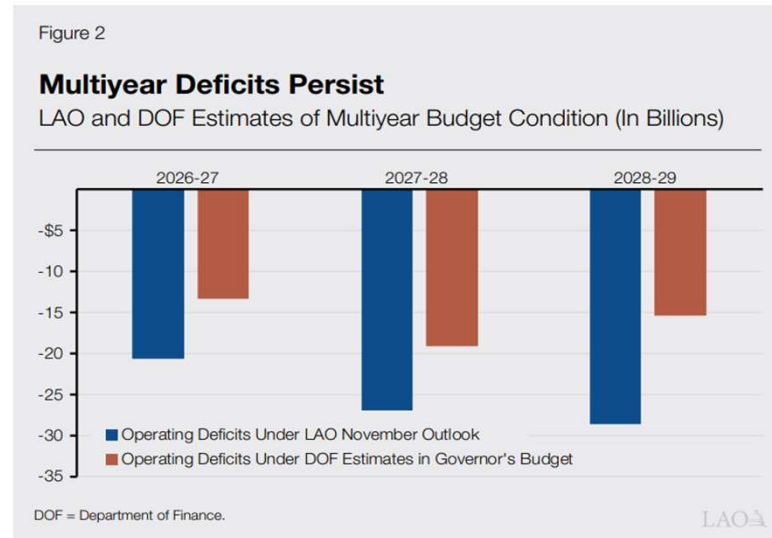
3

## Revenue Volatility



4

## Multiyear Deficits



5

## Special Session Spending

### • President Trump & CA 2.0

- Efforts to protect federal infrastructure, healthcare, and disaster relief funds.
- \$25 million for state-federal 'affirmative litigation'
- \$25 million for non-profit immigration defense and support

### • Los Angeles Region Wildfires Response

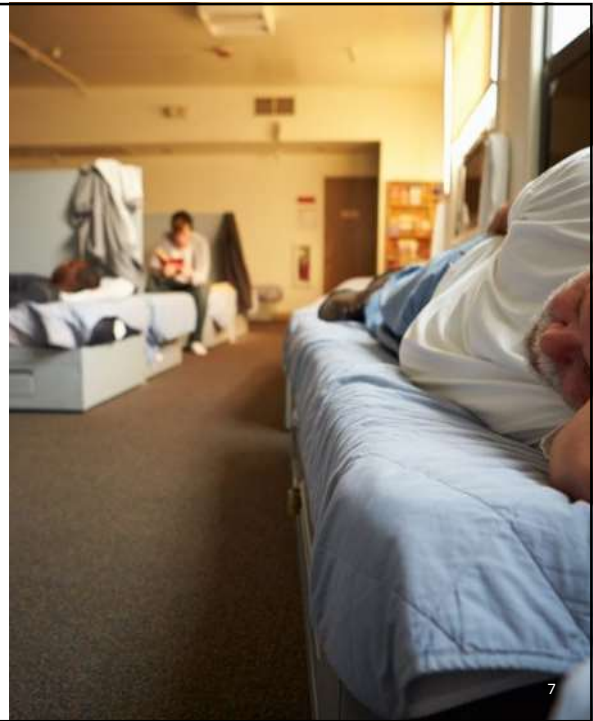
- \$2.5 billion (Climate Bond + General Fund)
- CEQA and Coastal Act streamlining
- Building code & ADU relief
- Property tax relief

CRUZ STRATEGIES

6

## Housing & Homelessness

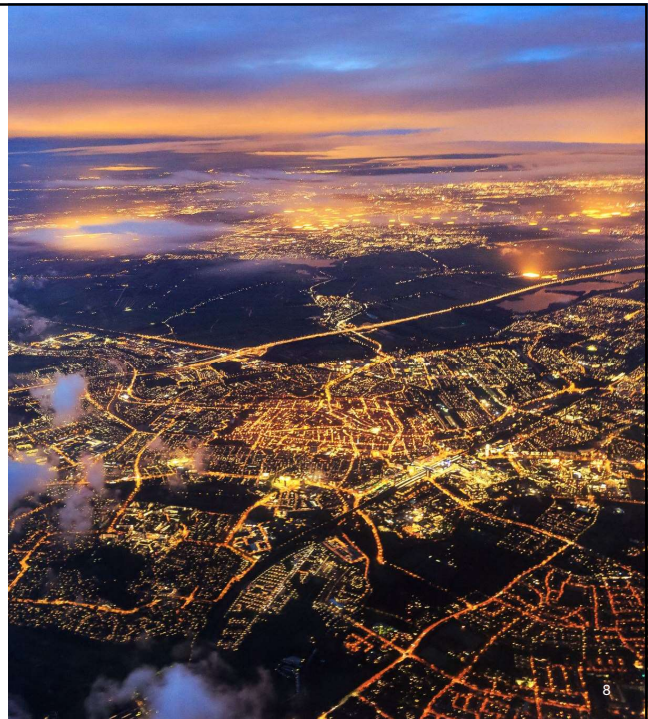
- New Housing & Homelessness Agency (Spring '25 Little Hoover Reorganization Plan)
- Proposes Enhanced Accountability and Enforcement Measures
- New Encampment Resolution Grant Funds - \$100 million



7

## Transportation

- Maintains multiyear \$15.4 billion spending plan for transit, high speed rail, and active transportation projects
- Suggests Housing<> Transportation Nexus Policies including to “align long-term housing and transportation planning”
- Supports Cap-and-Trade Extension (beyond 2030)



8

## Environment and Energy

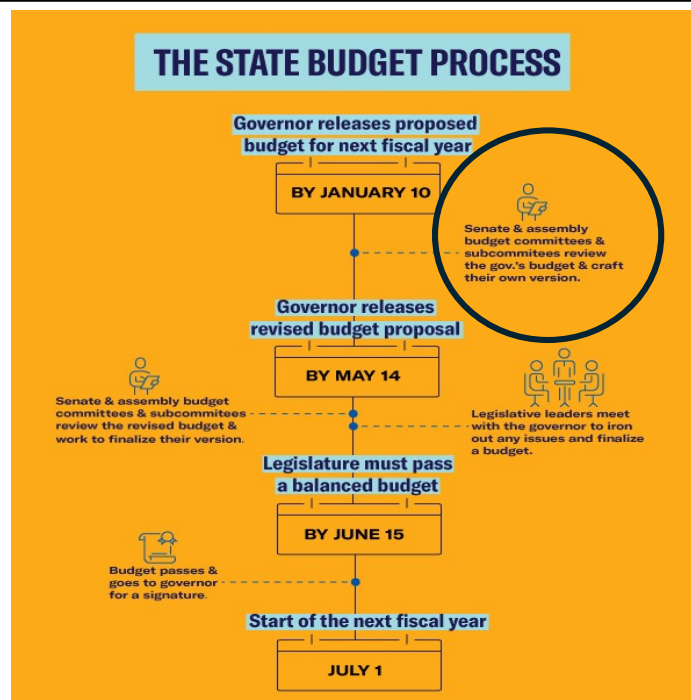
- \$2.7 billion Climate Bond spending plan
  - \$1.5 billion for wildfire and resilience programs)
  - \$190 million for Parks and Urban Greening
  - \$173.1 million for Flood Management
  - \$153.4 million for Water Reuse and Recycling
- Proposes \$228 million Port Upgrades for Offshore Wind Generation
- Priorities Energy Affordability policies



9

9

## Questions



10