

TRADE, TRAVEL AND TOURISM COMMITTEE REPORT relative to the Hollywood Entertainment District (Property-Based) Business Improvement District (BID) 2024 Fiscal Year Annual Planning Report.

Recommendations for Council action:

1. FIND that:
 - a. The 2024 Annual Planning Report for the Hollywood Entertainment District (Property-Based) BID, attached to Council file 14-0855-S1, complies with the requirements of the State Law.
 - b. The increase in the 2024 budget concurs with the intentions of the Hollywood Entertainment District (Property-Based) BID's Management District Plan and does not adversely impact the benefits received by assessed property owners.
2. ADOPT the Annual Planning Report for the Hollywood Entertainment District (Property-Based) 2024 Fiscal Year, attached to the Council file, pursuant to the State Law.

Fiscal Impact Statement: The City Clerk reports that there is no impact to the General Fund associated with this action.

Community Impact Statement: None submitted.

SUMMARY

At a regular meeting held on January 16, 2024, your Trade, Travel and Tourism Committee considered a report from the City Clerk relative to the Hollywood Entertainment District (Property-Based) BID 2024 Fiscal Year Annual Planning Report. State Law requires that the District's owner's association prepare an Annual Planning Report for each fiscal year for which assessments are to be levied and collected to pay for the costs of the planned District improvements and activities to be filed with the Office of the City Clerk.

After an opportunity for public comment was held, the Committee moved to approve the City Clerk's recommendations contained in the report dated December 4, 2023, as detailed above. The report covers proposed activities for the Hollywood Entertainment District (Property-Based) BID from January 1, 2024 through December 31, 2024. This matter is now forwarded to the Council for consideration.

Respectfully submitted,

TRADE, TRAVEL AND TOURISM COMMITTEE

<u>MEMBER</u>	<u>VOTE</u>
PARK	YES
McOSKER	YES
SOTO-MARTINEZ	YES