

Re: Rebuttal to Argument in 'Favor of' Proposed City Council Compensation Amendment Measure

~~Council Members:~~ 

SANTA ANA CITY CLERK
AUG 5 '24 PM2:30

On behalf of the G7 Santa Ana Neighborhood Leader Alliance, representing over 70% in opposition, I urge you to reject the proposed amendment indexing City Council compensation to 33% of an Orange County Superior Court Judge's salary.

Disproportionate Increase:

Indexing council salaries to \$74,275 annually is a drastic increase from the current \$12,000, far exceeding salaries in comparable cities like Anaheim, where council members earn about \$18,000 annually.

Budgetary Constraints:

Santa Ana faces significant fiscal challenges. Increasing council salaries diverts essential funds from public safety & needed infrastructure. Financial resources should prioritize resident needs, not inflated council salaries.

Lack of Public Trust:

Raising salaries amid economic uncertainty erodes public trust. According to the Public Policy Institute of California, residents value government efficiency over increased spending. Council compensation should reflect the economic realities faced by constituents, aligning with peer cities like Fullerton and Garden Grove.

No Justification:

This proposal lacks performance metrics to justify increased compensation. Additionally, current council members receive compensation from board appointments and benefits, including a \$500 monthly car allowance. Increasing salaries without accountability is unwarranted.

Fiscal Responsibility:

The City Council can currently increase pay to over \$36,000 per year. Passing this amendment allows automatic raises, further disconnecting council compensation from performance & fiscal realities.

In conclusion, while competitive compensation is important, this proposal is misaligned with our city's fiscal responsibilities. Santa Ana voters should reject this amendment, urging officials to explore equitable compensation solutions focused on community needs.

Sincerely,



Mark Spratt (Constituent - Ward 3)