

April 22, 2009

To: The UMBC Community

Fr: Freeman Hrabowski
Elliot Hirshman

Re: Budget Update

As you know, this year's Maryland General Assembly met during an extremely difficult economic period. The Governor and legislature worked to close a significant budget gap; at the same time, they continued to demonstrate their support for affordable and accessible public higher education. We want to thank the Governor and General Assembly for their support.

We encourage you to learn about the USM Fiscal Year (FY) 2010 budget and higher education-related legislation considered by the General Assembly by reading the System's "End of Session Report" at

http://www.usmd.edu/usm/legislative_relations/2009EndofSessionReport.pdf (or go to http://www.usmd.edu/usm/legislative_relations/ and click on USM 2009 Legislative Session Report).

With information about State General Fund support in hand, we are now developing UMBC's FY 2010 working budget. We know that our resources will continue to be constrained. We also know that the Governor's budget does not include funds for either COLA or merit increases for State employees, including USM faculty and staff. At the USM Board of Regents meeting on Thursday, April 23, Chancellor Kirwan will propose that FY 2010 resident undergraduate full-time and part-time tuition rates, along with summer school rates, continue at the current FY 2009 levels. The State match to the supplemental retirement accounts (403b, 401k, and 457, matched dollar for dollar up to \$600) of members in the Modified Pension System will not be provided in FY 2010.

As the State continues to address major fiscal challenges, we will carefully manage our resources to support the campus's strategic priorities, consistent with our guiding principles of protecting the academic program and supporting people.

We appreciate how the UMBC community has worked together through this challenging time, and we will continue to keep you informed about budget developments as the University's FY 2010 budget is finalized.