

Action Priorities

- The City of Killeen will seek full reimbursement from the State of Texas for lost revenue due to state-granted veterans exemptions.
- The City of Killeen will oppose any extension of state-granted veterans exemptions that is not fully funded by the State of Texas.
- The City of Killeen will advocate for Killeen to have a Bullet Train station stop.
- The City of Killeen will advocate for increased financial assistance for first responders, emergency management and technology innovation.
- The City of Killeen will advocate for increased funding for Aquifer storage.
- The City of Killeen will advocate for clear legislation preventing initiative ordinances that would violate state or federal law from being placed on the ballot.

Guiding Principles

- The City of Killeen supports legislation that would provide benefit to military communities.
- The City of Killeen supports legislation that would provide local relief for impacts of state-granted exemptions and programs.
- The City of Killeen supports legislation that would provide transportation funding for local projects.
- The City of Killeen supports legislation that would provide funding for local park, trail or public grounds projects.
- The City of Killeen supports legislation that would be beneficial to Texas A&M University-Central Texas, Central Texas College and/or Killeen Independent School District.
- The City of Killeen opposes legislation that would remove or limit local control or preempt local authority.
- The City of Killeen opposes legislation that would be detrimental to current or potential City revenue.
- The City of Killeen opposes legislation that would impose partially or fully unfunded mandates.
- The City of Killeen opposes legislation that would erode zoning authority.
- The City of Killeen opposes legislation that would be detrimental to local economic development efforts.
- The City of Killeen opposes legislation that would create an adverse impact by imposing environmental or water restrictions or regulations.