City Vehicle Fleet

The City is in partnership with Enterprise Fleet Management. This report details the planned amount of vehicles the City will lease from Enterprise and the annual cost for 2025. The total annual lease cost does not include any cash outlay for upfitting of vehicles or value of any trade-in sales from the replaced vehicle. A negative annual lease cost signifies that the trade in sales were more than the total annual lease cost. Lease payments for general government are not included in the individual department operating budgets. The lease payments are levied for and are in the debt service fund. Enterprise and Special Revenue Fund leases are budgeted for in their respective fund operating budgets. In addition, this report details the total number of vehicles authorized for each department for 2025.

General Government						
			2024		2025	
		Number	Total Annual Lease Cost	Number	Total Annual Lease Cost	
Engineering	Leased	7	\$54,147	7	\$54,144	
	Owned	1		1		
Fire	Leased	9	\$73,578	9	\$73,584	
	Owned	13		13		
Grounds & Building	Leased	2	\$14,398	2	\$14,400	
Information Technology	Owned	1		1		
La Crosse Center	Owned	2		2		
Parks, Recreation, and Forestry	Leased	19	\$134,451	19	\$134,460	
	Owned	8		8		
Police	Leased	27	\$328,447	35	\$478,632	
	Owned	34		26		
Refuse and Recycling	Leased	1	\$7,770	1	\$7,764	
Streets	Leased	13	\$117,472	15	\$149,736	
	Owned	5		4		
GENERAL GOVERNMENT TOTAL		142	\$730,264	143	\$912,720	

Enterprise Funds						
			2024	2025		
		Number	Total Annual Lease Cost	Number	Total Annual Lease Cost	
Airport	Leased	7	\$53,314	7	\$53,316	
	Owned	3		3		
Parking	Leased	5	\$42,522	8	\$70,824	
	Owned	5		2		
Sanitary Sewer Utility	Leased	12	\$87,609	12	\$87,612	
	Owned	4		4		
Water Utility	Leased	10	\$75,174	10	\$75,180	
	Owned	7		7		
ENTERPRISE FUNDS TOTAL		53	\$258.621	53	\$286.932	

Special Revenue Funds					
			2024		2025
		Number	Total Annual Lease Cost	Number	Total Annual Lease Cost
Municipal Transit	Leased	1	\$7,749	1	\$7,752
SPECIAL REVENUE FUNDS TOTAL		1	\$7,749	1	\$7,752