## Spending Other People's Money: What are the Rules?

#### **Economics**

• What?

• How?

• For Who?

## Capitalism allows complex system of production and consumption

- Accommodates different individual taste with at least some choice
- Applies discipline regarding quality and cost through destructive competition
- Accommodates investment, technology, and change over time

## Capitalism assumes:

Selfish behavior

Rule of law, reliable enforcement

 Distribution of wealth and income acceptable

Reasonable full employment

#### What does market NOT deal with?

 Public goods (difficult to exclude free riders)

External costs and benefits

Equity

Structural unemployment

#### Role of Government

Tax and spend

Regulate

Redistribute wealth and income

Provide universal opportunity

#### Institutional Structure

National (federal)

Regional (state)

Local (city, town, county)

## **Annual Appropriation**

 Administration and finance; OMB / Ways and Means

Same as last year plus inflation

## Capital Investment

 Bond authorization; legislative and referendum

Theory

Practical politics

## **Need for Competency**

Agency structure

Legislative committee

## Changing Need for Resources

- Increase revenue within budget vs. increase tax
- Introduce technology; reduce cost; reduce labor
- Contract out; lower labor cost
- No destructive competition; low innovation; low investment
- Constituency building process costs are benefits; surrogate customers = producers

#### **Taxes**

- 51/49 vs. Civic enterprise government
- $(.9)^6 < .5$
- Aesop's fable of the body
- Joseph and the Pharaoh's Dream
- US Revolution/Shay's Rebellion; Whiskey Rebellion
- Political will
- Louisiana Purchase
- Seward's Icebox
- Vision vs. White Elephant
- Dedicated fund
- Externality vs. distrust

#### Taxes continued

- Progressive tax
  - Progressive
  - Regressive
  - Proportional
  - Sales tax
  - Loaf of bread
- Business improvement district
- Museums
- Fare recovery ratio

## Program Development

- Political will
  - Short term benefits
  - Long term benefits
- New has few supporters
- Requires different look at silos

Generate new structure

## Program Implementation

Maintain political will

Use mix of technical and distributive criteria

#### Silos

- Highway categories
- Highway vs. transit (public \$)
- Capital vs. operating
- Private payments good and bad
- Highway transit apples/oranges
- Public / private (auto cost)
- Highway transit

## Rules within silos Rules across silos

#### Socio-Economics Evaluation

"Trade" and economic efficiency

Equity, access to opportunity

#### Industrial policy

- rail network
- interstate highway & trucking
- suburbanization and land availability
- job generation (costs and benefits)
- project evaluation
  - benefit/cost
  - NEPA
  - cost effectiveness

#### Financial Evaluation

- Ways and means
- Bonding
- Federal grants
- Loans
- User finance
- Land use contributions
- EIR and infrastructure adequacy

#### Federal Role

- Philosophical, trade, etc.
- Job policy, constituencies
- Peanut butter (Nutella, Marmite, Dulce de leche)
- Peanut butter avoidance
- Categories
- Flexibility

## Project Purposes and Origins

- Capacity for service quality
- Capacity for quantity, growth
- Access to intermodal facilities, ports
- Access to land use
- Investments to reduce operations costs
- Patronage (municipal, other)

# Operations & Maintenance vs. Capital

- Reasons to fund capital differently
- Distortions from funding capital differently

#### Use of Models

- CTPS
- Conservation Law Foundation

## Programming

- Bridges across the Nile
- Interstate highway system
- MPO and flexibility
  - long-range plan
  - transportation improvement plan
  - annual element
- Fiscal constraint
  - over-programming
  - batching
  - instructions
- NEPA and lead time

## Project Purposes and Origins

#### Local match: who decides?

- metropolitan planning organization: who really decides?
- surrogate customers
- municipalities
- land owners, developers, builders
- Jack Sprat & wife
- CTPS: model doesn't matter
- CLF: model does matter