

TOWN OF BRUSSELS

RESOLUTION NO. 03-2016

RESOLUTION TO PROPOSE EXCEEDING LEVY LIMITS

WHEREAS, the State of Wisconsin has adopted levy limits on Town, Village, City and County levies for 2016 and thereafter under s. 66.0602 of Wis. Statutes;

WHEREAS, s 66.0602 of Wis. Statutes limits the allowable local levy for 2016 to a percentage increase of no more than the greater of (a) 0% of the payable 2016 adjusted actual levy as calculated under the states' levy limit law or (b) a percentage equal to the percent of change in equalized value due to net new construction:

WHEREAS, the Town Board of the Town of Brussels, Door County believes that for the 2016 tax levy (collected in 2017) it is in the town's best interest to exceed the state levy as described above by a greater percentage than the percent of net new construction, if greater than 0%.

WHEREAS, the Town of Brussels payable 2015 adjusted actual levy is \$161,485.; and further whereas the State law would limit the increase to \$1,697. for an allowable town tax levy of \$163,182 before adjustments for 2016, collected in 2017.

NOW, therefore, the Town Board of the Town of Brussels, Door County, does hereby resolve and order as follows:

1. The Town Board supports an increase in the town tax levy for 2016 that will exceed the State levy limit.
2. The Town Board directs that the question of increasing the Town tax levy for 2016 (to be collected in 2017) by \$37,604. for a total Town tax levy of \$200,786 before adjustments, shall be placed on the agenda for the special town meeting to be held on November 9, 2016.
3. The Town Board further directs that the question of increasing the Town tax levy annually by \$37,604. for the purpose of financing construction of B.U.G. Fire Department buildings, up to and including the 2035 Town tax levy (collected in 2036) shall be placed on the agenda for the special town meeting to be held on November 9, 2016.

Adopted this 12th day of October, 2016.



Joe Wautier, Town Chairman

Attest:



JoAnn Neinas, Town Clerk