## WHATCOM COUNTY FIRE PROTECTION DISTRICT #21

## Resolution 2016-05

ATTEST:

A RESOLUTION OF THE BOARD OF FIRE COMMISSIONERS OF WHATCOM COUNTY FIRE PROTECTION DISTRICT #21 ALLOWING THE DISTRICT TO INCREASE ITS BUDGET BY UP TO ONE PERCENT FROM THE HIGHEST LAWFUL LEVY SINCE 1985.

WHEREAS; the Board of Fire Commissioners (the Board) of Whatcom County Fire Protection District #21 Taxing District (the District), has met and considered the budget for the calendar year 2017; and

WHEREAS; the districts actual levy amount from the previous year was \$5,670,218.23; and,

WHEREAS; the population of the district is more than 10,000; and now

WHEREAS; the Board of Fire Commissioners (the Board) of Whatcom County Fire Protection District #21 Taxing District, after hearing and after duly considering all relevant evidence and testimony presented, determined that Whatcom County Fire Protection District #21 Taxing District requires an increase in property tax revenue from the previous year, in addition to that resulting from the addition of new construction and improvements to property and any increase in the value of state assessed property, in order to discharge the expected expenses and obligations of the district and in its best interest;

**THEREFORE BE IT RESOLVED;** by the Board of Fire Commissioners of Whatcom County Fire Protection District #21 Taxing District that an increase in the regular property tax levy, in addition to the increase resulting from the addition of new construction and improvements to property and any increase in the value of state assessed property, is hereby authorized for the 2017 levy in the amount of \$43,420.17 which is a percentage increase of 0.76398% from the previous year.

PASSED AND APPROVED THIS 17<sup>th</sup> DAY OF NOVEMBER OF 2016 BY THE BOARD OF FIRE COMMISSIONERS OF WHATCOM COUNTY FIRE PROTECTION DISTRICT #21.

Rich Bosman, Chairman	Larry McPhail, Vice-Chairman
Dean Berkeley, Commissioner	John Crawford, Commissioner
Bruce Ansell Commissioner	Chief Pernett Board Secretary