## Proposed Changes to the Spring Valley Town Tax Levy

A proposal to exceed the allowable levy limit for the Town of Spring Valley was created by the Spring Valley Town Board at their Sept. 11, 2017 meeting; the extra revenue to be used for road improvements. The proposal was put to a vote of the electors at a special town meeting on Oct. 9, 2017. The electors at the meeting rejected the proposed 100% increase to the allowable town levy (which would be approximately a 10% increase on the total tax bill). Next the electors proposed and approved a second resolution exceeding the town limit by 50% (a net tax bill increase of approximately 5%).

After the town clerk filed the results of the meeting with the State of Wisconsin, the Department of Revenue rejected that second resolution of the electors for the 50% increase. The DOR determined that the electors are only allowed to vote 'yes' or 'no' on the Town Board's exact proposal.

The Town can repeat the whole process, however, so the Board has adopted a new resolution proposing the 50% increase. A final 'yes or no' vote on the increase will be held on Monday, November 27<sup>th</sup>.

The November 27<sup>th</sup> meetings will start with the annual public hearing to discuss next year's proposed budget. After the vote on the levy limit increase the electors will approve the actual town tax levy.

2018 Budget Public Hearing and Special Town Meeting of Electors Monday, November 27, 2017 starting at 6:00 p.m. Orfordville Fire Department

The Town Board appreciates the electors' participation in our local government, and they also understand that there will be confusion and frustration regarding this process. Please contact a Board member or the clerk if you have any questions. We hope you will continue to stay informed of Town of Spring Valley business by watching the public notices section of the Independent Register and by returning to visit the Town website. You can also subscribe to the website if you would like to be notified when there are new postings.