



**Cowlitz County Assessor**  
**HIGHEST LAWFUL LEVY CALCULATION**  
**PRELIMINARY REPORT for CITY OF KALAMA**  
**2016 Levy for 2017 Taxes**

Report Prepared 8/15/2016

*This form is provided to assist taxing districts in determining their 101% limit and statutory levy rate limit for regular revenues. The procedure for determining these limits is detailed in RCW 84.55.101, 84.55.0101, 84.55.030, 84.55.092 and WAC 458-19-015 through 458-9-065.*

***This is a preliminary estimate. New Construction value has been included but is NOT finalized, state assessed values have not been received, and valuation appeals are not reflected. ALL FIGURES ARE SUBJECT TO CHANGE UNTIL THE ROLLS ARE CLOSED.***

A. Highest regular tax which could have been lawfully levied beginning with the 1985 levy (refund levy not included).

$$\text{Year: } \underline{2016} \quad \frac{\underline{\$417,060.79}}{\text{Highest Lawful Levy}} \times \frac{\underline{101.000\%}}{\% \text{ Increase Limit}} = \underline{\$421,231}$$

B. Current year's assessed value of **New Construction**, improvements and wind turbines in original districts before annexation occurred times last year's levy rate (if an error occurred or an error correction was made in the previous year, use the rate that would have been levied had no error occurred).

$$\frac{\underline{\$678,720}}{\text{New Construction A.V.}} \times \frac{\underline{1.959523}}{\text{Last Year's Levy Rate}} \div \$1,000 = \underline{\$1,329.97}$$

*New Construction dollars*

C. Current year's **State Assessed** property value (in original district if annexed) LESS last year's state assessed property value. The remainder is to be multiplied by last year's regular levy rate (or the rate that should have been levied).

$$\frac{\underline{\$6,935,212}}{\text{Current Year's A.V.}} - \frac{\underline{\$6,935,212}}{\text{Previous Year's A.V.}} = \underline{\$0}$$

*Remainder*

$$\frac{\underline{\$0}}{\text{Remainder from above}} \times \frac{\underline{1.959523}}{\text{Last Year's Levy Rate}} \div \$1,000 = \underline{\$0.00}$$

*Dollars for Increase in State Assd property*

**D. REGULAR PROPERTY TAX LIMIT (Lines A + B + C):** **\$422,561.37**

**Parts E through G are used in calculating the additional levy limit due to annexation.**

E. To find the rate to be used in F, take the levy limit as shown in Line D above and divide it by the current assessed value of the district, excluding the annexed area.

$$\frac{\underline{\$422,561.37}}{\text{Total in Line D}} \div \frac{\underline{218,784,351}}{\text{Current A.V. without annexation}} \times \$1,000 = \underline{1.931406}$$

*Rate*

F. Annexed area's current assessed value including new construction and improvements, times the rate in Line E.

$$\frac{\underline{\$0}}{\text{Annexed Area's A.V.}} \times \frac{\underline{1.931406}}{\text{Rate in Line E}} \div \$1,000 = \underline{\$0.00}$$

*Annexation dollars*

G. Regular property tax limit INCLUDING ANNEXATION (Line D + Line F) = **\$422,561.37**

H. Statutory Rate Maximum

$$\frac{\underline{218,784,351}}{\text{A.V. of District}} \times \frac{\underline{2.100000}}{\text{Statutory Rate Limit}} \div \$1,000 = \span style="border: 1px solid black; padding: 2px;">**\$459,447.14**$$

**I. HIGHEST LAWFUL LEVY (Lesser of Lines G and H):** **\$422,561.37**

*This section is provided to assist taxing districts in the development of their budget and the corresponding resolution/ordinance. These requirements are described in greater detail in RCW 84.52.020 and RCW 84.55.120.*

Step 1 - ENTER the total desired LEVY (dollar amount) for the CURRENT year:	<span style="border: 1px solid black; display: inline-block; width: 100px; height: 15px;"></span>
Step 2 - SUBTRACT the following:	
New Construction dollars	-1,329.97 (from Line B)
Increase in State Assessed dollars	0.00 (from Line C)
Annexation dollars	0.00 (from Line F)
Last Year's ACTUAL LEVY Amount	-417,020.86

**This is the DOLLAR INCREASE from last year:**

Step 3 - Divide the Dollar Increase by Last Year's Actual Levy

**This is the PERCENT INCREASE from last year:** .01