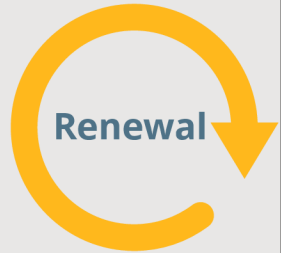




Economic Fact Sheet

What is an Income Tax Renewal Levy?

- This is a **Renewal Levy** for the *earned income tax* that was first passed in 2015. This was a 10-year levy. **This is not an increase or a request for additional funds.**
- The district started collecting money from this earned income tax levy in 2016.
- The current income tax expires in 2025.
- This **Earned Income Tax Renewal Levy** is another 10-year levy.



2,844

of Students Served

390

of Employees

62

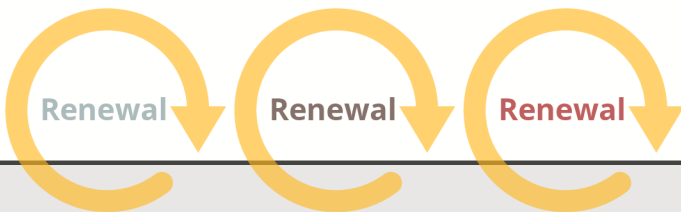
of Athletics Offered Across District (7 - 12)

79

of Clubs/Extracurriculars Offered Across District Including Band and Choir

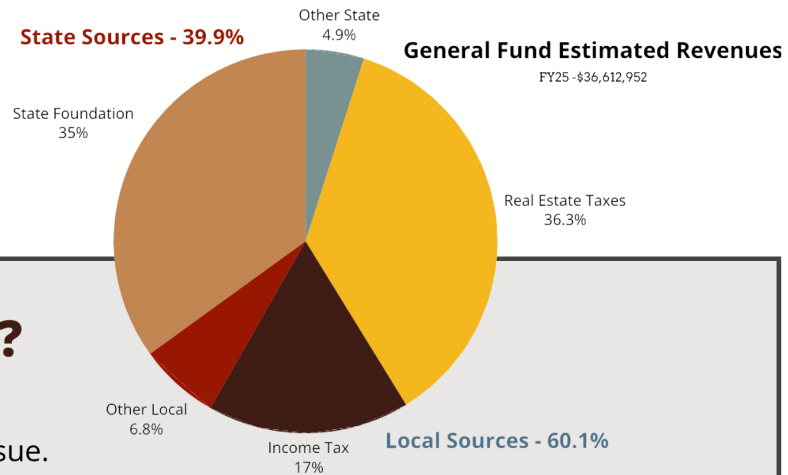
What does this renewal levy do?

- This *Earned Income Levy* makes up 17% or approximately \$6 million of our district's operational budget.
- An operating levy pays for things like textbooks, computers and Chromebooks, student supports, extracurricular activities, school programs, employee salaries and benefits, equipment, supplies, utilities, transportation/fuel, and more.



What is this tax on?

- This tax is on *Earned Income* only.
- *Earned Income* means the money you make from working, like your salary or wages. It does not include things like Social Security, pensions, interest on savings or investment income.



Is this the same as the Bond Issue?

- **No**, this is completely separate from the Bond Issue.
- The Bond Issue was passed (Spring 2018) to provide us with our new school buildings.
- The *Earned Income Tax Levy* was passed in November of 2015, before the Bond Issue to build new schools. It is not related to the new buildings. The money from this tax would be used to support school operations, and it does not pay for any extra operating costs for the new buildings.
- The new construction and demolition you see across the district, like new school buildings, updates to athletic complexes, shelter houses on our campuses, and tearing down old buildings, are paid for with money from the Bond Issue, not the **Earned Income Tax Renewal Levy**.

