

**RESOLUTION 8 4 2021**

**A RESOLUTION OF MONROE CITY, UTAH TO NOTIFY THE LT. GOVERNOR'S OFFICE OF MONROE CITY'S INTENT TO SUBMIT AN OPINION QUESTION TO MONROE RESIDENTS REGARDING WHETHER MONROE SHOULD IMPOSE A CITYWIDE TAX TO FUND RECREATIONAL FACILITIES IN MONROE.**

WHEREAS, Utah code (Section 59-12-1401, et. Seq.) authorizes a city to submit an opinion question to its voters as to whether the city should impose a local sales and use tax of 0.1 percent to fund recreational facilities in the city (commonly referred to as a "RAP tax"); and

WHEREAS, the Sevier County Commission has indicated that they do not intend to submit an opinion question to their voters as to whether the County should impose a County-wide RAP tax; and

WHEREAS, Monroe City has identified appropriate uses that could be supported by such a tax including City recreation facilities such as parks; and

WHEREAS, other communities in Sevier County impose such a tax; and

WHEREAS, any individual who shops in Monroe will be subject to the tax; and

WHEREAS, the Monroe City Council finds that it is in the best interest of Monroe City to place the question on the ballot to determine if the tax will be approved by the voters in the City;

NOW THEREFORE be it resolved by the City Council of Monroe City that:

SECTION 1. The following opinion question shall be placed on the ballot of the 2021 municipal election for Monroe, Utah:

"Shall Monroe City, Utah be authorized to impose a 0.1% sales and use tax to help fund recreational facilities in Monroe?"

SECTION 2. The Resolution shall become effective immediately upon its passing.

ADOPTED by the City Council of Monroe City, Utah this 12<sup>th</sup> day of August 2021.



ATTEST:

MONROE CITY

A handwritten signature in black ink, appearing to read "Johnny C. Parsons", written over a horizontal line. Below the signature is the printed name "Johnny C. Parsons, Mayor".

A handwritten signature in black ink, appearing to read "Allison H. Leavitt", written over a horizontal line.

Allison H. Leavitt, City Recorder