

**ORDINANCE**

**NO. 2016-05**

FILED FOR RECORD  
at 1:52 o'clock P M

AUG 01 2016

Dee Carleton, Clerk

R. Moyer D.C.

**AN ORDINANCE PROVIDING FOR THE LEVY OF A ONE PERCENT SALES AND USE TAX WITHIN THE CITY OF BULL SHOALS, ARKANSAS; AND PRESCRIBING OTHER MATTERS PERTAINING THERETO.**

WHEREAS, the City Council of the City of Bull Shoals, Arkansas (the "City"), has determined that there is a great need for immediate improvement of municipal services and for a source of revenue to finance such services; and

WHEREAS, Title 26, Chapter 75, Subchapter 2 [or Subchapter 3 if the second authority is to be used] of the Arkansas Code of 1987 Annotated (the "Authorizing Legislation") provides for the levy of a one percent (1% citywide sales and use tax;

NOW, THEREFORE BE IT ORDAINED by the City Council of the City of Bull Shoals, Arkansas:

Section 1: Under the authority of the Authorizing Legislation, there is hereby levied a 1 percent (1% tax on the gross receipts from the sale at retail within the City of all items which are subject to the Arkansas Gross Receipts Act of 1941, as amended (Ark. Code Ann. §26-52-101, et seq.), and the imposition of an excise (or use) tax on the storage, use, distribution or other consumption within the City of tangible personal property subject to the Arkansas Compensating Tax Act of 1949, as amended (Ark. Code Ann. §26-53-101, et seq), at a rate of 1 percent (1%) of the sale price of the property or, in the case of leases or rentals, of the lease or rental price (collectively, the "Sales and Use Tax").

Section 2: That all ordinances and parts thereof in conflict herewith are hereby repealed to the extent of such conflict.

Section 3: That this Ordinance shall not take effect until an election is held on the question of levying the Sales and Use Tax at which a majority of the electors voting on the question shall have approved the levy of the Sales and Use Tax.

PASS AND APPROVED this 28<sup>th</sup> day of July, 2016.

Darrin T. Helt  
MAYOR

Kimberly M. Williams  
RECORDER