



# OKANOGAN COUNTY

## Board of Equalization

District 1	Terrance Flanagan
At-Large 1	Vacant
District 2	Sara Carlberg
At-Large 2	Ruth Hall
District 3	Vacant
Clerk	Cameron Burnette

## Vacancy Notice The Board of Equalization

Okanogan County is seeking one (1) regular Board of Equalization member to serve on the county's Board of Equalization. (BOE) The applicant shall reside in Okanogan County and will represent the At Large #1.

Okanogan County is seeking one (1) At-Large member to serve on the Okanogan County Board of Equalization (BOE). At-Large members fill-in for regular members when regular members are not able to attend scheduled hearings. The applicant shall reside in Okanogan County for more than six (6) months out of the year.

The purpose of the BOE is to adjust and equalize the valuation of real and personal property as valued by the Okanogan County Assessor and to hear appeals on land use classification decisions made by the Assessor. The BOE assures uniform property tax assessments are applied at the local level and may review tax assessments to be certain the assessment for each parcel is fair.

In Okanogan County, the BOE is authorized a three-member board with two atlarge positions. The Board of County Commissioners is responsible for appointing members to the BOE. Appeal hearings can begin in July or later and will wrap up as late as November with several hearing dates scheduled in that timeframe. Mileage compensation reimbursement per the state's personal vehicle mileage schedule is allowed plus \$160 per attended meeting/training day. New members must attend Department of Revenue Educational Sessions within one-year of appointment. This training is usually scheduled in June.

Those interested in serving should contact the commissioners' office to request an application. Please call (509) 422-7100 or email [cburnette@co.okanogan.wa.us](mailto:cburnette@co.okanogan.wa.us) or mail:

Okanogan County Commissioners' Office Attn: Cameron Burnette 123 5th Ave N, Rm 150, Okanogan, WA 98840.