

# Highline Public Schools

## Educational Programs Replacement Levy

### Election Date: March 13, 2007

- Highline's Educational Programs and Operations Levy provides 18% to 20% of the district's revenue for teaching students and operating schools.
- Levy dollars are needed to fund the direct education of children. The state does not pay for the full cost of educating students.
- Eighty percent of the revenue raised by the levy pays for teachers and other district employees. Levy dollars fund 95 teaching positions, 170 non-teaching positions, and training for all teachers.
- Levy dollars break down this way:
  - 71% pays for basic education salaries and benefits.
  - 11% pays for instructional materials
  - 12% pays for special education costs (staff and other costs).
  - 6% pays for bus transportation (staff and other costs).
- If the levy fails, the district will have to cut its general fund budget by about one-fifth. The school board will decide what programs and positions will be cut. Faced with this situation after the levy failure in February 2003, the school board considered the following cuts:
  - Lay-offs of 71 teachers and non-teaching staff.
  - Shortening the school day by approximately 1 hour.
  - Eliminating music, band, and PE for elementary students.
  - Reducing electives and increasing class size for secondary students.
  - Cutting extracurricular activities and athletics by 50% by eliminating over 100 coaching positions and eliminating some sports completely.
  - Requiring students to pay a fee for participation in sports teams.
  - Closing elementary school buildings to community and school use in the evenings and during weekends, and limiting use of middle and high schools.
  - Closing Camp Waskowitz and eliminating sixth grade camp.
  - Closing the Performing Arts Center to community and school use.
- The levy requires a 60% yes vote to pass.
- This is a replacement for a levy expiring in December. It is not a new tax.
- This is a four-year levy. It would expire at the end of 2011.