

Official School Election Ballot  
Carroll County, Arkansas - May 18, 2021  
Eureka Springs Dist #21

Typ:01 Seq:0004 Spl:01

**INSTRUCTIONS TO VOTER**

1. Vote for a candidate by blackening the oval (●) beside the candidate's name. Vote on amendments, acts, issues, and measures by placing an appropriate mark (●) below the measure either FOR or AGAINST.

2. If you vote for more than one candidate in a race, your vote in that race will not count. If you make a mistake on your ballot, return it to an election official for a replacement ballot. You may replace up to two ballots in an election

**Eureka Springs School District #21  
Annual School Election**

**Eureka Springs Board of Directors  
District #21 Pos. 3  
3 Year Term  
Vote for One**

Gayla Wolfinbarger

**Eureka Springs Board of Directors  
District #21 Pos. 4  
3 Year Term  
Vote for One**

Jason E. Morris

**Eureka Springs Board of Directors  
District #21 Pos. 7  
2 Year Term  
Vote for One**

Jayme Wildeman

**36.13 Mill School Tax**

The total tax rate proposed above includes the uniform rate of tax (the "Statewide Uniform Rate") to be collected on all taxable property in the State and remitted to the State Treasurer pursuant to Amendment No. 74 to the Arkansas Constitution to be used solely for maintenance and operation of schools in the State. As provided in Amendment No. 74, the Statewide Uniform Rate replaces a portion of the existing rate of tax levied by this School District and available for maintenance and operations of schools in this District. The total proposed school tax levy of 36.13 mills includes 25.0 mills specifically voted for general maintenance and operation and 11.13 mills voted for debt service previously voted as a continuing levy pledged for the retirement of existing bonded indebtedness. The surplus revenues produced each year by debt service millage may be used by the District for other school purposes. The total proposed school tax levy of 36.13 mills represents the same rate presently being collected.

FOR Tax

AGAINST Tax

