

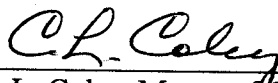
ORDINANCE NO. 2003-20

AN ORDINANCE LEVYING A TAX OF FIVE (5) MILL ON ALL REAL ESTATE AND PERSONAL PROPERTY IN THE CITY OF OZARK, ARKANSAS FOR THE GENERAL FUND OF THE CITY OF OZARK, ARKANSAS.

BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF OZARK, ARKANSAS:

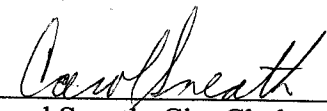
SECTION 1. That a tax of five (5) mill is hereby levied by the City Council of the City of Ozark, Arkansas for the benefit of the General Fund on all real estate and personal property within the City of Ozark, Arkansas for the year 2004.

PASSED AND APPROVED this 20th day of November, 2003.



C. L. Coley, Mayor of Ozark

ATTEST:



Carol Sneath, City Clerk


ORDINANCE NO. 2003-21

AN ORDINANCE LEVYING A ONE TWO-TENTHS (1.2) MILL VOLUNTARY TAX ON ALL REAL ESTATE AND PERSONAL PROPERTY IN THE CITY OF OZARK, ARKANSAS FOR THE USE AND BENEFIT OF THE CITY OF OZARK, ARKANSAS VOLUNTEER FIRE DEPARTMENT.

BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF OZARK,
ARKANSAS:

SECTION 1. That a voluntary tax of one and two-tenths (1.2) mills is hereby levied on all real estate and personal property in the City of Ozark, Arkansas for the use and benefit of the City of Ozark, Arkansas Volunteer Fire Department for the year of 2004.

PASSED AND APPROVED this 20th day of November, 2002.



C. L. Coley, Mayor of Ozark

ATTEST:



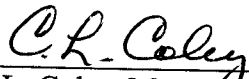
Carol Sneath, City Clerk

ORDINANCE NO. 2003-22
AN ORDINANCE LEVYING A TAX OF ONE (1) MILL ON ALL REAL ESTATE
AND PERSONAL PROPERTY IN THE CITY OF OZARK, ARKANSAS FOR
THE BENEFIT OF THE OZARK FIREMEN'S PENSION FUND.

BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF OZARK,
ARKANSAS:

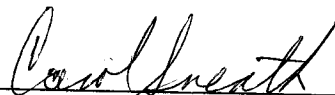
SECTION 1. That a tax of one (1) mill is hereby levied by the City Council of the City of Ozark, Arkansas for the express benefit of the Ozark Firemen's Pension Fund on all real estate and personal property within the City of Ozark, Arkansas for the year 2004.

PASSED AND APPROVED this 20th day of November, 2002.



C. L. Coley, Mayor of Ozark

ATTEST:



Carol Sneath, City Clerk