## Millages

Millages are <u>tax</u> increases which must be voted on by <u>Citizens</u> where funding is strictly used to complete a specific <u>Public Project</u>.

## How Millages Effect Taxes

Millages are applied after all other <u>Taxes</u>, as part of the "Tax Increases" (after <u>Circumstantial Tax Value</u>). <u>Milllages</u> are generally a percentage but can also be a flat amount, however it's encouraged to use the percentage option to ensure all <u>Citizens</u> can afford the <u>Millage</u>.

## | Fund Usage Requirement

The funds acquired through a **Millage** must be used by the <u>Government</u> to fund the <u>Project</u> that was initially agreed on. It is considered a <u>Crime</u> to move funds acquired from a **Millage** to a different goal.

## | Citizen Voting

All <u>Citizens</u> must have the ability to vote for or against a <u>Millage</u>. A <u>Millage</u> vote cannot be open for less than 12 real hours before it is able to be rejected or accepted. When a <u>Millage</u> is rejected (by majority) it is discarded and cannot be inquired about via <u>Citizen</u> vote for for 7 real days. When a <u>Millage</u> is accepted the <u>tax</u> increase is applied to all <u>Taxes</u> and the <u>Project</u> must be set up using the <u>Millage</u> funding.