



Director

Jonathan P. LaBonté

TO: Municipal and County Officials

FROM: Amanda Rector, State Economist

DATE: September 28, 2016

RE: **Next Year's LD 1 Average Personal Income Growth is 2.84%**

With the passage of "LD 1" in 2005, towns and counties are required to calculate a property tax levy limit each year based on local property growth and statewide average personal income growth. Each town and county is responsible for calculating its property growth using the most recent valuation data available. The Office of Policy and Management (OPM) is responsible for calculating income growth. For the purpose of calculating municipal property tax levy limits for next year's municipal budgets (the 1/1/2017 - 12/31/2017 budget year for municipalities on a calendar-year budget or the 7/1/2017 - 6/30/2018 budget year for municipalities on a fiscal-year budget), OPM has determined average personal income growth to be 2.84%. The table below shows how this figure was calculated.

Calculation of Maine's "Average Personal Income Growth"

Calendar Year	Nominal Personal Income (thousands)	% Change
2005	\$43,083,415	
2006	\$45,402,329	5.38%
2007	\$47,187,502	3.93%
2008	\$49,226,384	4.32%
2009	\$49,130,870	-0.19%
2010	\$49,827,077	1.42%
2011	\$51,714,022	3.79%
2012	\$52,877,607	2.25%
2013	\$52,724,616	-0.29%
2014	\$54,860,192	4.05%
2015	\$56,893,803	3.71%
AVERAGE		2.84%

Source: U.S. Bureau of Economic Analysis

This calculation reflects the revised methodology described in 5 MRSA §1531 as amended by P.L. 2015 Chapter 267, Part L: ""Average personal income growth" means the average for the prior 10 calendar years, ending with the most recent calendar year for which data is available, of the percent change in personal income in this State, as estimated by the United States Department of Commerce, Bureau of Economic Analysis. The average personal income growth is determined by October 1st, annually, by the Governor's Office of Policy and Management." 2015 is currently the most recent year for which data is available.