

CITY OF TRAVERSE CITY

ASSESSING DEPARTMENT

DECEMBER BOARD OF REVIEW MEETING

The Board of Review will meet on Tuesday, DECEMBER 10TH, 2024, at 1:00 pm. The meeting will be held on the 2nd floor Training Room of the Governmental Center, 400 Boardman Ave Traverse City Mi 49684.

Board of Review Correction of Clerical Errors and Mutual Mistakes of Fact Meeting

Board of Review Sessions: NOTICE IS HEREBY GIVEN that the Board of Review will meet under the authority of:

1. MCL 211.53b, purpose of correcting assessment roll figures, such changes being necessary due to clerical error or mutual mistake of fact.
2. MCL MCL 211.7b (Disabled Veterans Exemption)
- 3.. MCL 211.7u, purpose of hearing appeals as provided for poverty exemption requests for current year only and limited to those who have not already applied during the current year.

City of Traverse City does not discriminate on the basis of disability in the admission or access to, or treatment or employment in, its programs or activities. Please contact the assistant City, Assistant City Manager, 400 Boardman Avenue, Traverse City, Michigan, 49684, 231-922-4440, TDD: 922-4412, who has been designated to coordinate compliance with the non-discrimination requirements contained in Section 35.107 of the Department of Justice regulations. Information concerning the provisions of the Americans with Disabilities Act, and the rights provided thereunder, are available from the ADA Coordinator.

If you are planning to attend and you have a disability requiring any special assistance at the meeting and/or if you have any concerns, please immediately notify the ADA Coordinator.

<https://www.traversecitymi.gov/government/city-departments/assessor/assessor.html>

<https://www.traversecitymi.gov/government/appointed-boards/board-of-tax-review/>

State of Michigan – State Tax Commission Boards of Review information link
<https://www.michigan.gov/taxes/property/forms/instructions/board-of-review>

City Assessing Department
231-922-4450
tcassessor@traversecitymi.gov