

# 2021 ASSESSORS' BUDGETS

## Less Items paid to Central Services

### Sorted by \$ Per Parcel

COUNTY	TOTAL REAL PARCELS (a)	2021 BUDGET	BUDGET \$ PER PARCEL
WAHKIAKUM	4,152	\$ 322,825	\$ 77.75
SAN JUAN	16,991	\$ 1,088,308	\$ 64.05
COLUMBIA	5,471	\$ 267,939	\$ 48.97
SKAMANIA	7,978	\$ 359,067	\$ 45.01
GARFIELD	3,743	\$ 166,458	\$ 44.47
KITTITAS	34,311	\$ 1,385,014	\$ 40.37
KLICKITAT	20,060	\$ 796,522	\$ 39.71
COWLITZ	52,945	\$ 1,988,366	\$ 37.56
WALLA WALLA	28,377	\$ 1,049,793	\$ 36.99
CLALLAM	47,456	\$ 1,754,446	\$ 36.97
KING*	699,206	\$ 25,413,225	\$ 36.35
ADAMS	13,003	\$ 466,412	\$ 35.87
BENTON*	69,903	\$ 2,266,567	\$ 32.42
JEFFERSON	29,893	\$ 966,954	\$ 32.35
DOUGLAS	27,169	\$ 838,264	\$ 30.85
GRANT	55,242	\$ 1,699,890	\$ 30.77
FRANKLIN	32,682	\$ 975,671	\$ 29.85
THURSTON	121,278	\$ 3,605,628	\$ 29.73
ISLAND	49,201	\$ 1,457,371	\$ 29.62
SKAGIT	66,910	\$ 1,969,155	\$ 29.43
FERRY	8,845	\$ 255,510	\$ 28.89
CHELAN	44,659	\$ 1,278,947	\$ 28.64
WHATCOM	108,923	\$ 3,048,234	\$ 27.99
GRAYS HARBOR	57,145	\$ 1,539,352	\$ 26.94
MASON	51,840	\$ 1,387,532	\$ 26.77
CLARK	179,092	\$ 4,615,428	\$ 25.77
SNOHOMISH	304,689	\$ 7,438,194	\$ 24.41
PIERCE*	325,578	\$ 7,693,940	\$ 23.63
PACIFIC	32,625	\$ 752,033	\$ 23.05
PEND OREILLE	14,872	\$ 339,104	\$ 22.80
LEWIS	61,297	\$ 1,389,446	\$ 22.67
OKANOGAN	46,263	\$ 1,029,397	\$ 22.25
ASOTIN	12,256	\$ 261,815	\$ 21.36
LINCOLN	17,021	\$ 359,000	\$ 21.09
YAKIMA	103,570	\$ 1,997,815	\$ 19.29
SPOKANE	217,620	\$ 4,099,178	\$ 18.84
STEVENS	40,322	\$ 749,991	\$ 18.60
KITSAP	117,145	\$ 1,851,641	\$ 15.81
WHITMAN	35,099	\$ 448,582	\$ 12.78
<b>TOTAL</b>	<b>3,164,832</b>	<b>\$ 89,373,013</b>	
<b>MEAN</b>			<b>\$ 31.30</b>
<b>MEDIAN</b>			<b>\$ 29.43</b>

(a) Real Property Parcel Count for 2021 assessment year.

- Staff and budget numbers reflect adjustments to remove non-assessment functions (Treasurer and non-assessment related GIS). Appropriations for items payable to central services have been deducted from budget numbers.

\*Benton, King, and Pierce County's budgets are for 2 years.