

Resolution No. 2026-11
Establishment of Commissioner Districts
Pursuant to Idaho Code §31-704

WHEREAS, the Board of County Commissioners is required by Idaho Code §31-704 to district the County “into three (3) districts, as nearly equal in population as may be, to be known as County Commissioners’ Districts, numbers one (1), two (2), and three (3) respectively” (See ‘Commissioner District’ map attached as Exhibit A); and,

WHEREAS, census data provided to the Board presented the need for an adjustment to ensure equitable population numbers in each of these three (3) Commissioners’ Districts; and

WHEREAS, it has been determined that the following districts are “as nearly equal in population as may be....”

NOW THEREFORE, BE IT HEREBY RESOLVED, that the Kootenai County Commissioner Districts be established as follows:

Commissioner District One (1):

Precincts: 201, 202, 209, 301, 304, 323, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516 and portions of Precincts: 302, 305, 308, 309, 517, 518

Commissioner District Two (2):

Precincts: 206, 207, 407, 408, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 519, 520, 521, 522 and portions of Precincts: 205, 208, 322, 401, 404, 405, 406, 409, 517, 518

Commissioner District Three (3):

Precincts: 203, 204, 303, 306, 307, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 402, 403 and portions of Precincts: 205, 208, 302, 305, 308, 309, 322, 401, 404, 405, 406, 409

Upon a motion to adopt the text of the foregoing Resolution made by Commissioner _____, seconded by Commissioner _____, the following vote was recorded:

Commissioner Duncan:
Commissioner Eberlein:
Chairman Mattare:

Upon said roll call, the text of the foregoing was duly enacted as a Resolution of the Board of Commissioners of Kootenai County, Idaho on the 30th day of January, 2026.

KOOTENAI COUNTY
BOARD OF COMMISSIONERS

ATTEST:
JENNIFER LOCKE, CLERK

Bruce Mattare, Chairman

By: _____
Deputy Clerk

Leslie Duncan, Commissioner

Marc Eberlein, Commissioner