

NOTICE OF PUBLIC HEARING - CITY OF SLATER - PROPOSED PROPERTY TAX LEVY**Fiscal Year July 1, 2022 - June 30, 2023**

The City Council will conduct a public hearing on the proposed Fiscal Year City property tax levy as follows:

Meeting Date: 2/14/2022 **Meeting Time:** 07:30 PM **Meeting Location:** Slater City Hall, 101 Story Street, Slater, Iowa

At the public hearing any resident or taxpayer may present objections to, or arguments in favor of the proposed tax levy. After adoption of the proposed tax levy, the City Council will publish notice and hold a hearing on the proposed city budget.

City Website (if available)
www.slateriowa.orgCity Telephone Number
(515) 685-2531

	Current Year Certified Property Tax 2021 - 2022	Budget Year Effective Property Tax 2022 - 2023	Budget Year Proposed Maximum Property Tax 2022 - 2023	Annual % CHG
Regular Taxable Valuation	74,039,997	76,599,706	76,599,706	
Tax Levies:				
Regular General	599,724	599,724	620,458	
Contract for Use of Bridge			0	
Opr & Maint Publicly Owned Transit			0	
Rent, Ins. Maint. Of Non-Owned Civ. Ctr.			0	
Opr & Maint of City-Owned Civic Center			0	
Planning a Sanitary Disposal Project			0	
Liability, Property & Self-Insurance Costs	65,000	65,000	65,000	
Support of Local Emer. Mgmt. Commission			0	
Emergency			0	
Police & Fire Retirement			0	
FICA & IPERS	35,300	35,300	35,000	
Other Employee Benefits	40,100	40,100	40,000	
Total Tax Levy	740,124	740,124	760,458	2.74
Tax Rate	9.99627	9.66223	9.92769	

Explanation of significant increases in the budget:

Growing community with growing needs for staff, facility & infrastructure maintenance and construction.

If applicable, the above notice also available online at:

www.slateriowa.org and Facebook "City of Slater, Iowa"

*Total city tax rate will also include voted general fund levy, debt service levy, and capital improvement reserve levy.

**Budget year effective property tax rate is the rate that would be assessed for these levies if the dollars requested is not changed in the coming budget year

