

NOTICE OF PUBLIC HEARING - CITY OF SABULA - 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: 2/22/2022 **Meeting Time:** 06:30 PM **Meeting Location:** Sabula City Hall 411 Broad Street Sabula, Iowa 52070

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.sabulaia.com

City Telephone Number
(563) 687-2420

	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	17,653,445	16,939,346	16,939,346	
Tax Levies:				
Regular General	142,993	142,993	137,209	
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	29,900	29,900	35,394	
Support of Local Emer. Mgmt. Commission	1,584	1,584	1,581	
Emergency	4,500	4,500	4,490	
Police & Fire Retirement			0	
FICA & IPERS	18,104	18,104	20,109	
Other Employee Benefits	0	0	0	
Total Tax Levy	197,081	197,081	198,783	0.86
Tax Rate	11.16388	11.63451	11.73496	

Explanation of significant increases in the budget:

County tax valuations have decreased by \$714,099. Projected property insurance increase of 4%, Increased Self Insurance Costs

If applicable, the above notice also available online at:

www.sabulaia.com

*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