

NOTICE OF PUBLIC HEARING - CITY OF ORANGE CITY - 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: 2/7/2022 **Meeting Time:** 04:30 PM **Meeting Location:** Council Chambers in City Hall.

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.orangecityiowa.com

City Telephone Number
(712) 707-4885

	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	219,667,736	236,675,659	236,675,659	
Tax Levies:				
Regular General	1,779,309	1,779,309	1,917,073	
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	29,655	29,655	31,951	
Planning a Sanitary Disposal Project			0	
Liability, Property & Self-Insurance Costs	74,000	74,000	80,475	
Support of Local Emer. Mgmt. Commission			0	
Emergency			0	
Police & Fire Retirement			0	
FICA & IPERS	62,000	62,000	97,000	
Other Employee Benefits			0	
Total Tax Levy	1,944,964	1,944,964	2,126,499	9.33
Tax Rate	8.85412	8.21785	8.98486	

Explanation of significant increases in the budget:

Public Safety- Add'l Police Officer Culture & Recreation - Adding Park & Pool Amenities General Government- City Hall Improvements-

If applicable, the above notice also available online at:

www.orangecityiowa.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

