## **Notice of Tax Rates**

Property Tax Rates in the City of Rusk

This notice concerns the 2023 property tax rates for the City of Rusk.

This notice provides information about two tax rates. The no-new-revenue tax rate would Impose the same amount of taxes as last year if you compare properties taxed in both years. The voter-approval tax rate is the highest tax rate a taxing unit can adopt without holding an election. In each case, these rates are calculated by dividing the total amount of taxes by the current taxable value with adjustments as required by state law. The rates are given per \$100 of property value.

This year's no-new-revenue tax rate	\$0.32715
This year's voter-approval tax rate	\$0.33542

To see the full calculations, please visit http://www.rusktx.org/ for a copy of the Tax Rate Calculation Worksheet.

## **Unencumbered Fund Balances**

The following estimated balances will be left in the taxing unit's accounts at the end of the fiscal year. These balances are not encumbered by corresponding debt obligation.

Type of Fund	Balance
General	\$1,898,542.00
Enterprise	\$3,545,490.00

## **Current Year Debt Service**

The following amounts are for long-term debts that are secured by property taxes. These amounts will be paid from upcoming property tax revenues (or additional sales tax revenues, if applicable).

Description of Debt	Principal or Contract Payment to be Paid From Property Taxes	Interest to be Paid From Property Taxes	Other Amounts to be Paid	Total Payment	
d		\$27,445.00	\$120,350.00	\$147,795.00	
Total required for 2023 debt servic	e			\$	147,795
Amount (if any) paid from funds lis	sted in unencumbered	funds	<u>-</u>		\$0
Amount (if any) paid from other re	sources		<u>-</u>	\$	120,350
Excess collections last year			·····		\$7,439
= Total to be paid from taxe	es in 2023		<u>-</u>	:	\$20,006
+ only 101.82% of its taxes 2023	in		_		-\$358

This notice contains a summary of the no-new-revenue and voter-approval calculations as

certified by J. L. Flowers, RTA, Assessor/Collector.