



CITY OF MARSHALL AGENDA ITEM REPORT

Presenter:	Sharon Hanson
Meeting Date:	Tuesday, December 6, 2022
Category:	NEW BUSINESS
Type:	INFO
Subject:	Truth-in-Taxation public meeting
Background Information:	<p>Public Meeting</p> <p>Public meeting requirements The following taxing authorities are required to hold a meeting at which the budget and levy will be discussed, and the public allowed to speak.</p> <ul style="list-style-type: none"> • Counties • Cities with a population over 500 • School districts • Metropolitan special taxing districts • Fire protection and emergency medical services special taxing districts established under chapter 144F • Regional library authorities established under section 134.201 <p><i>The meeting must be after Nov. 24 and no later than Dec. 28 and held at 6:00 p.m. or later.</i></p> <p>Action Required at Public Meeting</p> <p>Discuss budget and proposed property tax The proposed property tax levy for the taxes payable year 2023 and the proposed budget for the taxes payable year 2023, or current school year budget in the case of school districts, must be discussed at the public meeting.</p> <p>Public comment and questions The public must be given a reasonable amount of time to comment on the proposed property tax levy and budget and to ask questions. Robert’s Rules of Order may be used to govern the conduct of the meeting.</p> <p>Certification of Final Property Tax Levy</p> <p>Deadline for certifying final levy – Dec. 28, 2022 The county board, each school district within the county, each city with a population over 500, each metropolitan special taxing district, and each regional library authority established under section 134.201 must certify its final payable 2023 property tax levy to the county auditor no later than Dec. 28, 2022.</p>

	Staff will recommend the final budget and levy be approved at the December 13 th Council meeting.
Fiscal Impact:	As per levy and budget to be discussed
Alternative/ Variations:	None
Recommendations:	Conduct truth-in-taxation public meeting