

# Notice About 2022 Tax Rates

(current year)

Property Tax Rates in City of Lockhart  
(taxing unit's name)

This notice concerns the 2022 property tax rates for City of Lockhart.  
(current year) (taxing unit's name)

This notice provides information about two tax rates used in adopting the current tax year's tax rate. The no-new-revenue tax rate would impose the same amount of taxes as last year if you compare properties taxed in both years. In most cases, 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.

Taxing units preferring to list the rates can expand this section to include an explanation of how these tax rates were calculated.

**This year's no-new-revenue tax rate** ..... \$ 0.493200 /\$100

**This year's voter-approval tax rate** ..... \$ 0.600700 /\$100

To see the full calculations, please visit caldwell.truthintaxation.com for a copy of the Tax Rate Calculation Worksheet.  
(website address)

## 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 Fund	6,506,302
Debt Service Fund	10,000

## 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 (\$)
2022 Tax Note	305,000	62,069		367,069
2016 General Obligation	565,043	131,821		696,864
2015 Tax & Rev. Co	382,630	216,388		599,018

(expand as needed on the last page)



