

ORDER SETTING THE BASTROP COUNTY, TEXAS TAX RATE FOR 2023-2024

WHEREAS, the Bastrop County Commissioner's Court for the tax year 2023-2024 needs to adopt a tax rate in order to provide funds with which to meet the budget requirements of the County, and to pay the expenses necessarily incurred in connections with the services provided by the County of Bastrop residents:

THEREFORE, BE IT ORDERED BY THE COMMISSIONER'S COURT:

1. That there is hereby levied and there shall be assessed and collected for 2023-2024 an ad valorem tax of \$0.39353 per \$100 assessed valuation on all taxable property within the county. **THIS TAX RATE WILL RAISE MORE TAXES FOR MAINTENANCE AND OPERATIONS THAN LAST YEAR'S TAX RATE.**

This tax rate is hereby adopted in the following components:

General Fund Maintenance & Operating tax rate	\$0.28050
Debt Service tax rate	\$0.04099
Road & Bridge Maintenance & Operating tax rate	<u>\$0.07204</u>
Total 2023 Ad Valorem Tax Rate	\$0.39353

2. **THE TAX RATE WILL EFFECTIVELY BE RAISED BY 3.5 PERCENT AND WILL RAISE TAXES FOR MAINTENANCE & OPERATIONS ON A \$100,000 HOME BY APPROXIMATELY \$19.32**
3. That the Bastrop County Tax Assessor/Collector is hereby authorized and directed to prepare the 2023 tax roll for submission to the Commissioner's Court for approval in accordance with Texas Property Tax Code 26.09 (e).
4. The total no-new-revenue tax rate for 2023 is \$0.37421 per \$100 of taxable valuation. The total voter-approval tax rate for 2023 is \$0.39353 per \$100 of taxable valuation.

PASSED AND APPROVED on this the 11th day of September 2023.

Court Members Voting Aye:

Court Members Voting Nay:




County Judge, Gregory Klaus

County Judge, Gregory Klaus



Commissioner Precinct 1, Mel Hamner

Commissioner Precinct 1, Mel Hamner




Commissioner Precinct 2, Clara Beckett

Commissioner Precinct 2, Clara Beckett



Commissioner Precinct 3, Mark Meuth

Commissioner Precinct 3, Mark Meuth



Commissioner Precinct 4, David Glass

Commissioner Precinct 4, David Glass