

Wayne County Board of Supervisors

Special Budget Work Session Meeting of the Wayne County Board of Supervisors was held on the 11th day of February 2022, in the Conference Room of the Wayne County Courthouse, Corydon, Iowa, pursuant to notice duly given in compliance with Iowa Code Section 21.4. The Board noted due notice of meeting subject to said Code Section.

Present were David Dotts, Tom Swearingin (By Phone), Don Seams members of the Board, Michelle Dooley (Auditor), Rhonda Bennett.

Dotts called meeting to order at 2:00PM and took roll call.

Pledge of Allegiance

Seams made motion to approve the February 11, 2022, agenda, seconded by Swearingin.

Board of Supervisors reviewed and discussed the proposed FY23 Wayne County Budget. They discussed the assessed value increasing approximately 20 million and they compared the proposed levy rates for FY23 of 11.16453 to the FY22 levy rate of 12.63008. Property taxes generated by the proposed levy rate will be \$4,249,421 compared to the current property taxes levied \$4,617,089. One contributing factor is that taxes are not levied for Mental Disability Services on the county level. They also reviewed the projected ending balances for June 30, 2023, for General Basic, General Supplemental & Rural Service Basic. The projected ending fund balance should fall between the 25%-50% range of expected expenditures for FY23.

Seams made motion to accept and set the proposed FY23 County Budget, seconded by Swearingin.

Seams made motion to set the Public Hearing for the FY23 Wayne County Budget for Monday, March 7, 2022, at 9:00AM in the Basement Conference Room of the Wayne County Courthouse, seconded by Swearingin.

No public comment.

There being no further business the next Regular meeting of the Wayne County Board of Supervisors will be held on the 22nd day of February 2022, at 9:00AM in the Wayne County Courthouse Conference Room.

Seams made motion to adjourn at 2:32PM, seconded by Swearingin.



David Dotts, Chairperson

Attested 

Michelle Dooley, Auditor