HOUSE COMMITTEE AMENDMENTS

Amendments proposed by House Committee on Ways and Means to Original House Bill No. 514 by Representative Kleckley

1 AMENDMENT NO. 1

- 2 On page 2, at the beginning of line 4, after "<u>required in</u>" and before "<u>if</u>" delete "<u>Paragraph</u>
- 3 (1)," and insert "Subparagraph (1), solely for purposes of determining the ad valorem tax
 4 imposed on such property,"
- 5 AMENDMENT NO. 2
- On page 2, line 12, after "property's" and before "for" delete "appraised value" and insert
 "assessed value solely"

8 AMENDMENT NO. 3

9 On page 2, line 18, after "property's" delete the remainder of the line and insert "assessed
 10 value solely"

11 AMENDMENT NO. 4

On page 2, line 24, after "property's" and before "for" delete "appraised value" and insert
 "assessed value solely"

14 AMENDMENT NO. 5

15 On page 3, between lines 2 and 3, insert the following:

16 "(c) Notwithstanding any provision of this constitution to the contrary, the 17 increase in assessed valuation of property phased in under Subparagraph (2) shall be included as taxable property for purposes of any subsequent reappraisals and 18 valuation for millage adjustment purposes under Article VII, Section 23(B) of this 19 20 Constitution. The decrease in the total amount of ad valorem tax collected by a 21 taxing authority as a result of this phase in of assessed valuation shall be absorbed by the taxing authority and shall not create any additional tax liability for other 22 23 taxpayers in the taxing district as a result of any subsequent reappraisal and valuation or millage adjustment. Implementation of this phase in of increase in assessed 24 25 valuation authorized in Subparagraph (2) shall neither trigger nor be cause for a 26 reappraisal of property or an adjustment of millages pursuant to the provisions of 27 Article VII, Section 23(B) of this constitution.

(d) The provisions of this Subparagraph shall not apply to the extent the
 increase was attributable to construction on or improvements to the property."