

## Town of Petrolia Tax Rate Summary 2018

<u>Property Class</u>	<u>Qualifier</u>	<u>Lower -Tier</u>	<u>Upper-Tier</u>	<u>Education</u>	<u>Total</u>
<u>Taxable</u>					
Residential	RT	0.00956185	0.00444224	0.00170000	0.01570409
Farmland Awaiting Dev.	R1	0.00334665	0.00155478	0.00059500	0.00549643
Multi-Residential	MT	0.01912370	0.00888448	0.00170000	0.02970818
New Multi Residential	NT	0.00956185	0.00444224	0.00170000	0.01570409
Commercial					
Fully Occupied	CT	0.01555810	0.00722798	0.01340000	0.03618608
Excess Land	CU	0.01089067	0.00505958	0.00938000	0.02533025
Vacant Land	CX	0.01043352	0.00484720	0.00745681	0.02273753
New Construction - Commercial					
Fully Occupied	XT	0.01555810	0.00722798	0.01090000	0.03368608
Excess Land	XU	0.01089067	0.00505958	0.00763000	0.02358025
Vacant Land	XX	0.01043352	0.00484720	0.00745681	0.02273753
Shopping Centre					
Fully Occupied	ST	0.01992227	0.00925548	0.01340000	0.04257775
Excess Land	SU	0.01394559	0.00647884	0.00938000	0.02980443
Office Building					
Fully Occupied	DT	0.01468507	0.00682239	0.01340000	0.03490746
Excess Land	DU	0.01027955	0.00477567	0.00938000	0.02443522
Parking Lot	GT	0.01043352	0.00484720	0.00745681	0.02273753
Landfill	HT	0.06904782	0.03207822	0.04110152	0.14222756
Industrial					
Industrial, Shared PIL	IH	0.01957858	0.00909581	0.01340000	0.04207439
Fully Occupied	IT	0.01957858	0.00909581	0.01340000	0.04207439
Excess Land	IU	0.01272608	0.00591228	0.00871000	0.02734836
Vacant Land	IX	0.01272608	0.00591228	0.00871000	0.02734836
New Construction -Industrial					
Fully Occupied	JT	0.01957858	0.00909581	0.01090000	0.03957439
Excess Land	JU	0.01272608	0.00591228	0.00708500	0.02572336
Vacant Land	JX	0.01272608	0.00591228	0.00708500	0.02572336
Large Industrial					
Fully Occupied	LT	0.02871879	0.01334217	0.01340000	0.05546096
Excess Land	LU	0.01866721	0.00867241	0.00871000	0.03604962
Pipeline	PT	0.01283540	0.00596307	0.01090000	0.02969847
Farmland	FT	0.00216098	0.00100395	0.00042500	0.00358993
Managed Forest	TT	0.00239046	0.00111056	0.00042500	0.00392602