

**WALLER COUNTY  
FISCAL YEAR 2026 BUDGET CALENDAR**

MONTH	BUDGET CMTE	DEPARTMENTS	COMMISSIONER'S COURT
January			
February	<b>Feb 12:</b> Kickoff Meeting		
	<b>Feb 17:</b> Letter from Judge to Department Heads and Elected Officials goes out		
	<b>Feb 19:</b> Auditor's Office opens up software for users to begin entering FY Budget requests	<b>Feb 19:</b> Departments can enter budget requests	
March			
April	<b>April 4:</b> Budget Software Closed to users	<b>April 4:</b> Budget Requests Due	
	<b>April 9:</b> Budget Requests Distributed to CC		<b>April 16:</b> Initial Budget Discussion at CC
	<b>April 30:</b> Property value estimate due from appraisal district; Budget Cmte Meeting		
May	<b>May 14:</b> Budget Workshop	<b>May 14:</b> Budget Workshop	<b>May 14:</b> Budget Workshop
June	<b>Various:</b> Budget Cmte Meetings with Elected Officials and Department Heads	<b>Various:</b> Meetings with Budget Committee	
July	<b>Various:</b> Budget Cmte Meetings with Elected Officials and Department Heads	<b>Various:</b> Meetings with Budget Committee	
	<b>July 10:</b> Budget Cmte releases recommended budgets	<b>July 10:</b> Recommended budgets are received	
	<b>TBD:</b> Chief Appraiser certifies appraisal roll		
	<b>July 24:</b> Final Budget Workshop	<b>July 24:</b> Final Budget Workshop	<b>July 24:</b> Final Budget Workshop
	<b>July 30:</b> Notice out to Elected officials on salary and expenses. Proposed Budget filed with County Clerk and Auditor and posted publicly		
August	<b>TBD:</b> Budget Cmte finalizes budget; NNR and VAR forms submitted to Tax Assessor Collector		<b>TBD:</b> Tax rate and budget proposed
	<b>Aug 7:</b> NNR and VAR submitted to Commissioner's Court and posted on County Homepage		<b>TBD:</b> Set Public Hearings (if needed) and post notice publicly
September			<b>TBD:</b> Posting of elected official salaries and expenses (only if being increased)
			<b>Sept 17:</b> Public Hearings (if needed)
			<b>Sept 17:</b> Adopt Tax Rate
			<b>Sept 17:</b> Adopt Budget
			<b>Sept 17:</b> Elected officials salaries set