

- Next to contributions for pension (11.6%), sickness (1.70%), accident (0.1%), and unemployment (0.81%, contract and temporary staff) insurances, European officials and other servants pay the **Union tax**.
- Union tax is imposed at source and paid each month into the general Union budget on salaries, wages and emoluments paid by the Union to each person liable.
- There are fourteen rates of Union tax, ranging from 8% to 45%, each one of which is levied on a separate band of taxable income.
- The marginal rate of **8%** is levied on taxable monthly amounts between €109.85 and €1,938.92.
- The marginal rate of **45%** is levied on that part of the taxable monthly income above €6,938.39, for the minority of officials who earn that much.
- Members of the Commission also pay Union tax.
- The Commission's 2011 austerity and reform proposals, if accepted, will also add a supplementary income tax, a 'solidarity levy' of 6%.
- European Civil servants also pay taxes at the place of residence not related to income from the Union:
  - regional tax ("taxe regionale forfaitaire"),
  - property tax ("précompte immobilier") : EU officials who own a property pay property tax, part of which goes to the commune, another part to the region, and the last part to the Belgian state ;
  - consumer taxes (VAT on goods, energy, excise duties on oil products);
  - car taxes ("taxe de mise en circulation d'un véhicule") ;
  - road tax;
  - excises duties (e.g. on fuel and petrol);
  - withholding tax (e.g. on dividends from Belgian sources);
  - stamp duties or "droits d'enregistrement" (e.g. on real estate transactions).
- The only exception is the "diplomatic" privilege, whereby EU officials may be exempted from VAT in the year following their arrival when they buy certain goods, limited to 1 year. In addition, officials can import their furniture and other effects free of duty when they first start work in the country concerned, ie Belgium, or when they are repatriated from serving in a delegation in a 3<sup>rd</sup> country.