



What is Hotel Occupancy Tax?

Hotel Occupancy Tax (HOT) is a tax imposed on guests who rent your property or a portion of your property for the purpose of lodging on a short-term basis (30 consecutive days or less). HOT is collected in addition to the rent paid.

What is the City's Hotel Occupancy Tax Rate?

For the privilege of occupancy, the City of Hewitt's HOT rate is 7% of the consideration paid by the occupant of such room, space or facility to the owner (or operator on behalf of the owner).

Who collects HOT?

HOT is collected by the operator at the same time rent is collected from the guest. The operator is the Owner, property manager, host or lessee providing lodging on a short-term basis.

Who is exempt or excluded from paying HOT?

Any guest who rents for 31 consecutive days or more is exempt from paying HOT. A record of all your exemptions or exclusions should be kept, along with forms and any back-up documentation. This information should be included with your exemption/exclusion claims on your regular tax returns.

When do I file my HOT?

Operators collect the tax from renters and file HOT returns to the City by the 1st of each calendar quarterly period. The first quarter being composed of the months of January, February, and March, the second quarter being the months of April, May and June, the third quarter being the months of July, August and September, and the fourth quarter being the months of October, November and December. HOT Returns are filed whether rent was collected during the period or not.

How do I register my Short-Term Rental?

To register with the City, please contact the HOT Processing Center at (254) 777-6055 or email us at HewittTXHOT@hdlgov.com

How Do I file my Short-Term Rental?

The City of Hewitt has contracted with Hdl to collect and process HOT returns. Registered Operators can file their HOT returns through the HOT Processing Center using the following methods:

PHONE NUMBER: (254) 777-6055

EMAIL: HewittTXHOT@hdlgov.com

ONLINE: <https://HewittTX.hdlgov.com>