

Commercial & Downtown Street Impact Fee Motion Sheet

Item 52 | December 3, 2020

AMENDMENT NO. 1:

On Page 6, Lines 227-237, Delete (A), and Insert:

- (A) Assessment of the street impact fee for any new development shall occur in three phases:
- (1) Phase 1, Effective January 1, 2021
- (a) For all property with a recorded plat dated before January 1, 2021, Street impact fees will be assessed as set forth below, but no street impact fees shall be collected for any building permit application dated before January 1, 2022
- (i) Residential Land Uses - \$365 per service unit per vehicle mile
- (ii) Non-Residential Land Uses - \$486 per service unit per vehicle mile
- (b) For all property with a recorded plate dated before January 1, 2021, street impact fees will be assessed for any building permit application dated on or after January 1, 2022, as follows:
- (i) Residential Land Uses - \$365 per service unit per vehicle mile
- (ii) Non-Residential Land Uses - \$486 per service unit per vehicle mile
- (c) For all property with a recorded plate dated after January 1, 2021, but before January 1, 2022, street impact fees will be assessed at final plat recordation as follows:
- (i) Residential Land Uses - \$365 per service unit per vehicle mile
- (ii) Non-Residential Land Uses - \$486 per service unit per vehicle mile
- (2) Phase 2, Effective January 1, 2022
- (a) For all property with a recorded plate dated on or after January 1, 2022, but before January 1, 2024, Street impact fees will be assessed at final plat recordation as follows:
- (i) Residential Land Uses - \$486 per service unit per vehicle mile
- (ii) Non-Residential Land Uses - \$608 per service unit per vehicle mile
- (3) Phase 3, Effective January 1, 2024
- (a) For all property with a recorded plat dated on or after January 1, 2024, street impact fees will be assessed at final plat recordation as follows:
- (i) Residential Land Uses - \$729 per service unit per vehicle mile
- (ii) Non-Residential Land Uses - \$850 per service unit per vehicle mile