

DEVELOPMENT

A. RESIDENTIAL DEVELOPMENT IMPACT FEES

	<u>Single Family</u>	<u>Duplex</u>	<u>Multi Family</u>
1. Drainage	\$ 797.01	\$ 233.96	\$ 233.96
2. Fire Services	843.21	675.88	693.67
3. Police Services	336.07	269.35	280.16
4. Admin./Gen. Fac.	463.73	372.13	381.66
5. Parks and Rec	<u>2,854.57</u>	<u>2,288.01</u>	<u>2,348.34</u>
 Total per dwelling unit (not including traffic fees – see below)	 <u>\$ 5,294.59</u>	 <u>\$ 3,839.34</u>	 <u>\$ 3,937.79</u>

6. Per Resolutions 2018-17 and 2016-60, the following table shows the GVTIF and RTMF for residential development:

	<u>GVTIF</u> (Per Unit)	<u>Admin. Charge for</u> <u>GVTIF</u> (at 1.0% Per Unit)	<u>RTMF</u> (with Admin.) (Per Unit)	<u>Total GVTIF + RTMF</u> (with Admin.) (Per Unit)
Single-Family	\$ 3,693.21	\$ 36.93	\$ 3,933.17	\$ 7,663.31
Multi-Family	2,556.04	25.56	2,722.96	5,304.56
Mobile Home **	1,936.33	19.36	2,061.52	4,017.21
Senior Housing	1,381.30	13.81	1,471.02	2,866.14

** Mobile homes located in a mobile home park will be calculated as multi-family dwelling units and mobile homes located on individual lots will be calculated as single-family dwelling units.

B. NON RESIDENTIAL DEVELOPMENT IMPACT FEES

1. Per Resolutions 2018-17 and 2016-60, the following table shows the GVTIF and RTMF for non-residential development:

	<u>GVTIF</u> (Per 1,000 SF)	<u>Admin. Charge</u> <u>for GVTIF</u> (at 1.0% Per Unit)	<u>RTMF</u> (with Admin.) (Per 1,000 SF)	<u>Total GVTIF +</u> <u>RTMF (with</u> <u>Admin.)</u> (Per Unit)
Retail – Low ¹	\$ 2,987.95	\$ 29.88	\$1,742.28	\$ 4,760.11
Retail – Medium ²	6,383.83	63.84	3,722.42	10,170.09
Retail – High ³	11,319.59	113.20	6,600.83	18,033.62
Office ⁴	1,507.54	15.08	878.44	2,401.06
Industrial ⁵	666.66	6.67	388.10	1,061.42
Warehouse	445.48	4.45	259.78	709.71
Lodging	807.50	8.07	470.52	1,286.09

Per Grass Valley Transportation Impact Fee 2016 Nexus Study Updated, dated October 2016:

¹ Retail – Low primarily means retail or service development generating a low intensity of vehicle trips. Specific uses include furniture stores, discount home furnishing superstores, tire stores, department stores, factory outlets, home improvement superstores and new car sales.

² Retail – Medium primarily means retail or service development generating an average number of vehicle trips. Specific uses include discount stores, shopping centers, electronics superstores, building materials and lumber stores, hardware/paint stores, arts and crafts stores, auto parts stores and specialty retail centers.

³ Retail – High primarily means retail or service development generating an excessive number of vehicle trips. Specific uses include apparel stores, nurseries/garden centers, daycares (14 students equates to 1,000 sf), restaurants, pharmacies/drugstores, supermarkets and banks.

⁴ Office primarily means office development. Specific uses include general offices, single tenant offices, office parks, business parks, clinics and medical-dental offices.

⁵ Industrial primarily means industrial development. Specific uses include general light industry, general heavy industry, industrial parks and manufacturing.

2. Drainage - Commercial and Industrial, per 1,000 square feet of impervious surface-**\$112.79** in accordance with Development Impact Fee (Chapter 8 – Drainage Improvements).

3. Public Safety and General Administration (*no Park/Recreation Fees for non-residential projects*):

<u>Per 1,000 sq. ft.</u>	<u>Fire</u>	<u>Police</u>	<u>Administration</u>
Commercial/Shopping Center			
0- 25K gross leasable area	\$ 748.34	\$ 615.33	\$ 248.99
26- 50K gross leasable area	641.39	574.31	221.81
51-100K gross leasable area	561.27	499.31	186.94
101-200K gross leasable area	498.89	425.64	165.99
201K + gross leasable area	449.01	370.95	149.54
General Office			
0-10K gross floor area	1005.77	288.14	334.98
11-25K gross floor area	931.70	232.62	378.21
26-50K gross floor area	877.08	198.39	292.36
51K + gross floor area	828.44	169.09	279.59
Industrial			
Business Park	704.17	161.76	236.27
Mini-Warehouse	9.98	31.68	2.97
Warehousing	286.24	62.88	95.69
Manufacturing	379.47	48.40	133.85
Light Industrial	518.15	88.53	17.97
Other Nonresidential			
Medical-Dental Office	910.38	458.05	302.82
Hospital	758.55	222.74	252.73
Day Care (per student)	35.74	56.77	119.77
Lodging (per room)	159.64	122.95	52.23

The commercial rate is applied to all developments on land zoned OP, C-1, C-2, C-2A and C-3 and not requiring a use permit.

The industrial rate is applied to all developments on land zoned CBP, -1, -2 and M-L and not requiring a use permit.

C. OTHER DEVELOPMENT IMPACT FEES AND POLICIES

1. Appeals filed with City Council \$310.00
2. In Lieu of off street parking in downtown area \$2,566.31 / 200 square feet
of building area or fraction
thereof - refer to Ordinance No.
350 N.S
3. Recapture fees for McKnight Way Interchange \$1,525 per acre or \$.30 / square
foot
- refer to Resolution 88-275
4. Traffic Mitigation Fee for the Glenbrook Basin Refer to Ordinance 699
5. When existing buildings on the same lot are demolished to allow for new construction, the impact fee amount for the new construction will be offset by an amount equal to fees calculated based on the buildings demolished. In any case, the credit will not exceed the total impact fee for the new development.
6. A credit of up to 50% for the Fire Service portion of the City's Development Impact fee may be approved in writing by the Fire Chief if automatic sprinkling and other advanced fire prevention equipment is installed in a new building that, given the use, can demonstrably and factually justify a proportionate reduction in the ongoing need for fire service.
7. A credit of up to 50% for the Police Service portion of the City's Development Impact fee may be approved in writing by the Chief of Police if advanced security equipment is installed in a new building that, given the use, can demonstrably and factually justify a proportionate reduction in the ongoing need for police service.
8. Any future conversion in use of a development subject to these Impact Fees that creates a higher impact on City services than the original use will require the payment of additional Impact Fees. This amount shall be equal to the difference in fee calculation between the two uses calculated using the current Impact Fee rates.

D. ADMINISTRATIVE APPEALS PROVISION

1. A developer of any project subject to development impact fees may apply to the City Council for a waiver, reduction or adjustment to the fees. The application shall be made in writing and filed with the City Community Development Director, or his or her designee (for purposes of this Section, the Director). The application shall state in detail the factual basis for the request for waiver, reduction, or adjustment. The Director shall make a recommendation to the City Council for consideration at a public meeting. Subject to the applicants' right to protest, the decision of the City Council shall be final. If a reduction, adjustment or waiver is granted, any change in use within the project shall invalidate the waiver, adjustment or reduction of the fee.
2. Fee Protests. Any landowner, developer or other aggrieved party may file a protest of

the Development Impact fees provided for herein in the manner provided and within the times provided for in sections 66020 and 66021 of the Government Code. For the purposes of determining the applicable time and limitation periods set for this, the date of the imposition of fees under this Article shall be the date of the earliest legislative approval by the City of the Development project upon which the fees are imposed as a condition of approval of the project.

E. ANNUAL UPDATE

The City Engineer shall, as part of the City's annual budget process, update the Development Impact Fee program by applying an inflation/escalation cost factor (i.e. Engineering News Record Construction Cost Index) and calculate the change in development impact fees for consideration by Council either during the public hearing on the budget/fee package or at a separate public hearing for this specific purpose. If needed, project lists will be modified appropriately.