

# NOTICE OF 2010 FEE CHANGES

On January 4, 2010, the following changes will take effect:

## Building Permit Fees & Construction Use Taxes

- Valuation will be determined by the City of Boulder Valuation Table and the estimated project valuation provided by the applicant at time of permit application. ***The higher of the two valuations will be used to calculate the building permit fees and construction use tax.***
- The square foot construction costs in the City of Boulder Valuation Table will be updated with the July-August 2009 cost data as published by the International Code Council.\*

***\*This change may also affect the construction use tax that is collected at the time of permit issuance.***

## Development Excise Taxes and Impact Fees

- Capital facility impact fees will be collected for capital improvements to serve new development:
  - Residential development will be charged fire, police, human services, library, municipal facilities and parks and recreation impact fees based on unit size.
  - Residential additions will be charged on net additional square footage.
  - Non-residential development will be charged fire, police and municipal facilities impact fees based on square footage by type of use.
  - Redevelopment will be charged for net new square footage and a change of use.
- Development Excise Tax will continue to be collected for park land acquisition (residential development) and transportation (residential and non-residential development).
- Education Excise Tax will no longer be collected on residential development.

## Compatible Development

- Building Permit Plan Check Fees will be ***fifty percent of the building permit fee*** for single family residential development that is in the RR-1, RR-2, RE, RL-1, RMX-1; and detached single family in RL-2 on lots larger than 8,000 square feet, and that are not within the boundaries of a planned development, planned residential development, planned unit development, or an approved site review; or shown on appendix H of Title 9, Land Use Code.