DEVELOPMENT SERVICES DEVELOPMENT FEES UPDATE

CITY COUNCIL WORK SESSION

MAY 5, 2025



Background

- State statutes (§ 9-463.05) require that the Development Fee Study: Land Use Assumptions and Infrastructure Plan (IIP) be updated every 5 years
- The project also includes an update to Volume II, Chapter 7 **Development Fee Ordinance**



What are Development Fees?

- One-time fees imposed for new development
- Used to fund infrastructure and services impacted by growth:
 - Parks & Recreation
 - Streets
 - Police
 - Library
- Ensure that "growth pays for growth" rather than \bullet burdening existing taxpayers



Why now?

- Current fee structure is outdated (last updated in 2022) \bullet
- Costs of infrastructure has significantly increased throughout the last few years
- Significant development changes since last update
- Risk of underfunding critical infrastructure ightarrow



Key Impacts of Outdated Fees

- Taxpayers subsidize new development
- Developers may not pay their fair share ightarrow
- Inadequate revenue for roads and public services ightarrow



Fee Update Study

Analysis:

- Review existing fee structure
- Analyze infrastructure needs and costs
- Benchmark fees against peer cities ightarrow

Benefits:

- Objectivity
- Expertise in finance, planning and law
- Stakeholder engagement and transparency





Goals of the Update

- Align fees with actual costs ightarrow
- Ensure fairness and consistency ightarrow
- Support sustainable, planned growth lacksquare
- Comply with legal requirements lacksquare
- Enhance capital planning and budgeting ightarrowaccuracy







Estimated Timeline & Cost

- Data collection and stakeholder engagement ightarrow
- Analysis and recommendations
- **Public Hearings** \bullet
- Council review and adoption
- Mandatory waiting periods per ARS § 9-463.05 \bullet

Estimated time of completion: October 2026

Cost: \$67,440



Recommendation

Staff recommends that City Council approve the contract with TischlerBise and authorize initiation of the development fee update process







