File #: 24-0093, **Version:** 1

ORDINANCE

Motion/Request:

MOTION to acknowledge proposed revisions to Appendix pertaining to Ordinance #300-003 "*An Ordinance Establishing Permit Fees for New Construction, Alternation, Removal, Demolition or Other Building Operation in the Town of Ledyard*" as presented in the draft dated January 23, 2024.

Background:

The proposed Permit Fee Schedule would raise the current Fee of $10.26 per $1,000 of construction value to $15 per $1,000 of construction value. The $15 would include the State fee of .26 per $1,000.

Land Use Director Juliet Hodge and Building Official Seumas Quinn conducted a review, comparison, and analysis of the Building Permit Fee Schedules of area towns. Their research (see attached) found that Ledyard's current Permit Fees no longer accurately reflect today's prices and were significantly below the average of neighboring towns. By increasing these Permit Fees, the Town would generate adequate revenue to maintain the quality of services provided.

The proposed Permit Fee Schedule takes into consideration today's economic realities and would bring Ledyard in-line with the average Permit Fees of adjacent towns.

Ordinance #300-003 "*An Ordinance Establishing Permit Fees for New Construction, Alternation, Removal, Demolition or Other Building Operation in the Town of Ledyard*" prescribes for the Establishment of Permit Fees.

In accordance with Sectio 3.1 of the Building Code the Building Official is authorized to establish by approved rules a schedule of unit rates for buildings and structures of all use groups and types of construction as classified and defined in Articles 1, 3 and 4 of the Building Code.

Although the Town Council is not required to approve the Building Permit Fees, that it has been their practice to "*Acknowledge*" the Fee Schedule (Appendix)

Because the Fee Schedule is an Appendix to the Ordinance a Public Hearing is not required.

Land Use Director's Comment/Recommendation:
(type text here)

Mayor Comment/Recommendation:

(type text here)

Body:

(type text here)