

Public Services Committee Meeting

November 26, 2024

Building Permit Calculation per Georgia House Bill 461

Department:	Planning & Development
Presenter:	Chyvatte Vassar or Staff Designee
Caption:	Motion to approve the adoption of the revised building permit fee schedule in order to come into compliance with GA HB 461, fees effective January 1, 2025.
Background:	Georgia House Bill 461 mandates that local government regulatory fees, such as building inspection fees, be allocated exclusively to regulatory activities rather than general operations. It also revises how these fees should be calculated.
	Currently, Augusta-Richmond County calculates building permit fees based on the finished building value, plus inspection costs.
	Under the proposed new fee schedule, a flat fee will apply to projects valued under \$75,000. For projects over this amount, however, the fee calculation will shift to a square footage and/or construction cost-based model, equating to a sliding scale approach.
Analysis:	The building permit fee calculation must align with the guidelines established by GA HB 461. A comparative analysis has been conducted with neighboring jurisdictions and municipalities of comparable size and population. Additionally, scenarios were tested using permits issued under both the existing and proposed schedules to assess the impact on contractors, property owners, and tenants.
Financial Impact:	The financial impact of these changes includes potential fluctuations in revenue. The exact effect will depend on the distribution of project sizes and types within the jurisdiction.
	To adapt to these changes, we will continue to work with Finance to adjust the financial forecasting models to account for the new fee schedules and the variability introduced by the square footage and\or construction cost-based calculations.
Alternatives:	N/A
Recommendation:	Motion to approve the proposed fee schedule for building permits.
Funds are available in following accounts:	the N/A
<u>REVIEWED AND</u> <u>APPROVED BY:</u>	N/A