



Memorandum

Meeting Details: June 24, 2026 – BOC Regular Workshop Meeting
Prepared For: Honorable Mayor Brooks and the Board of Commissioners
Staff Contact: Community Development Department
Subject: 2026 Florida Legislation Update

Background & Discussion(Legislation to be presented, but not limited to):

- Florida House Bill (HB) 803 Building Permits and Inspections - passed on May 6, 2026/Effective July 1, 2026.
- Senate Bill (SB) 208/House Bill (HB) 399 Land Use and Development Regulations – Effective January 1, 2027
- Senate Bill (SB) 484/House Bill (HB)1007 Hyperscale Data Centers – Effective January 1, 2027
- Senate Bill (SB) 1138/House Bill (HB) 927 Local Land Planning and Development – Effective January 1, 2027
- Senate Bill (SB) 1614 – Enforcement of the Florida Building Code Effective January 1, 2027
- Senate Bill (SB) 1548/House Bill (HB) 1389 Affordable Housing (Live Local 4.0) – Effective July 1, 2027
- House Bill (HB) 929 – Tribal Chickee Structures Protected from Local Regulation - Effective July 1, 2026
- Senate Bill (SB) 302/House Bill 1035 - Nature Based Solutions for Improving Coastal Resilience - Effective July 1, 2026

The above list is not exhaustive, and several may have little to no impact on the city. Staff will prepare an informative presentation to better detail the items with the most impact. To meet most of the legislative requirements city staff must take immediate action to address fees and ordinances, as such we will provide initial thoughts on the processes necessary to achieve these requirements.

Fiscal Impact:

To be assessed based on initiatives determined necessary to meet the requirements of the legislation.

Recommendation(s):

Staff will provide initial thoughts on how to meet the requirements and as such we would like feedback and direction based on the open discussion that evolves from the presentation material.

Attachments/Corresponding Documents:

The presentation is being prepared and will be provided at the meeting and published publicly once completed.