



Memorandum

Meeting Details: July 9, 2025 – Board of Commissioners Regular Meeting
Prepared For: Honorable Mayor Brooks and the Board of Commissioners
Staff Contact: Community Development Department
Subject: Discussion of Ordinance 2025-14: Amendment to Chapter 14, Article IV – Moving of Structures

Background:

Since Hurricane Helene, there has been an increase in the number of variances and building permits related to elevating existing residential structures. When a property owner applies for a variance, there is a \$1,800 fee for single-family homes, duplexes, and townhomes, and a \$2,000 fee for multifamily homes, tourist dwellings, and commercial properties. Completing the variance process can add 30 days or more to the permitting process. Additionally, variances must adhere to strict criteria to be approved, and a variance may not be a viable option for all projects. Property owners have the right to elevate their existing homes or rebuild after a catastrophic loss (Sec. 110-96); however, many applicants still encounter issues meeting setback requirements, especially when rebuilding on a nonconforming-sized lot or dealing with a nonconforming structure that has existing encroachments.

Discussion:

City staff proposes amendments to Chapter 14, Article IV, Moving of Structures of the Madeira Beach Code of Ordinances to simplify the permitting process for elevating structures. These amendments are focused on helping property owners elevate their existing homes.

Fiscal Impact:

Clearer regulations in the Code would likely reduce staff time spent on interpretation and may also decrease the number of variance requests.

Recommendation(s):

City staff drafted amendments to revise Chapter 14, Article IV – Moving of Structures in the Madeira Beach Code of Ordinances, specifically addressing the elevation of buildings within the same footprint, as directed by the Board of Commissioners.

Attachments/Corresponding Documents:

- Draft Ordinance language for Chapter 14, Article IV - Elevation and Relocation of Structures