

*ok'd*

Agenda Item No. 8b  
July 28, 1992

**TO:** Honorable Mayor and City Council  
Attn: John P. Thompson

**FROM:** David J. Van Kirk, Assistant City Manager

**SUBJECT: RESOLUTION AMENDING AND ADOPTING DEVELOPMENT IMPACT FEES FOR POLICE, FIRE, AND GENERAL FACILITIES PURPOSES**

**Discussion**

Our current Public Facilities Fee is too general. We are proposing to break out Police, Fire, and General Facilities into separate fees. Each of the three Development Impact Fees will provide financing for facilities, equipment, and other capital costs required to serve new development. The cost for Police was spread to the various land use categories based on calls for service. The Fire costs were spread to the various land use categories based on land area. The General Facilities costs were spread to the various land uses based on maintaining the current per capita standards. We were able to keep the contingent reimbursement low by advance funding the Public Safety Building and Fire Station #4 out of Redevelopment bond proceeds. The Redevelopment agency will be paid back including interest over 17 years.

The attached resolution summarizes the Development Impact Fees for the various land use categories. Detailed information on how the fees were developed is outlined in the fee study reports. The Environmental Assessment on the proposed fees is covered in Item 8a, the enabling fee ordinance.

**Recommendation**

By simple motion, that City Council approve the subject resolution.

**RESOLUTION NO. 1992-**

**RESOLUTION AMENDING AND ADOPTING DEVELOPMENT IMPACT FEES FOR  
POLICE, FIRE AND GENERAL FACILITIES PURPOSES**

**WHEREAS**, the City Council of the City of Vacaville has determined that development impact fees for Police, Fire and General Facilities are necessary to serve the demands for such areas that are reasonably related to new development; and

**WHEREAS**, a study has been prepared in accordance with the provisions of Government Code Section 66,000 et. seq. and Chapter 11 of the Vacaville Municipal Code, which study has analyzed the public facilities proposed to serve the demand from new development over planning period contemplated by the Vacaville General Plan and appropriate development forecasts as stated in said study; and

**WHEREAS**, said Police, Fire and General Facilities studies propose a fee and, in certain circumstances, a contingent fee to meet the demands for Police, Fire and General Facilities.

**NOW, THEREFORE, BE IT RESOLVED AS FOLLOWS:**

1. The Police, Fire and General Facilities study dated July 28, 1992, is incorporated herein as though set forth in full, and the provisions and findings contained therein are adopted by the City Council.

2. The City Council hereby adopts the Police, Fire and General Facilities Development Impact Fees applicable in the City of Vacaville as set forth below. Said fee shall become effective 60 days from the date of this resolution and shall be administered in accordance with the provisions of Chapter 11 of the Vacaville Municipal Code:

**Summary of Fire Development Impact Fee**

	Per Dwelling Unit	Per Land Area (acre)	Per Land Area (Sq.Ft.)
Single Family	\$199	----	----
Multi Family	\$ 66	----	----
Commercial	----	\$796	\$0.01827
Office	----	\$796	\$0.01827
Industrial	----	\$796	\$0.01827
Hospitals & Health Facil.	----	\$796	\$0.01827
Churches	----	\$796	\$0.01827

3. Commencing January 1, 1993 and thereafter, the fee adopted or amended hereby shall be automatically adjusted to reflect annual changes in the Engineering News Record Index in accordance with the provisions of section 11.01.060 (B) of the Vacaville Municipal Code. Other than such automatic adjustment, the Park and Recreation Development Impact Fee shall not be changed, revised or amended except by action of the Vacaville City Council.

**I HEREBY CERTIFY** that the foregoing resolution was introduced and passed at a regular meeting of the City Council of the City of Vacaville, held on the 28th day of July, 1992, by the following vote:

AYES:

NOES:

ABSENT:

ATTEST:

Kathleen M. Andronico, City Clerk