



Burlingame weighs developer fees

90 percent of county cities already charge for growth, redevelopment

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BURLINGAME — The City Council got its first taste Monday night of a plan that would make growth and redevelopment pay its own way when it comes to expanding city services.

The proposal calls for assessing developer fees for capital costs of public safety, parks and recreation, water and sewer, and other services. Burlingame started looking at developer fees about a year ago, and the city paid Temecula-based MuniFinancial \$60,000 to determine the impact fees.

Council members did not indicate Monday whether they would support implementing developer impact fees.

"You want to make sure that growth pays for growth," MuniFinancial principal consultant Marshall Eyerman told the council during Monday's study session.

Councilwoman Terry Nagel asked how common developer impact fees are in cities in San Mateo County. Eyerman estimated that 90 percent of the cities in the area have fees.

The proposed developer impact fee of building a single-family house would be about \$9,750 and multi-family units, before the water and sewer meter sizes are taken into account, would be \$5,537. The size of the multi-family complex would determine

the meter sizes.

The fee for a commercial project would be \$11,680 before a minimum \$441 fee for sewer and \$147 fee for water is added.

"We calculated it down to cost-per-capita,"

Eyerman said.

Eyerman pointed out that Burlingame is built out, and the city is not expected to grow that much from 2007 to 2011. His company estimates that there will only be 64 new homes and another 119 multi-family residential units built from 2007 to 2011 in the city.

"In Burlingame, we don't have much land left to develop, so you would assume the impact would be minimal," Vice Mayor Ann Keighran said.

One type of new development that is prevalent in the city is old homes being torn down to be replaced with larger homes, she said.


Parks fees could be used to add artificial turf to fields, lights at parks and anything else that would allow a park or facility to be used more.

Although there is not much room for Burlingame to build, the fees are needed to recover the costs for redevelopment and any other future projects in the city, officials said.

Burlingame's northern neighbor, Millbrae, does not have developer impact fees. Belmont has a park-in-lieu fee of \$28,200 per single-family house, plus a \$1,750 sewer hookup fee, which will probably increase, Belmont Finance Director Thomas Fil said.

"You really can't compare our (proposed) fees to other cities," Burlingame Finance Director Jesus


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Nava said before the meeting. "We have to calculate what our development costs are based on the programs we have."

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