STATEWIDE &

1-800-INJURED

ALL ACCIDENTS AND INJURIES!

# Mesa's cultural impact fees under fire

Posted: 7:35 PM Last Updated: 19 hours and 11 minutes ago



By: MaryEllen Resendez

MESA, AZ - A fee in Mesa is under fire as attorneys take the city to court.

The Goldwater Institute is challenging Mesa's impact fee on new development.

"We were challenging one of those fees, a fee for cultural facilities that all of the people of Mesa should be paying for not just new homeowners," said Clint Bolick, Litigation Director with the Goldwater Institute.

advertisement

Last July a Maricopa County Superior Court Judge ruled in favor of the city stating the fees were legal, but the Goldwater Institute is appealing that decision.

"The legislature has given the city very limited authority to make development pay its own way. But not to impose on new home buyers a special taxes for thing that the whole community benefits from." said Bolick, "They should be limited to things like fire protection, police protection water sewers and not be extended to things like art museums."

The Goldwater Institute argued their case today in a court of appeals, but a decision isn't expected for another 6 months.

Copyright 2010 Scripps Media, Inc. All rights reserved. This material may not be published, broadcast, rewritten, or redistributed.



ShareThis

Comments



#### Marketplace

### The Warning Signs Of STDs



Protect your health and learn about the symptoms of eight common STDs and how they are spread. More Details

## 9 Foods That Help Relieve Nausea



Eating when your stomach is upset may seem like a bad idea, but some foods can actually help with nausea. More Details

## How To Handle 5 Types Of Neighbors You can pick your friends,



You can pick your friend but not your family -- or your neighbors. Here's what you need to know about how to deal with yours. More Details

#### 7 Celebrity Homes For Sale



Step inside the luxurious homes of seven stars, and find out how the famous sellers have priced their posh pads. More Details