

IMPACT FEES

City of Fernandina Beach

MUNICIPAL IMPACT FEES

*MUNICIPAL IMPACT FEES RESIDENTIAL (\$3.952)		*MUNICIPAL IMPACT FEES COMMERCIAL (\$1.068)	
Police Protection	\$0.26	Police Protection	\$0.26
Fire Protection	\$0.36	Fire Protection	\$0.36
Parks & Recreation	\$2.89	Parks & Recreation	\$0.00
Public Facilities	\$0.44	Public Facilities	\$0.44
Total	\$3.95	Total	\$1.06

*Municipal impact fees are calculated by heated area for residential projects and floor area for non-residential projects:

Residential heated area is the floor area of a residential structure that is designed to be provided with heat and/or air conditioning and is not gross floor area of the structure.

Nonresidential floor area is the total area of all floors of a non-residential building as measured to the exterior walls and including halls, stairways, elevator shafts, attached garages, porches and balconies, open areas, decks, or walkways not covered by a roof, and which are used for some business purpose.

Mixed Use projects: If a building permit is requested for mixed uses, then the impact fee shall be determined by apportioning the space committed to residential or non-residential use and applying the above definitions/fees.

MOBILITY IMPACT FEES: AS OF MAY 1ST, 2022	
New Single Family	\$3,989.51
Low-Rise	\$3,093.56
Mid-Rise	\$2,299.04

STATE OF FLORIDA ADMINISTRATIVE FEES	
DBPR Surcharge	1.5% of Building Permit Fee (\$2 minimum per FS 553)
DCA Surcharge	1% of Building Permit Fee (\$2 minimum per FS 468)

**UTILITIES IMPACT FEES
(See Utilities Department for final calculations - fees are assessed independent of Building Department permitting)

**The impact fee information provided herein was obtained from published data provided by the applicable local government. This data is generally reliable and sufficient for preliminary estimates of impact fees. This data is subject to change at any time and without notice. Therefore, ETM does not warrant or guarantee the accuracy of the impact or mobility fees listed herein. Please contact ETM to confirm current accuracy.*