

## SPRING LAKE RESIDENTIAL DEVELOPMENT FEES

**Effective January 1, 2021**

<b>Contact Building Department at (530) 662-5876</b>		
<b>CITY DEVELOPMENT IMPACT FEES (MPFP) (Due at Building Permit)</b>	<b>Single Family</b>	<b>Multi-Family per unit</b>
General City	\$886	\$666
Fire	\$3,003	\$1,801
Library	\$554	\$415
Police	\$725	\$543
Wastewater	\$6,634	\$4,975
Water Capacity	\$5,297	** Per project
Parks & Recreational Facilities	\$4,501	\$3,375
Roads	\$8,742	\$3,583
MPFP Admin Fee (.75%)	\$228	\$115
Storm Drainage Facilities*	\$0	\$0
<b>Total Development Impact Fees</b>	<b>\$30,570</b>	<b>\$15,473</b>
<i>*No Storm Drain Development Fees in Spring Lake</i>		
<b>SPRING LAKE INFRASTRUCTURE FEES (SLIF) (Due at Building Permit)</b>	<b>Single Family</b>	<b>Multi-Family per unit</b>
Roadway**	\$21,605	\$14,260
Water**	\$2,398	\$1,582
Sewer**	\$3,091	\$2,415
Drainage**	\$11,199	\$7,391
Fire Station	\$900	\$594
Parks	\$8,891	\$5,869
On-going Admin Costs	\$1,626	\$1,074
<b>TOTAL SLIF FEES</b>	<b>\$49,710</b>	<b>\$33,185</b>
<b>**Allowed to be used for SLIF credits, credit allowed at 90% of fees for first release BUA's and 79% for second and third release BUA's</b>		
<b>FISCAL DEFICIT FEE (Due at Building Permit)</b>	<b>\$1,500</b>	<b>\$1,050</b>
<b>TOTAL FEES DUE AT BUILDING PERMIT</b>	<b>\$81,780</b>	<b>\$49,708</b>
<b>FEES DUE AT FINAL MAP</b>	<b>Single Family</b>	<b>Multi-Family (per unit)</b>
Art in Public Places*		
Fire Operations & Maintenance Fund Fee	\$771	\$540
Habitat Education Fee	\$56	\$40
Offsite Affordable Housing Fee**	\$1,100	\$0
Public Transit Fee	\$243	\$170
<i>*Per map-specific development agreement</i>		
<i>**Market-rate single family only</i>		
<b>NON CITY FEES</b>		
<i>(receipt required prior to permit issuance)</i>		
<b>WJUSD Fees</b> (based on a 2500 sq. ft. sf) <sup>*</sup>		
<i>*Contact Woodland Joint Unified School District for fee quote (530) 662-0201</i>		
<b>FSA Fees</b> (facilities and services authorization fees) <sup>**</sup>		
<i>**Contact Yolo County for fees (530) 666-8037</i>		