## ORDINANCE No. 2018-# 03

BE IT ORDAINED BY THE TOWN COUNCIL OF THE TOWN OF TRIANA, ALABAMA, AS FOLLOWS:

<u>SECTION 1.</u> TITLE. This Ordinance shall be known as the "Residential Building Permit Ordinance" for the Town of Triana.

<u>SECTION 2.</u> **PURPOSE.** The purpose of this Ordinance is to set a standard permit fee for all residential construction taking place within the town limits of the Town of Triana, and to amend any and all prior residential construction permit fee ordinances, specifically but not limited to <u>Ordinance</u> 2014-01 and any amendments thereto.

## **SECTION 3. SCHEDULE OF PERMIT FEES.**

- (a) There shall be a permit fee in the amount of Two Thousand (\$2,000.00) for all new buildings and structures for which the building or structure's primary use shall be for residential activities.
- (b) There shall be a permit fee in the amount of Five Hundred Dollars (\$500.00) for all additions, alterations, or modifications of an existing residential building or structure that add square footage to said existing residential building or structure
- (c) There shall be a permit fee in the amount of One Hundred Fifty Dollars (\$150.00) or Three Percent (3%) of the cost of construction, whichever is greater, for construction, addition, alteration or modification of all "accessory buildings" which is defined as any detached structure on the property that requires a foundation, and for any and all other additions, alterations, or modifications that do not add square footage to any existing residential structure or property.
- (d) There shall be a fee in the amount of Seventy-Five Dollars (\$75.00) for each visit, revisit, or re-inspection that is required by the Town building inspector because of prior inspection failures or the absence of the builder at the initial inspection.

SECTION 4. TIMING OF PERMIT FEES. All permit fees shall be paid at the time of the filing of the application.

APPROVED and ADOPTED this 23rd day of April, 2018.

Mayor Mary Caudle

ATTEST:

Sharon Humphrey, Clerl