

NORTH CAROLINA GENERAL ASSEMBLY

LEGISLATIVE FISCAL NOTE

BILL NUMBER: House Bill 697 (First Edition)

SHORT TITLE: Brunswick Fire Fees

SPONSOR(S): Representative Redwine

FISCAL IMPACT

Yes () No () No Estimate Available (X)

FY 2001-02 FY 2002-03 FY 2003-04 FY 2004-05 FY 2005-06

REVENUES

EXPENDITURES

PRINCIPAL DEPARTMENT(S) &

PROGRAM(S) AFFECTED: Brunswick County Tax Administrator; Brunswick County Commissioners

EFFECTIVE DATE: This act becomes effective July 1, 2001.

BILL SUMMARY: This bill modifies the flat rate fee schedule approved for Brunswick County in 1999. The new fee schedule is based on acreage for unimproved land and square footage for residential and commercial properties. The fee for all other classes of property is increased from \$50 to \$100.

BACKGROUND: The General Assembly approved HB 651 in 1999 (S.L. 1999, Chapter 323) to permit Brunswick County to create fee-supported fire districts. As of April 6, 2001, twelve of the county's 22 fire districts had chosen to impose fees and five more are scheduled to begin collecting fees soon.

ASSUMPTIONS AND METHODOLOGY: The Brunswick County Tax Administrator cannot estimate the impact of this legislation on fire district revenue. The Tax Administrator said it would take a programmer 2 to 3 months to devise the software needed to implement this bill and to provide a method to estimate fee revenue. The needed software will pull data out of an appraisal file and associate the data to a table in a billing file.

TECHNICAL CONSIDERATIONS:

The Brunswick County Tax Administrator in a memorandum to the Fiscal Research Division indicated that there is some uncertainty if commercial facilities refer to all nonresidential facilities. He also questions whether the fee is applied equally to warehouse space, utility areas, storage canopies, and loading/unloading facilities.

FISCAL RESEARCH DIVISION 733-4910

PREPARED BY: Richard Bostic

APPROVED BY: James D. Johnson

DATE: April 9, 2001



Signed Copy Located in the NCGA Principal Clerk's Offices