

End impact fees permanently

I support the Board of County Commissioners' decision to suspend the collection of impact fees and believe they should permanently do away with this unfair tax. I was shocked to read in your article on Monday that \$600,000 in road-building revenue was lost in just four months. This just shows how onerous this tax has become and of course such a large fee would effects a person's decision to build or remodel.

While the concept of imposing a fee for situations which truly do impact the infrastructure may be valid, this fee had, just as all government projects do, morphed into a major penalty on anyone who chooses to build or remodel a residential home or commercial building.

Why should a family who has lived in the county perhaps for generations and decides to build a new home pay an impact fee? They are presenting no new impact on the county infrastructure. I recall several years back when someone wanted to remodel an existing building in the Inverness area for a pizza restaurant but did not because the impact fee made the project cost prohibitive. How would this have impacted the infrastructure? The traffic generated by customers

coming to their business would and did go elsewhere since the remodel was not done. These are just two examples of the unfairness of an impact fee.

When a project of the magnitude of a big box store which requires modification of adjacent roads and sewer systems and truly does impact the infrastructure is made, then some sort of impact fee might be considered, but even then a substantial property tax will be imposed on the new building and is collected year after year for who knows how long. What happens to this money?

If our commissioners cannot come up with a common sense fee structure, then yes, it should be done away with permanently. And they should not need to hire some consultant to tell them what to do. That's how we got into this mess. I don't recall any time when hiring a consultant resulted in a savings for the taxpayer.

Bill Lafferty
Pine Ridge