



# Sidewalk Local Improvement Charges (LICs) and Taxes

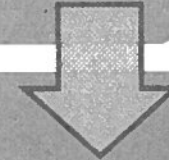
*Committee of the Whole*

August 7, 2012

# Timeline

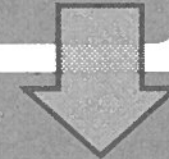
**February 28, 2012**

- Concept to Regional Council



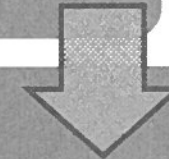
**August 14, 2012**

- Discussion at COW
- Council provided direction to Staff



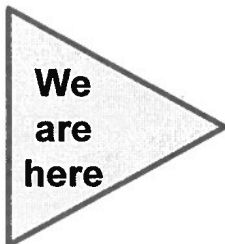
**Fall 2012**

- Staff return with details, implications, transition
- Council approves revised tax structure (sidewalk funding source) for 2013-14 or provides new direction



**Early 2013**

- Staff include new tax structure in 2013-14 budget (as required)



**We  
are  
here**

# Current LIC Sidewalk System

- Developer Builds sidewalks in new subdivisions
- HRM Builds sidewalks in existing subdivisions
  - Pays 100% if there is already one sidewalk on road
  - Pays 50% if first sidewalk and its in the Urban area
    - Remaining Amount paid by
      - Frontage Charges (with petition)
      - Area Rates (no petition)
        - on District or mapped area
- Maintenance paid by Urban General Tax Rate
- Snow Plowing paid for by Area Rate

## Local Improvement Charges:

- Sidewalk Construction often driven by engineering standards, not local consultation
- Boundaries and tax rates vary from sidewalk to sidewalk
  - frontage, district area rates, mapped areas, flat rate
- Those benefiting from Sidewalk are not always those who pay for the sidewalk
- Complex and Confusing for citizens

## Urban General Tax

- Designed in 1997 around sidewalk and transit service.
- 4,000 urban households do not have sidewalks nearby;  
2,000 suburban households do

# Broad Options for Council

- Recommendation:
  - **General Rate for Regional Sidewalks**
  - **Area Rate for Local Sidewalks**
- Alternatives:
  - General Tax Rate all sidewalks
  - Local Improvement Charges (LIC)
    - Consistent approach with clear guidelines
    - petition process
  - Sidewalk Area Rate

## Next Steps

- Council provides direction on broad options
- Staff to return with details and implications in the Fall for additional review.