



City of League City, TX

300 West Walker
League City TX 77573

Meeting Minutes City Council

Tuesday, December 11, 2018

5:00 PM

Council Chambers
200 West Walker Street

Council Work Session

The City Council of the City of League City, Texas, met in a work session in Council Chambers at 200 West Walker Street on the above date at 5:00 p.m.

Mayor:

Pat Hallisey

City Council Members:

**Andy Mann
Hank Dugie
Larry Millican
Todd Kinsey
Greg Gripon
Chad Tressler
Nick Long**

City Manager:

John Baumgartner

Assistant City Manager

Bo Bass

Assistant City Manager

Michael Kramm

City Attorney:

Nghiem Doan

City Secretary:

Diana M. Stapp

Interim Chief of Police:

Gary Ratliff

Director of Budget/Project Management

Angie Steelman

Director of Engineering:

Christopher Sims

Director of Finance:

Vacant

Director of Human Resources/Civil Service:

Janet Shirley

Director of Parks & Cultural Services:

Chien Wei

Director of Planning/Development:

David Hoover

Director of Public Works:

Jody Hooks

1. CALL TO ORDER AND ROLL CALL OF MEMBERS

Mayor Hallisey called the meeting to order at 5:01 p.m. and called the roll. All members of Council were present except Hank Dugie and Keith Gross. Andy Mann arrived at 5:14.

Absent 2 - Mr. Hank Dugie and Mr. Keith Gross

Present 6 - Mayor Pat Hallisey, Mr. Andy Mann, Mr. Larry Millican, Mr. Todd Kinsey, Mr. Greg Gripon and Mr. Nick Long

2. **ROADWAY CAPITAL RECOVERY FEE: PROCESS, COLLECTION RATES, AND BENCHMARKING**

Director of Engineering Christopher Sims said tonight is going over the Capital Recovery Fee report, some fees that we would like to talk about as far as how we zoned out the City. This is something that has gone through our Capital Improvement Advisory Committee (CIAC) and what is being presented tonight is what they are recommending as well.

Edmund Haas of Freese and Nichols, Inc. presented the report and answered questions.

ROADWAY CAPITAL RECOVERY FEE STUDY

Process and Methodology Overview

Cost per Service Unit Calculations and CIAC Collection Rate Recommendation

Benchmarking and Collection Rates

Program Process

- Prepare Land Use Assumptions (November 2017 Adoption by Council)
- Prepare Capital Improvement Plan (Spring 2018)
- LUA/CIP Public Hearing – City Council (October 2018)
- CRF Public Hearing and Council Consideration
January 2019
- Adopt CRF Ordinance

Methodology Overview

Chapter 235, Texas Local Government Code – Technical Requirements, addressed in study report

Service Areas

Land Use assumptions

Service Units

Existing Capacity, Usage & Deficiencies

Projected Demand

Capital Improvement Plan

Service Unit Equivalency

Cost per Service Unit Calculation

Roadway Service Areas

- Must be confined to city limits
- Service areas can't be greater than 6-mile diameter
- Fees must be spent in the service area in which they are captured

Land Use Assumptions (LUA) and the Capital Improvements Plan (CIP)

- Public hearing with City Council was held in October
- CIP was revised for City contribution assumptions

Capital Improvements Plan - New Projects

Road Widening – Main Street, League City Pkwy., Calder Rd.

Roadway Extension/New Roadway –Landing Blvd., Palomino, Southwest sector network

ROADWAY CAPITAL RECOVERY FEE COST PER SERVICE UNIT CALCULATIONS**CRF CIP Summary**

	SA 1	SA2	SA3	SA4
Projected Growth	29,116	4,563	43,676	27,991
Net CIP Capacity Supplied	9,314	9,362	36,470	56,811
Capacity Consumed by New Growth	100%	49%	100%	48%

CRF CIP Costing

Service Area	Total Project Cost	Project Cost (50% Credit)	Cost of Net Capacity Supplied	Pct. Of CIP Attributable to Growth	Cost Attributable to Growth
1	\$29.6M	\$14.8M	\$9.4M	100%	\$9.4M
2	\$76.8M	\$38.4M	\$34.0M	49%	\$16.6M
3	\$108.3M	\$54.2M	\$50.4M	100%	\$50.4M
4	\$132.4M	\$66.2M	\$65.9M	48%	\$31.4M
Total	\$347.1M	\$173.6M	\$159.7M	92%	\$107.8M

Cost per Service Unit Calculation

Impact Fee per Service Unit = Credited Cost Attributable to Growth ÷ Projected Growth

Service Area	Credited Cost Attributable to Growth	Projected Growth (veh-mi)	Credited Cost per Service Unit (\$/veh-mi)	Full Cost per Service Unit (\$/veh-mi)
1	\$ 9.4M	29,116	\$ 323	\$ 646
2	\$ 16.6M	4,563	\$3,632	\$7,264
3	\$ 50.4M	43,676	\$1,153	\$2,306
4	\$ 31.4M	27,991	\$1,120	\$2,240
TOTAL	\$ 107.8M	105,346	\$1,251	\$2,502

CALCULATING AN IMPACT FEE

Roadways – A Two Step Process:

Step 1. Determine number of service units (vehicle-miles) generated by the development using the equivalency table.

No. of Development Units x Vehicle-miles per development unit = Development's Vehicle-miles

Step 2. Calculate the impact fee based on the fee per service unit for the roadway service area where the development is located.

Development's Vehicle-miles x Cost per Vehicle-mile = Impact Fee due from Development

CIAC RECOMMENDATION

Service Area	Full Cost per Service Unit (50% Max Allowable)	Residential Collection Rate	Percent of Actual	Non-Residential Collection Rate	Percent of Actual
1	\$ 646	\$ 323	50%	\$323	50%
2	\$7,264	\$1,120	15%	\$560	8%
3	\$2,306	\$1,120	48%	\$560	24%
4	\$2,240	\$1,120	50%	\$560	25%

Policy Considerations

- Across the Board (Percent of Max)
- Uniform Fee (i.e. Residential = \$1,120/SUE)
- Residential vs. Non-residential
- Special Considerations
 - Incremental Increases
 - Other Policy Considerations

What IF?**Roadway Service Area Restructuring**

- Would require restart of public hearings
- New timeline: completion March 2019

Resultant still greater than SA4

Service Area	Credited Cost Attributable to Growth	Projected Growth (veh-mi)	Credited Cost per Service Unit (\$/veh-mi)	Full Cost per Service Unit (\$/veh-mi)
1	\$ 9.4M	29,116	\$ 323	\$ 646
2/3	\$ 85.2M	48,239	\$1,766	\$7,082
4	\$ 31.4M	27,991	\$1,120	\$4,491

NEXT STEPS**Program Process****January 8**

- CRF Public Hearing and Council Consideration
- Adopt CRF Ordinance

3. DISCUSSION REGARDING BOND PROGRAM PROJECTS

There was no discussion on this item.

4. PUBLIC COMMENTS

5. ADJOURNMENT

At 6:01 p.m., Mayor Hallisey said there being no further business, this meeting is adjourned.

**PAT HALLISEY
MAYOR**

**DIANA M. STAPP
CITY SECRETARY**

(SEAL)

MINUTES APPROVED: