

## **WEST POINT CITY**

## NOTICE OF INTENT TO CREATE IMPACT FEE FACILITIES PLAN (IFFP) AND IMPACT FEE ANALYSIS (IFA) RELATED TO SANITARY SEWER

**Notice is hereby given that West Point City,** a local municipality located in Davis County, Utah, intends to commence the preparation of independent and comprehensive **Impact Fee Facilities Plan and Impact Fee Analysis for Sanitary Sewer.** Therefore, pursuant to the provisions of 11-36a-501 and 503 of the Utah Code, notice is hereby provided of the intent of West Point City to create an Impact Fee Facilities Plan for the listed service and amend the City's Impact Fee Analysis.

The proposed capital facilities will be located in the City's planned service areas, which includes a portion within current City boundaries and a portion of unincorporated Davis County. The impact fees to be considered will be charged to new development and used to offset the cost of capital facilities to serve new development and/or buy into existing facilities.

**The public is hereby invited** to provide information to be considered in adopting the impact fee facilities plan or impact fee analysis. Any information received should be provided in writing. For information about the impact fee project or to submit your comments, please contact:

**Boyd Davis, City Engineer** 

West Point City Hall 3200 W 300 N West Point, UT 84015 801-776-0970

bdavis@westpointutah.gov

In compliance with the Americans with Disabilities Act, persons in need of special accommodations or services to participate shall notify the City and we will seek to provide assistance.

I, the City Recorder of West Point City, do hereby certify that the above notice was posted on the date indicated in the following locations: 1) West Point City Hall, 2) official City website at <a href="https://www.westpointutah.gov">www.westpointutah.gov</a>, and 3) the Utah Public Notice Website at <a href="https://www.utah.gov/pmn">www.utah.gov/pmn</a>.

Dated this 9th day of July, 2025

**CASEY ARNOLD, West Point City Recorder** 

asul (h