

Business Impact Estimate Exemption

This form should be provided to and retained by the city clerk.

Proposed ordinance's title/reference: Ordinance No. 2024 – 2299

AN ORDINANCE OF THE CITY OF NEW PORT RICHEY, FLORIDA, PROVIDING FOR THE SALE OF SURPLUS CITY PROPERTY; PROVIDING FOR THE SALE OF THE PROPERTY GENERALLY LOCATED AT 5824 LOUISIANA AVENUE, AS LEGALLY DESCRIBED BY PARCEL NUMBER HEREIN FOR THE PURCHASE PRICE OF \$60,250.00 TO RICHARD A. OLSEN, TROY R. OLSEN AND VICKI L. CLARK; PROVIDING AUTHORIZATION TO THE CITY MANAGER TO EXECUTE ALL DOCUMENTS IN ACCORDANCE HEREWITH; AND PROVIDING FOR AN EFFECTIVE DATE.

If one or more boxes are checked below, City has determined is not required by state law¹ for the proposed ordinance, because the ordinance meets one or more of the following:

\boxtimes	The proposed ordinance is required for compliance with Federal or State law or regulation;		
	The proposed ordinance relates to the issuance or refinancing of debt;		
	The proposed ordinance relates to the adoption of budgets or budget amendments, including revenue sources necessary to fund the budget;		
	The proposed ordinance is required to implement a contract or an agreement, including, but not limited to, any Federal, State, local, or private grant or other financial assistance accepted by the municipal government;		
	The proposed ordinance is an emergency ordinance;		
	The ordinance relates to procurement; or		
	The proposed ordinance is enacted to implement the following:		
	 a. Part II of Chapter 163, Florida Statutes, relating to growth policy, county and municipal planning, and land development regulation, including zoning, development orders, development agreements and development permits; 		

¹ See Section 166.041(4)(c), Florida Statutes.

b.	Sections 190.005 and 190.046, Florida Statutes, regarding community	
dev	relopment districts;	
C.	Section 553.73, Florida Statutes, relating to the Florida Building Code; or	
d.	Section 633.202, Florida Statutes, relating to the Florida Fire Prevention	
Code.		