Schedule D – Engineering Services
To
2025 Fees and Charges Report
Staff Report to Council

TOWN OF NEWMARKET 2025 USER FEES

Department: Engineering Services Effective Date: January 1, 2025

SERVICE PROVIDED	UNIT OF MEASURE	SUBJECT TO HST YES/NO	2024 FEE BEFORE TAX	2025 FEE BEFORE TAX	HST AMOUNT	TOTAL FEE	% INCREASE
Development Engineering Se	rvices		I	<u> </u>			
	Owner Occupied Residential	No	\$289.33	\$298.30	\$0.00	\$298.30	3.1%
Site Alteration Permit	All Other Types of Property	No	Site Alteration Permit fee (\$2,150) plus Engineering Fees that are based on the percentage of the cost estimate of the works and as indicated in this By-Law with HST	Site Alteration Permit fee (\$2,216.65) plus Engineering Fees that are based on the percentage of the cost estimate of the works and as indicated in this By-Law with HST	\$0.00	Site Alteration Permit fee (\$2,216.65) plus Engineering Fees that are based on the percentage of the cost estimate of the works and as indicated in this By- Law with HST	3.1%
Other Services							
Emergency Work Performed for Developer or Other	Minimum or Actual	Yes	Minimum \$1,149.26 plus HST or Actual Cost + 15% Admin. Fee + HST	Minimum \$1,184.89 plus HST or Actual Cost + 15% Admin. Fee + HST	13%	Minimum \$1,184.89 plus HST or Actual Cost + 15% Admin. Fee + HST	3.1%
Coordination/administration of private works in Town contract or as part of private works in Region contract.	Minimum or Actual	Yes	\$227.11 minimum + HST or Actual Cost + 15% Admin. Fee + HST	\$234.15 minimum + HST or Actual Cost + 15% Admin. Fee + HST	13%	\$234.15 minimum + HST or Actual Cost + 15% Admin. Fee + HST	3.1%
Coordination/administration of Regional works within Town contracts	18% Admin. Fee + HST	Yes	18% Admin. Fee + HST	18% Admin. Fee + HST	13%	18% Admin. Fee + HST	N/A
Property Information – Assumed/ Unassumed + Release Cert. If requested & available	Per application	Yes	\$197.37	\$203.49	\$26.45	\$229.94	3.1%
Property Information	(legal, environmental, compliance)	Yes	\$197.37	\$203.49	\$26.45	\$229.94	3.1%