



Franklin County
**COMMUNITY DEVELOPMENT
BUDGET PRESENTATION**

January 18, 2022



FY22-23 Community Development

- Department-wide
- Planning
- Building and Inspections
- GIS

Department-wide

- Housing
- Streamline
- CSS
- Staffing

Planning

- Revenue Sharing
- Village Plans
- Westlake Trail
- Update Comprehensive Plan
- Revise Zoning Code

Building and Inspections

- 2021 Permit Update
- Growth Projection

Residential Single-Family Homes

1/1/2021 – 12/31/21

- Property Valuation \$94,206,382.00
- Permit Fees Collected \$226,609.00

Modular Homes

- Property Valuation \$8,394,504.00
- Permit Fees Collected \$22,571.00

Non-Residential

1/1/2021 – 12/31/21

- **Property Valuation \$21,560,408.00**
- **Permit Fees Collected \$38,994.00**

Properties Permitted Prior to 2021 Completed / Nearing Completion Include:
Virginia Furniture Market

Faith Fellowship

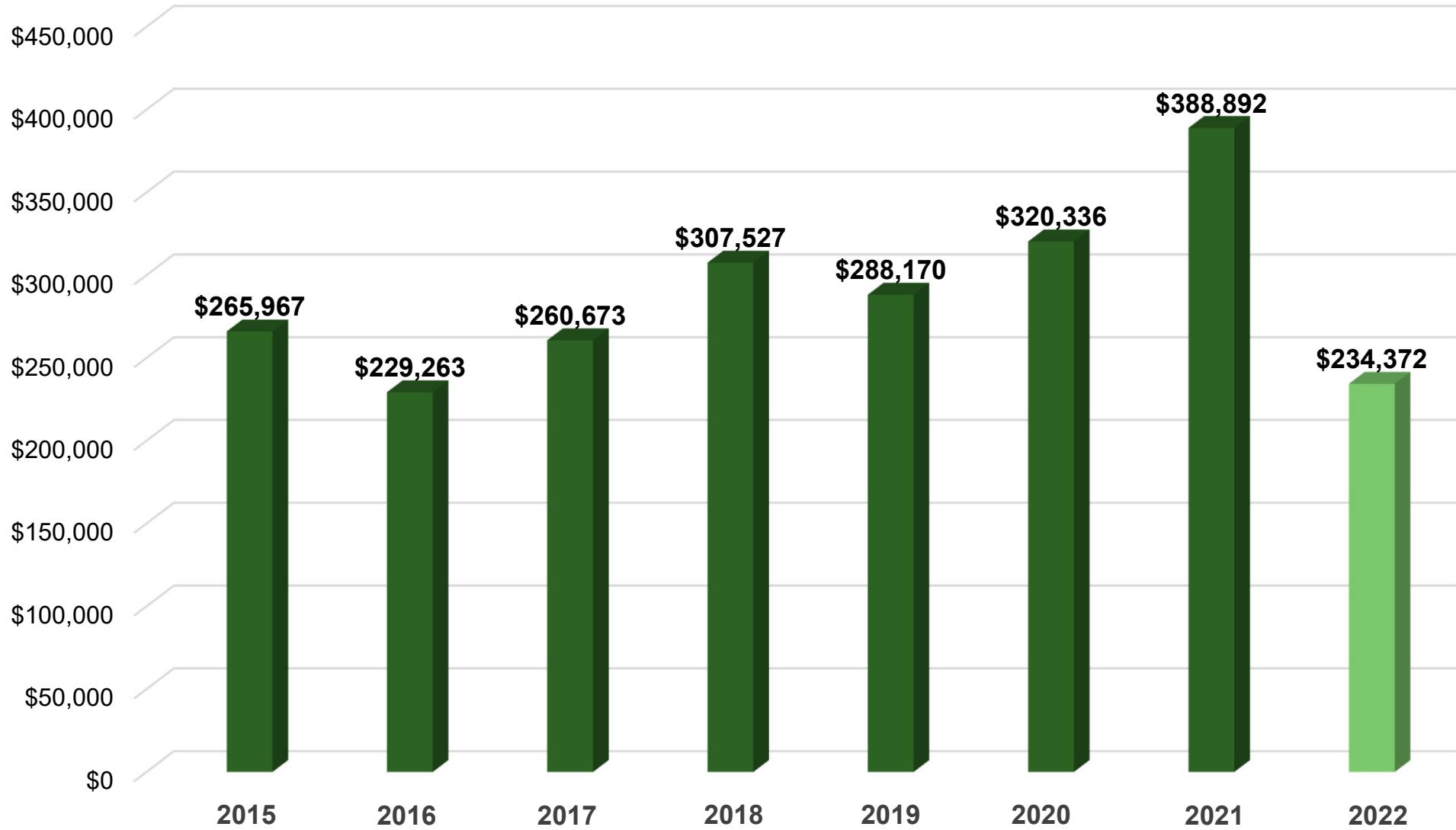
Franklin County Carilion Hospital Improvements

James River Equipment

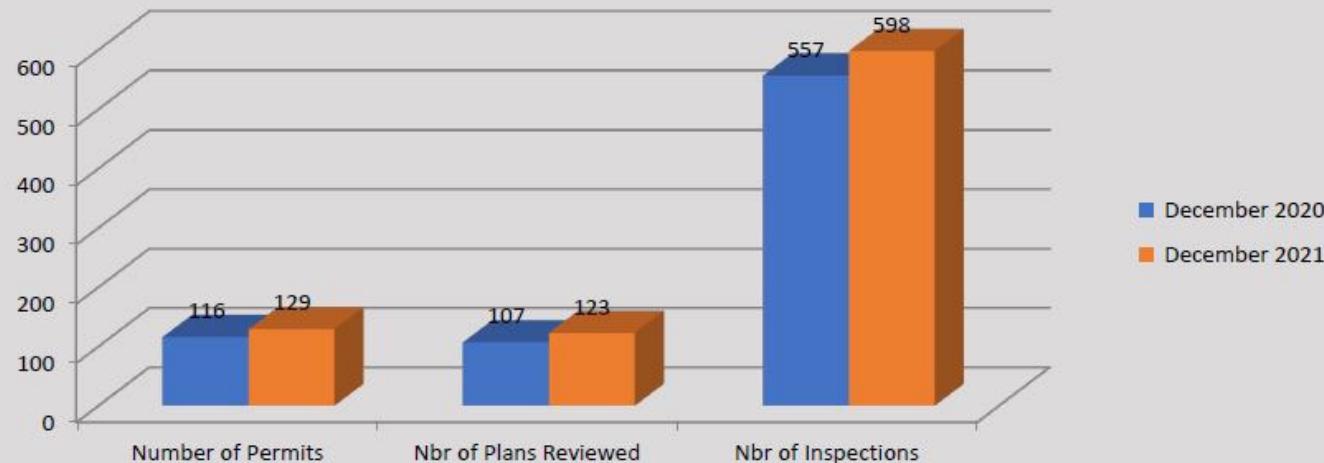
Valley Star

Stik-Pak

Building Inspections Revenue - December 20, 2021



December Comparisons

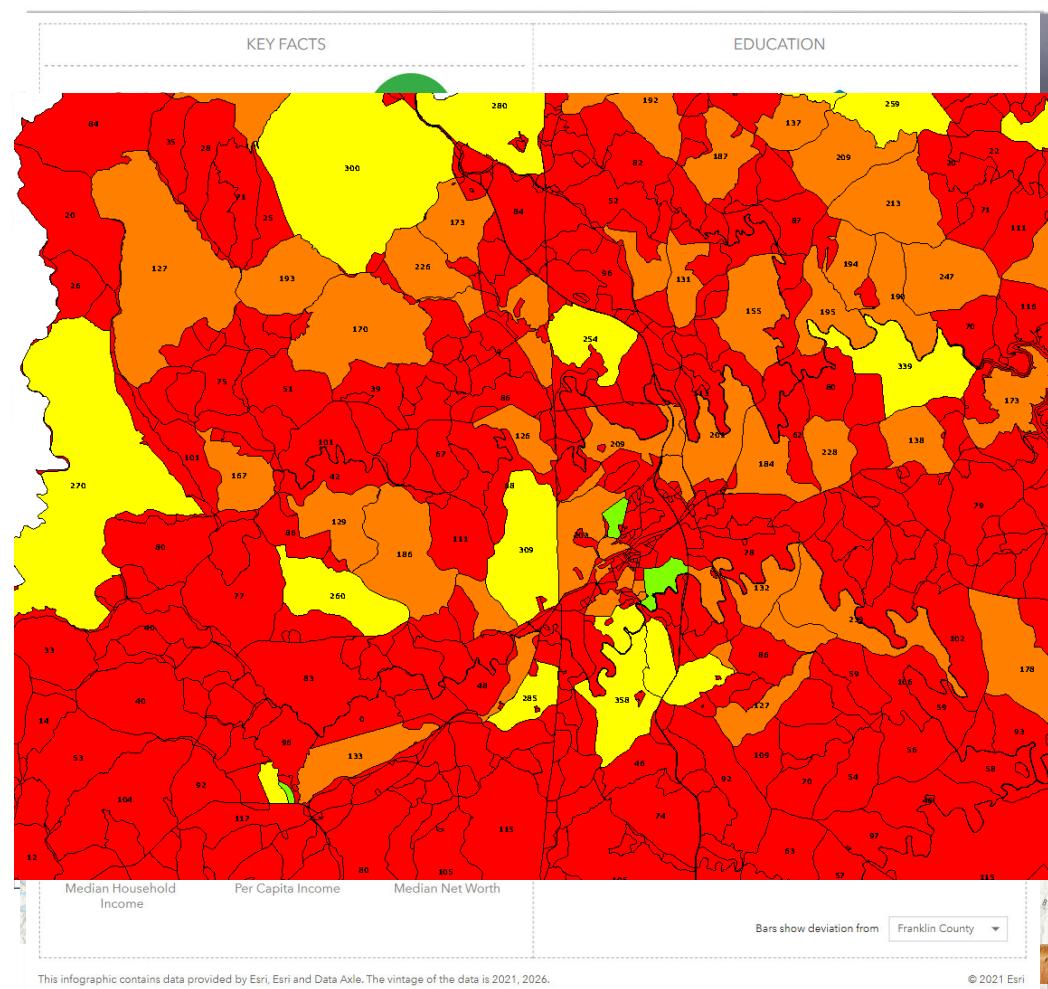


Fiscal YTD Comparisons



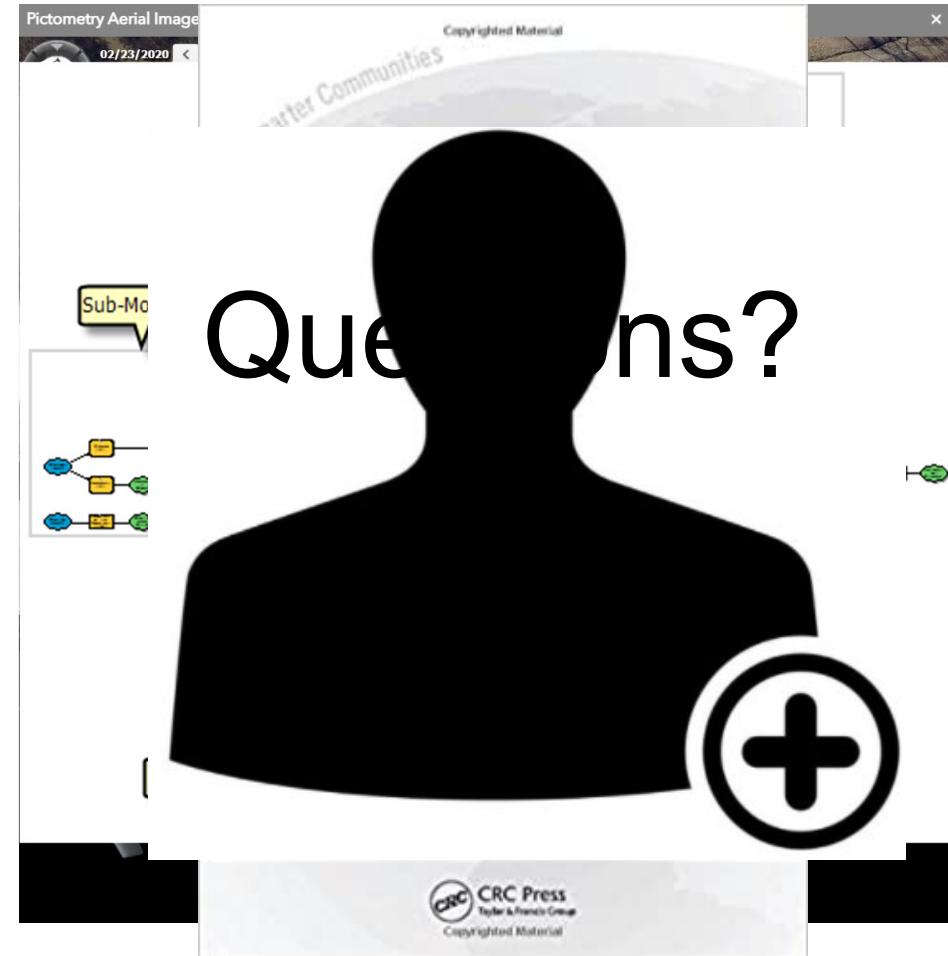
Geographic Information Systems (GIS)

- GIS as a Software - Then
- GIS as an Enterprise - Now
- GIS Serves Franklin County's Strategic Vision
 - Well Planned Growth
 - Responsible Gvt Operations
 - Dynamic Community Safety
 - Conserving & Promoting Our Natural Assets
 - Strategic Economic Development
 - Enhanced Educational Opportunities



Geographic Information Systems (GIS)

- The GIS budget has been kept relatively flat, certainly on services & supplies...
- We have used year-end monies and grants toward some larger purchases...
- As the GIS workload increases, we have found efficiencies, used interns, and are working strategically...
- The benefits of GIS are, however, constrained by the capacity of current staffing levels...
- Next year we will be asking for at least one FTE. Nothing this year...but next year we'll have to ask...



Questions?



Franklin County
A Natural Setting for Opportunity