



Fee Schedule

City of Chelsea Zoning Ordinance

In calculating the filing fee for an application before the Zoning Board of Appeals, the fee schedule below is used:

1. Special Permit application for parking relief for an existing one-or two-family dwelling:
\$150.00 payable to the City of Chelsea
\$60.00 payable to the Chelsea Record
2. Variance application for dimensional relief for an existing one-or two-family dwelling:
\$150.00 payable to the City of Chelsea
\$60.00 payable to the Chelsea Record
3. Special Permit application for construction of a new multi-family dwelling with greater than six units:
\$1,000.00 payable to the City of Chelsea
\$60.00 payable to the Chelsea Record
4. Special Permit application for Planned Development or Major Commercial Project:
\$1,000.00 payable to the City of Chelsea
\$60.00 payable to the Chelsea Record
5. Special Permit application for a commercial and/or industrial use where new construction of 8,000 or more g.s.f. is proposed, or there is a change in use or alteration of 8,000 g.s.f. or more in an existing building:
\$500.00 payable to the City of Chelsea
\$60.00 payable to the Chelsea Record
6. Other Special Permits:
For a Special Permit request that does not fall in one of the above categories in Item 1, 3, 4 or 5 above, the filing fee shall be \$350.00 payable to the City of Chelsea and \$60.00 payable to the Chelsea Record
7. Variance:
For a Variance application that does not fall into the category Item 2 above, the filing fee shall be \$350.00 payable to the City of Chelsea and \$60.00 payable to the Chelsea Record

In addition, the following fees shall apply:

8. Major Site Plan Review by the Planning Board where neither a Special Permit or Variance application is filed:
\$350.00 payable to the City of Chelsea
\$60.00 payable to the Chelsea Record
9. Major Modification to an Existing Special Permit:
\$350.00 payable to the City of Chelsea
\$60.00 payable to the Chelsea Record
10. Appeal:
\$350.00 payable to the City of Chelsea
\$60.00 payable to the Chelsea Record