

What is the Excise Tax?

The purpose of the excise tax is to provide a funding mechanism for the construction and improvement of streets necessary to accommodate traffic generated by the growth and development of the City. The excise tax system implements a “fair share” approach by which new development that generates additional traffic pays its proportional cost of required street improvements in the City.

Who Pays the Excise Tax?

Any person who obtains a building permit for construction of a new residential dwelling unit and any non-residential development in areas where economic development incentives are provided, that generates new traffic in the City of Raymore. Certain credits and exemptions apply to tax-exempt entities and for existing businesses that relocate to areas where economic development incentives are provided.

When is the Tax Paid?

Typically the excise tax is paid when the building permit is issued for the new development. Payment of the tax for non-residential uses may be deferred until the issuance of a certificate of occupancy.



City of Raymore

100 Municipal Circle Raymore, MO 64083

Contact Numbers

City Hall Main: (816) 331-0488

Community Development: (816) 331-1803

Building Inspection: (816) 331-7916

Engineering: (816) 331-1852

Economic Development: (816) 331-5000

City Clerk: (816) 331-3324

Other Brochures

Home Occupations

New Businesses

Permanent Signs

Property Maintenance Codes

Smoking Restrictions in Public Places

Adult Business Regulations

Temporary Signs

November 2015

CITY OF RAYMORE

**Excise Tax for
Development
that Generates
New Traffic**

**Community
Development
Department**

Excise Tax Trip Generation Rate Table

ITE Land Use Code	Land Use	Unit of Measure	Adjusted Peak Trips Generation Rate*
Residential			
210	Single Family Detached	Dwelling Unit	1.01
221	Low-Rise Apartment (1)		0.58
223	Mid-Rise Apartment (2)		0.39
222	High-Rise Apartment (3)		0.35
224	Rental Townhouse (4)		0.72
231	Low-Rise Condo/Townhouse (5)		0.78
232	High-Rise Condo/Townhouse (6)		0.38
251	Senior Adult Housing Detached (7)		0.27
252	Senior Adult Housing Attached (8)		0.16
253	Congregate Care Facility (9)		0.17
254	Assisted Living (10)		0.22

ITE Land Use Code	Land Use	Unit of Measure	Adjusted Peak Trips Generation Rate*
Commercial			
320	Hotel/Motel	1,000 sf	0.58
444	Movie Theatre		3.80
493	Health Club		5.96
560	Church/Synagogue		0.55
565	Daycare Center		12.46
610	Hospital		1.14
620	Nursing Home		0.74
710	Office Building		1.49
720	Medical-Dental Offices		3.46
760	Research & Development Building		1.07
770	Business Park Building		1.29
812	Building Materials/Lumber Store		4.49
813	Free Standing Discount Superstore		3.32
814	Specialty Retail Store		2.71
815	Discount Store		4.15
816	Hardware/Paint Store		3.58
817	Nursery Garden Center		3.80
820	Shopping Center		2.46
931	Quality Restaurant		4.19
932	High-turnover Restaurant		6.35
934	Fast Food Restaurant w/drive-thru		16.92
942	Auto Care Center		3.38
841	Car Dealership		2.59

ITE Land Use Code	Land Use	Unit of Measure	Adjusted Peak Trips Generation Rate
843	Automotive Parts Sales	1,000 sf	3.41
945	Service Station w/Convenience Market		42.71
848	Tire Store		2.99
850	Supermarket		6.72
851	Convenience Store-24 hours (w/o pumps)		20.44
853	Convenience Store (w/ pumps)		22.08
860	Wholesale		0.88
861	Sporting Goods Superstore		3.1
862	Home Improvement Superstore		1.23
863	Electronics Superstore		4.50
864	Toy/Children's Superstore		4.99
866	Pet Supply Superstore		3.38
867	Office Supply Superstore		3.40
868	Book Superstore		19.53
876	Apparel Store		3.83
879	Arts and Crafts Store		6.21
880	Pharmacy/Drugstore (w/o drive thru)		3.96
881	Pharmacy/Drugstore (w/ drive thru)		5.28
890	Furniture Store		0.21
896	Video Rental Store		13.60
911	Walk-in Bank		12.13
912	Drive-thru Bank		13.68
947	Self-Service Car Wash		8.00
948	Automated Car Wash		11.64

ITE Land Use Code	Land Use	Unit of Measure	Adjusted Peak Trips Generation Rate
Industrial			
110	Light Industrial Manufacturing	1,000 sf	0.97
140	Manufacturing (Heavy)		0.73
150	Warehouse Storage		0.32
151	Mini-warehouse		0.26

How is the Excise Tax Calculated:

Commercial/Industrial Projects

- The proposed development is classified under one of the land use categories identified in the Trip Generation Rate Table.
- Divide the square footage of the building or tenant space by 1,000 to determine the taxable portion of the building.
- Multiply the taxable portion of the building by the adjusted peak trips generation rate from the trip generation rate table to determine the total number of vehicle trips to be generated.
- Multiply the total number of vehicle trips to be generated by the tax rate to determine the excise tax due.
- Example: 6,700 square foot electronics store:

$$6,700 \div 1,000 = 6.7$$

$$6.7 \times 4.50 = 30.15$$

$$30.15 \times \$500 = \$15,075.00$$

Excise Tax Due: \$15,075.00

Residential Projects

- The proposed development is classified under one of the land use categories identified in the Trip Generation Table.
- The adjusted peak trips generation rate is multiplied by the tax rate to determine the excise tax due.
- Example:

Single Family Residence:

$$1.01 \times 1,874 = \$1,892.74$$

Excise Tax Due: \$1,892.74

Disclaimer: Excise tax due is ultimately determined by the License Tax Administrator. Any decision of the License Tax Administrator may be appealed to the City Manager.

What is the Current Tax Rate?

Residential: \$1,874 per trip
 Commercial/Industrial: \$500 per trip

Who Determines the Tax Rate?

Rates are established by resolution of the City Council. In 2000, voters approved a maximum rate of \$3,000 per vehicle trip. City Council receives an annual report from the License Tax Review Committee and annually considers whether to adjust the tax rate.

What Project Does the Excise Tax Complete?

City Council adopts a 10-year road plan as part of the Capital Improvements Program adopted in October of each year. The 10-year road plan prioritizes road segments to be completed, including project year and estimated cost. From year-to-year the projected schedule and funding may be modified or updated.