

**ANNE ARUNDEL COUNTY, MARYLAND
OFFICE OF THE BUDGET**

BILL NUMBER: 92-25

INTRO. DATE: Nov. 17, 2025

FISCAL NOTE

BILL: SUBDIVISION AND DEVELOPMENT – ZONING – COTTAGE HOME DEVELOPMENT

SUMMARY OF LEGISLATION

This bill establishes development requirements for cottage home developments, including site, density, infrastructure, and amenity requirements. Cottage homes would be a permitted use in R1, R2, R5 and R10 residential districts. The units are restricted to residents who meet specified income limits.

FISCAL IMPACT

Operating Budget – Personal Services: The bill is not anticipated to have a significant effect on Office of Planning and Zoning or Department of Inspection and Permits workloads. Arundel Community Development Services, Inc. (ACDS) anticipates some operations costs if it becomes the management entity (see below).

Operating Budget – Other Operating Costs: The bill requires the County or its designee to certify that original buyers and subsequent buyers of cottage homes have household incomes that do not exceed the income limits for that unit. ACDS estimates that if it were to be the designee organization, it would need to create policies and procedures to administer this program. ACDS estimates this initial cost to be \$20,000.

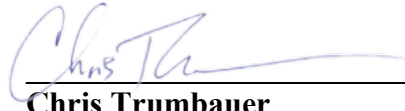
ACDS further estimates that for each new cottage home development of ten units, it would need to set up the approval process, prepare legal documents, and process the approvals for the buyers or renters of the units at an approximate cost of \$7,800. These costs do not include subsequent monitoring costs and overseeing transfers.

The costs to administer this program would therefore need to come from ACDS's existing appropriation, or from a future funding request.

Capital Budget: No effect.

Revenues: No effect.

Indirect and future fiscal effects: Ongoing administrative costs for the program would be included in future budget requests.



Chris Trumbauer
Budget Officer

11/21/2025

Date

Prepared by: Neil Bergsman, Budget Analyst

cc: Billie Penley, Controller