



CITY OF SAN DIEGO - 1222 FIRST AVE., M.S. 501, SAN DIEGO, CA 92101

PUBLIC NOTICE

Date: Aug. 16, 2022

Subject: Fee Changes Effective Sept. 13, 2022

Effective Sept. 13, 2022, all Development Services Department (DSD) user fees will increase by 4.99% from the prior fiscal year based on City Council-approved general and special salary increases for DSD employees and the rise of operational costs attributed to the growth of the consumer price index.

The increase will provide full-cost recoverability for all permitting services, help DSD meet established service levels, and ensure sufficient resources to continue improving the quality of the mandated regulatory review process.

The fee increase will apply to all new projects deemed complete on and after Sept. 13, 2022. DSD Information Bulletins containing the updated fee schedules will be [available and searchable online](#).

Make A Virtual Appointment!

DSD is offering new Project Setup and Permit Issuance [Virtual Appointments](#) for the following project types:

- ✓ Building Permits with Plans
- ✓ No-Plan Building Permits
- ✓ Demolition Permits
- ✓ Standalone Mechanical, Electrical, Plumbing (MEP) Permits with plans
- ✓ Sign Permits

This Virtual Appointment service helps to reduce incomplete customer applications and is among the latest enhancements to the City's permitting process to help reduce permitting processing times and provide enhanced service to customers. It is an integral part of #DigitalDSD, an initiative to modernize all DSD workplace systems and cost-effectively leverage technology to increase productivity and improve service delivery. Other #DigitalDSD services include all new permits being processed online, various other virtual services, the launch of an online portal to assist small businesses, and virtual inspections for construction projects.

What are the current processing times?

You can now check on [permit processing timelines](#) for intake and issuing a permit.

Email Updates

Visit sandiego.gov/dsd-email to get the latest news and updates straight from DSD.