FAQ - LIVING IN A METRO DISTRICT

SOUTHSHORE METRO DISTRICT

In response to the community member feedback, the Resident Board is issuing FAQs intended to provide insight on our community's Metro District.

LIVING IN A METRO DISTRICT, YOU ARE AMONG FRIENDS

Millions of Coloradans reside in over 2,300+ metro districts.

Metro district residents typically enjoy additional amenities. In return, residents pay higher property taxes and have a local governing board of directors.

THINGS TO KNOW ABOUT LIVING IN A METRO DISTRICT

Older neighborhoods developed parks and trails over time when cities and counties had the available funds. Metro districts front-load the financing of amenities and public improvements within the community.

Southshore's parks and open spaces, trees and landscaping, trails and bike paths, playgrounds, community centers and pools were primarily funded and constructed by our metro district.

State and local laws provide significant protections for existing homeowners, and mandate financial transparency and regular public disclosures.

LET'S TALK ABOUT YOUR METRO DISTRICT BOARD

Metro districts are a unit of government with oversight from a board of directors, similar to a city council.

Board responsibilities include managing district finances, overseeing construction, working with homebuilders, and coordinating with the city/county governments.

Residents have been on the Metro District's Board since 2016.

METRO DISTRICT FUNDED THROUGH PROPERTY TAX

The City of Aurora approved a service plan for our Metro District in order to pay for much of the public infrastructure and amenities in Southshore.

Cities and counties prefer metro district residents pay for their extra benefits using property taxes while non-metro district neighbors are not unduly burdened.

Southshore Metro District

RESIDENT DIRECTORS

Ryan Zent Kevin Stadler Jeff Bergeon Kevin Chan Colette Palmer

DISTRICT'S PRINCIPAL BUSINESS OFFICE

Cockrel Ela Glesne Greher & Ruhland 303.218.7200

DISTRICT WEBSITE

southshoremetro.org