



Local Government Act 2003

2003 CHAPTER 26

PART 4

BUSINESS IMPROVEMENT DISTRICTS

BID arrangements

41 Arrangements with respect to business improvement districts

- (1) A billing authority may in accordance with this Part make arrangements (“*BID arrangements*”) with respect to an area (a “*business improvement district*”) comprising all or part of the area of the authority.
- (2) The purpose of *BID arrangements* is to enable—
 - (a) the projects specified in the arrangements to be carried out for the benefit of the business improvement district or those who live, work or carry on any activity in the district, and
 - (b) those projects to be financed (in whole or in part) by a levy (“*BID levy*”) imposed on the non-domestic ratepayers, or a class of such ratepayers, in the district.

Modifications etc. (not altering text)

- C1** Pt. 4 applied (with modifications) (E.) (2.12.2014) by [The Business Improvement Districts \(Property Owners\) \(England\) Regulations 2014 \(S.I. 2014/3204\)](#), regs. 1(1), 18(5)(b), 19(3)(b), **Sch. 5 para. 1**

Commencement Information

- I1** S. 41 in force at 18.11.2003 for E. by [S.I. 2003/2938](#), **art. 3(a)** (with art. 8, Sch.)
- I2** S. 41 in force at 27.11.2003 for W. by [S.I. 2003/3034](#), **art. 2**, **Sch. 1 Pt. 1**

Changes to legislation:

There are outstanding changes not yet made by the legislation.gov.uk editorial team to Local Government Act 2003. Any changes that have already been made by the team appear in the content and are referenced with annotations.

[View outstanding changes](#)

Changes and effects yet to be applied to the whole Act associated Parts and Chapters:

- Act applied (with modifications) by [S.I. 2024/414 art. 5Sch. 1 para. 13](#)

Whole provisions yet to be inserted into this Act (including any effects on those provisions):

- s. 18(2A) inserted by [2007 c. 28 Sch. 14 para. 5\(2\)\(b\)](#)
- s. 24(1) s. 24 renumbered as s. 24(1) by [2007 c. 28 Sch. 14 para. 5\(3\)](#)
- s. 24(2) inserted by [2007 c. 28 Sch. 14 para. 5\(3\)](#)