

**BEFORE THE CITY COUNCIL FOR THE
CITY OF ADAIR VILLAGE, OREGON**

In the Matter of Updating)
And Adding Land Use)
Application Fees.)

RESOLUTION NO. 2015 -- #1

WHEREAS, the City Council has by resolution developed and established Land Use Application Fees; and

WHEREAS, these fees have not been evaluated or updated since September of 2002 and are less than necessary to cover average expenses associated with processing such applications; and

WHEREAS, the City Council has reviewed land use fees of jurisdictions in the region of the City of Adair Village and believes these fees to be representative of costs associated with processing land use applications; and

WHEREAS, the City Council has determined that an average fee or less of surrounding municipal fees is in keeping with the costs to the community for processing such applications for the benefit of the property owner; now therefore

IT IS HEREBY RESOLVED by the City Council of the City of Adair Village, that effective immediately Land Use Application Fees are established as follows:

SECTION 1. Fees. Application Fees shall be paid at the time of application as shown below:

Annexation	\$ 1000 plus \$25 per acre
Appeal to City Council	75% of original fee, not to exceed \$250
Appeal to Planning Commission	75% of original fee, not to exceed \$250
Conditional Use Permit	\$ 1,000
Partition	\$ 650
Planned Unit Development	\$1500 plus \$25 per lot
Property Line Adjustment (PLA)	\$ 600
Zero Lot Line PLA	\$250
Site Plan Review	\$ 300
Subdivision	\$1500 plus \$25 per lot
Text Amendments or Comprehensive Plan Amendments	\$1500

UGB Amendment	\$2500 plus \$50 per acre
Variance	\$500
Zone Change	\$1800

SECTION 2. Professional Services Fee: An additional charge for professional services in excess of the initial fee will be assessed when incurred by the City for project review or inspections. The City may require an estimated deposit to cover such charge, with any funds not expended returned to the applicant.

DATED: This 3rd day of February 2015.



Mayor



City Administrator