



TO: Elizabeth Pauli, City Manager
FROM: Katie Johnston, Budget Officer
Andrew Cherullo, Finance Director
COPY: Government Performance and Finance Committee
PRESENTER: Reid Bennion, Finance
SUBJECT: 2021-2022 General Government Fee Schedule Updates
DATE: November 3, 2020

PRESENTATION TYPE:

Request for Resolution

SUMMARY:

City Staff recommend adjustments to the City's General Government fee schedule. A resolution for these updates is scheduled for the council meeting of November 24th.

BACKGROUND:

The City Council last approved the fee schedule by Resolution No. 40166 on November 20th, 2018. Biennially, departments review the City's General Government Miscellaneous Fee Schedule for fees related to their services. City departments reviewed the fee schedule and are requesting fee updates, which include the elimination of fees for services not used, minor administrative changes to some current fees, updating fees to better reflect the cost of services, and moving fees in to the fee schedule from other places in the Municipal Code.

ISSUE:

Staff recommends modifying the City's fee schedule to remove outdated fees and adjust fees based on cost of service or administrative issues. Recommended adjustments can be identified in Exhibit "A."

ALTERNATIVES:

The City Council could decide not to adjust or modify the language and fees charged in the City's General Government Miscellaneous Fee Schedule. If the fee schedule changes are not approved, departments may face service level impacts, through increased demand for some services or inability to fully recognize costs.

FISCAL IMPACT:

This resolution will add a minimal amount to revenues and has no effect on expenditures. For detailed adjustments, please refer to Exhibit "A".

RECOMMENDATION:

Staff recommends that the City Council approve this resolution adjusting the City's General Government Miscellaneous Fee Schedule by removing fees for unused services, making minor administrative changes, and adjusting other fees based on increased costs for services.