

RESOLUTION NO. 982

A RESOLUTION ADOPTING A REVISED MISCELLANEOUS FEE SCHEDULE FOR BUILDING PERMITS IN THE CITY OF GEARHART

WHEREAS, The Gearhart City Council is authorized by the Gearhart Municipal Code to adopt certain fees; and

WHEREAS, The City has not adjusted fees within the building department in over thirteen years and rates do not currently align with the building fees of surrounding municipalities; and

WHEREAS, Per State regulations, an adjustment to Gearhart’s building fees is mandatory in order to comply with state building code, including the addition of required fees that are currently missing; and

WHEREAS, The City is implementing an online ePermitting process through the State, which will be mandatory – or a program equivalent to – within the next year; and

WHEREAS, The State’s ePermit program requires municipal building fees to accurately reflect required State fees; and

WHEREAS, The revised Building Fee Schedule of Miscellaneous Fees for Building Permits has been available for inspection by the public with the State Building Codes Division since February 2nd, 2023 with a scheduled effective date of March 20th, 2023; and

WHEREAS, The City Council desires to adopt a revised Building Fee Schedule for all permits reflecting periodic updates and State mandated fees.

NOW, THEREFORE, BE IT RESOLVED by the City Council of the City of Gearhart, a municipal corporation of the State of Oregon, the following:

The City of Gearhart repeals the building fee tables adopted under Resolution 897 and – per Chapter 150, Section 150.23, (2) of the City of Gearhart Code of Ordinances – replaces it by adopting the revised Building Fee Schedule of Miscellaneous Fees for Building Permits, as set forth in the attached Exhibit A. Changes are noted in the included comparison column.

Passed by the City Council of Gearhart this 1st day of March, 2023.

Yeas: 5

Nays: 0

Absent: 0

Abstain: 0

Approved and signed by the Mayor of Gearhart this 1st day of March, 2023.



Mayor Kerry Smith

ATTEST:



City Administrator, Chad Sweet