## **RESOLUTION NO. RES-25-1136**

## A RESOLUTION OF THE CITY COUNCIL FOR THE CITY OF LYNDEN, WASHINGTON ADOPTING THE 2026 UNIFIED FEE & RATE SCHEDULE

WHEREAS, the City Council of the City of Lynden has determined that it is in the best interests of the City to provide a single, efficient, and convenient listing of all fees for permits, licenses, services, applications and filing fees; and

WHEREAS, such a listing better facilitates the updating and uniform review of all such fees, and charges on a periodic basis; and

NOW THEREFORE, BE IT RESOLVED, the Lynden City Council authorizes the adoption of the updated Unified Fee & Rate Schedule for 2026:

Section A: After passage by the City Council and upon approval by the Mayor the Unified Fee & Rate Schedule be made accessible to the public.

Section B: BE IT FURTHER RESOLVED that any resolutions or parts of resolutions in conflict herewith are hereby repealed insofar as they conflict with the provisions of this resolution.

Section C: If any section, subsection, sentence, clause or phrase of this resolution is for any reason held to be invalid or unconstitutional, such decision shall not affect the validity of the remaining portions of this resolution. The Council hereby declares that it would have passed this code and each section, subsection, sentence, clause and phrase thereof, irrespective of the fact than any one or more sections, subsections, sentences, clauses or phrases has been declared invalid or unconstitutional, and if, for any reason, this resolution should be declared invalid or unconstitutional, then the original ordinance or ordinances shall be in full force and effect.

Section D: This resolution shall take effect and be in force on January 1, 2026 after its passage by the Council and after its approval by the Mayor.

PASSED BY THE CITY COUNCIL BY AN AFFIRMATIVE VOTE, IN FAVOR, AGAINST AND SIGNED BY THE MAYOR THIS DAY OF NOVEMBER 2025.	
	Scott Korthuis Mayor
ATTEST:	APPROVED AS TO FORM:
Pam Brown City Clerk	Robert Carmichael City Attorney