

Wylie City Council AGENDA REPORT

Department:

City Manager

Account Code:

Prepared By:

Brent Parker

Subject

Consider, and act upon, Ordinance No. 2021-09 of the City Council of the city of Wylie, Texas, amending Wylie's Code of Ordinances, Ordinance No. 2005-07, as amended, Appendix C (Wylie Comprehensive Fee Schedule), Section III (Construction Permits and Fees), Section IV (Engineering Fees), Section V (Impoundment, Boarding and Adoption Fees), Section VI (Planning and Zoning), Section VIII (Public Library), Section X (Water and Sewer Tap Fees); modifying the amount of certain fees and charges for City services and other items; providing a savings/repealing clause, severability clause, penalty clause and an effective date; and providing for the publication of the caption hereof.

Recommendation

A motion to approve Ordinance No. 2021-09 of the City Council of the city of Wylie, Texas, amending Wylie's Code of Ordinances, Ordinance No. 2005-07, as amended, Appendix C (Wylie Comprehensive Fee Schedule), Section III (Construction Permits and Fees), Section IV (Engineering Fees), Section V (Impoundment, Boarding and Adoption Fees), Section VI (Planning and Zoning), Section VIII (Public Library), Section X (Water and Sewer Tap Fees); modifying the amount of certain fees and charges for City services and other items; providing a savings/repealing clause, severability clause, penalty clause and an effective date; and providing for the publication of the caption hereof.

Discussion

The city of Wylie's Code of Ordinances establishes a fee schedule under Appendix C (Wylie Comprehensive Fee Schedule). The fee schedule is updated on a regular basis to maintain industry standards, cover rising costs, costs of projects, etc. The proposed update includes changes to the following sections: Section III (Construction Permits and Fees), Section IV Engineering Fees, Section V Impoundment, Boarding and Adoption Fees, Section VI Planning and Zoning, Section VIII Public Library, and Section X Water and Sewer Tap Fees.