

ORDINANCE NO. 1316

AN ORDINANCE amending the “Chadron Fee Ordinance” No. 1314 to include cremains burial setup, late fees for sewer delinquencies, touch read for new construction and commercial fire hydrant fees; to repeal all ordinances and parts of ordinances in conflict herewith; directing the publication of this Ordinance and prescribing the time when this Ordinance shall be in full force and effect.

BE IT ORDAINED BY THE MAYOR AND CITY COUNCIL OF THE CITY OF CHADRON, NEBRASKA

Section 1.

CEMETERY FEES

4. Cremains Burial Setup \$12.50 ~~250.00~~
Includes ~~tent, lowering device,~~ greens and chairs.

SEWER UTILITY FEES (State Statute requires these fees be set by Ordinance)

6. Late fee 5% applied to the bill on the 16th of the month

WATER UTILITY FEES

9. Touch read for new construction \$25.00
11. Commercial Fire Hydrant \$50.00 annually

Section 2. Fees not listed in the previous section are still valid and applicable as noted in their documents of origin.

Section 3. This ordinance does not prohibit the development and implementation of additional fees.

Section 4. For fees which are required to be adopted by State Statute, this ordinance serves as an affirmation and shall not override the governing statute.

Section 5. Any City official is hereby authorized and directed to refuse service to anyone who refuses to pay the fee established for that service.

Section 6. The City of Chadron shall have the right to charge, in addition to the above fees, any overtime costs incurred in connection with the service.

Section 7. This ordinance shall take effect October 1, 2008 and be in full force from and after its passage, approval and publication or posting as required by law.

Section 8. That any other ordinance or section passed and approved prior to the passage, approval, and publication or posting of this ordinance and in conflict with its provisions is hereby repealed.

Passed, approved and ordered published this _____ day of _____, 2008.

CITY OF CHADRON

Mayor

ATTEST:

City Clerk

(S E A L)