

SUBDIVISION REGULATION RESOLUTION OF FEES NO.

A RESOLUTION OF THE VILLAGE OF HADAR, PIERCE COUNTY, NEBRASKA, TO ESTABLISH FEES FOR SUBDIVISION REGULATIONS; TO PROVIDE AN EFFECTIVE DATE OF SAID RESOLUTION; AND REPEAL ALL RESOLUTIONS OR PARTS OF RESOLUTIONS IN CONFLICT THEREWITH.

BE IT RESOLVED, by the Chairperson and Board of Trustees of the Village of Hadar, Pierce County, Nebraska to establish fees for the Subdivision Regulations to read as follows:

Section 1.

SCHEDULE OF SUBDIVISION, ZONING AND BUILDING FEES.

(A) Fees to be paid to the Village Clerk by the Developer are as follows:

- (1) Planning Commission
 - (a) Conditional Use Permit..... \$100.00
 - (b) Rezoning 100.00
 - (c) Special Use Permit..... 100.00
 - (d) Waivers 50.00

- (2) Subdivision Platting
 - (a) Preliminary Plat (10 lots and under) \$ 50.00
 - (b) Preliminary Plat (11 lots and over) 100.00
 - (c) Final Plat (10 lots and under).....50.00
 - (d) Final Plat (11 lots and over).....100.00
 - (e) Lot Boundary Change35.00
 - (f) Lot Subdivision.....50.00

- (3) Board of Adjustment
 - (a) Variance Hearing Fee\$ 50.00

- (4) Building Permits
 - (a): \$ 0-5000.00, Fee \$25. \$ 5,001 – 50,000.00, Fee \$50.00. \$ 50,001.00 and up, Fee \$ 100

(B) Developer shall be responsible for paying all costs of publication of meeting notice(s) when required. Also developer is responsible for all costs to Village Of Hadar for any review of documents that pertain to a project that is reviewed by a third party.

This Resolution and Schedule of Fees shall be effective the ____ day of ,
2023.

Section 2. Any other Resolution or Section passed or approved prior to the passage and approval of this Resolution or in any conflict with this Resolution is hereby repealed.

Section 3. This Resolution shall take affect and be in full force and effect from and after its passage and posting as required by law.

Passed and approved this ____ day of _____ , 2023.

THE VILLAGE OF HADAR,
PIERCE COUNTY, NEBRASKA

By
Its Chairman, Board of Trustees

ATTEST:

Village Clerk

(seal)