#### **RESOLUTION NO. 2023-02**

# RESOLUTION ESTABLISHING THE RATES AND FEES FOR WATER AND SEWER SERVICES WITHIN WELLINGTON CITY

WHEREAS, Wellington City must increase its water/sewer rates and fees in order to continue to maintain and operate its sewer system;

**WHEREAS**, Utah Code Ann. Section 10-3-717 allow for the Wellington City Council to establish water and sewer rates by way of resolution;

**NOW, THEREFORE, BE IT RESOLVED** by the Wellington City Council of Wellington City, Utah, that the following rates and fees shall be adopted for the use of its sewer system.

Section 1. The sewer rates contained in Exhibit A shall be effective immediately upon adoption of this resolution.

Section 2. The policies and procedures for the operation of the City's water and sewer system previously established by way of Ordinance 2022-07 shall remain in effect. The only amendments shall be those contained herein.

<u>Section 3.</u> This resolution does not modify the secondary water service, or garbage fees previously established by the City.

SIGNED AND ADOPTED THIS

DAY OF

2023

**Brad Timothy** 

Wellington City Mayor

ATTEST:

Rebecca Evans

Wellington City Recorder

# EXHIBIT A

#### WELLINGTON CITY SUMMARY OF SEWER FEES

### Sewer Rates:

# Rates effective as of January 1, 2023:

Residential: \$61.50

Commercial:

Gallons	Rate
0-8,000	\$61.50
8,001-16,000	\$123.00
16,001-24,000	\$184.50
24,001-32,000	\$246.00
32,001-40,000	\$307.50
40,001-48,000	\$369.00
48,001-56,000	\$430.50
56,001-64,000	\$492.00
64,001-72,000	\$553.50
72,001-80,000	\$615.00

#### WELLINGTON CITY SUMMARY OF WATER FEES

### Water Rates:

### Rates effective as of January 1, 2023:

Residential Rate: \$65.00

Gallons	Rate
1-6,000 gal.	\$2.34
6,001-30,000 gal.	\$2.84
30,001-60,000 gal.	\$3.34
61,001-100,000 gal.	\$3.50
100,001 and above	\$4.00

(Per 1,000 gal.)

Commercial Rate: \$65.00

Gallons	Rate
1-6,000 gal.	\$2.34
6,001-30,000 gal.	\$2.84
30,001-60,000 gal.	\$3.34
61,001-100,000 gal.	\$3.50
100,001 and above	\$4.00

(Per 1,000 gal.)