

RESOLUTION 26- 01

A RESOLUTION AMENDING THE MASTER FEE SCHEDULE BY ADOPTING A CASH PAYMENT ROUNDING POLICY FOR NORTH LOGAN CITY

WHEREAS, North Logan City has established a master fee schedule to list and regulate the charges for various services within the city; and

WHEREAS, due to the discontinuation of the U.S. penny production and circulation, North Logan City will implement a new cash transactions policy to ensure accuracy and consistency when accepting payments at the City offices; and

WHEREAS, the City Council has determined there is a need to adopt a Cash Payment Rounding Policy.

NOW, THEREFORE, be it resolved by the City Council of North Logan, Utah, that the Master Fee Schedule shall be changed as follows (highlighted portion added).

Other Misc. Fees	
Cash Payment Rounding Policy	
Procedure for Cash Transactions - for customers with a North Logan City account.	
<ul style="list-style-type: none">This section applies solely to payments made in cash and does not affect payments made by check, credit card, debit card, or electronic transfer.When a payment is made in cash to the City and the transaction would otherwise require the making of change in one-cent increments, the City shall not provide such change. Any fractional excess amount shall be applied as a credit to the payer's account or obligation.	
Procedure for Cash Transactions - for customers without a North Logan account.	
<ol style="list-style-type: none">The final total will be rounded to the nearest five-cent increment the customer pays with cash.Rounding will be based on the last digit of the total prior to rounding, as follows:	
Rounding Rules	
\$0.01 or \$0.02 Round down to \$0.00	
\$0.03 or \$0.04 Round up to \$0.05	
\$0.06 or \$0.07 Round down to \$0.05	
\$0.08 or \$0.09 Round up to \$0.10	

This new policy shall be effective the 21st day of January, 2026

PASSED AND APPROVED by the City Council of North Logan, Utah, this
21st day of January, 2026.

North Logan City Corp.

ATTEST:

By: _____
Lyndsay Peterson, Mayor

Scott Bennett, City Recorder