

ORDINANCE 3459

AN ORDINANCE OF THE CITY OF KIRKLAND RELATING TO RECOVERY OF COSTS.

Be it ordained by the City Council of the City of Kirkland as follows:

Section 1. Chapter 5.74 of the Kirkland Municipal Code is hereby amended to read as follows:

5.74.050 Returned Check Fee.

Whenever a check presented to the City is returned for a reason such as insufficient funds, or an order for stop payment, the maker shall be charged a fee of ~~\$40~~ **\$15**. Any license or application paid for with such check is invalid, and any penalty paid for with such check is still outstanding. The ~~\$40~~ **\$15** fee and any costs in excess of ~~\$40~~ **\$15** actually incurred in collecting checks of this nature shall be added to the amount required to be paid. This provision is in addition to any remedy the City has against the maker of the check personally.

5.74.060 Recovery of Collection Costs.

Whenever this code or an ordinance or regulation of the City provides that a person is to pay a certain fee or charge, in the event of nonpayment for 30 days after the amount is due and owing, such person shall also pay the City's reasonable costs of collection and 10 percent per annum interest on the delinquent amount. The collection costs and interest will be added to the original amount due which will not be considered paid until the new total is paid in full.

Section 2. Severability. If any provision of this ordinance or its application to any person or circumstance is held invalid, the remainder of the ordinance or the application of the provision to other persons or circumstances is not affected.

Section 3. This Ordinance shall be in force and effect five days from and after its passage by the Kirkland City Council and publication as required by law.

Passed by majority vote of the Kirkland City Council in regular, open meeting this 7th day of March, 1995.


Signed in authentication thereof this 7th day of March, 1995.



Mayor

Attest:

DEPUTY



City Clerk

Approved as to Form:



City Attorney