



City of Palo Alto

City Council Staff Report

(ID # 6474)

Report Type: Consent Calendar

Meeting Date: 2/1/2016

Summary Title: Amend 2016 Adopted Municipal Fee Schedule

Title: Amend the Fiscal Year 2016 Adopted Municipal Fee Schedule to Add a Secondhand Dealer Licensing Fee

From: City Manager

Lead Department: Police

Recommendation

Staff recommends that the Council:

Amend the Fiscal Year 2016 Adopted Municipal Fee Schedule to add a Secondhand Dealer Licensing Fee for \$300 per license.

Background and Discussion

In July 2015 the California Department of Justice shifted oversight and fee collection related to pawn and secondhand dealer licensing to local law enforcement agencies. Local law enforcement agencies are required to review licensure applications, perform all renewal functions, and collect and forward applicable state fees to the California Department of Justice. The \$300 licensing fee was determined by the State of California. The license fee is the same for new and renewal applicants and licenses must be renewed every two years. This fee is not currently listed in the City's Municipal Fee Schedule; therefore, staff recommends an Amendment to the Municipal Fee Schedule (Attachment A) to reflect this additional fee.

Resource Impact

Staff does not anticipate revenue gains from this adjustment, because any revenue collected will be sent to the California Department of Justice. The Department will absorb any workload increases that result from the adoption of this new fee.

Policy Implications

This action is consistent with existing City policies.

Attachments:

- Attachment A - Revised Muni Fee Schedule (PDF)

Fee Title	Adopted FY 2016 Fee	Amended FY 2016 Fee
Secondhand Dealer	N/A	\$ 300

Fee Change Justification**Fee Type**

The California Department of Justice has discontinued accepting new Secondhand Dealer/Pawnbroker License applications and has shifted this responsibility entirely to local law enforcement agencies. The local agency is required to accept and remit the license payment to the state after it has processed the application.

New