

Baker County Planning Department Fees

Action	Cost	Notice		Note
		(pre)	(post)	
Address	\$ 100.00	N	N	
Appeal (PC and BOC)	\$ 450.00	Y	Y	
Building Permit (Zoning approval only)	\$ 25.00	N	N	
Conditional Use	\$ 250.00	Y	Y	
Copies	\$ 0.25	N	N	
Destination Resort/Major Development	\$ 3,000.00	Y	Y	Or negotiated rate
Development Permit (Flood hazard)	\$ 125.00	N	Y	
Driveway/Co. Road Access/TSP Compliance	\$ 100.00	N	N	Baker County Road Department
Exception (From resource zone boundary setback)	\$ 100.00	Y	Y	
Time Extension	\$ 50.00	N	N	
Forest Dwelling	\$ 250.00	N	Y	
Farm Dwelling	\$ 100.00	N	Y	
General Research	\$ 35.00 / hour			
Geologic Hazard Review	\$ 125.00	N	N	
Historic/Cultural/Resource Alteration	\$ 250.00	Y	Y	
Lot of Record Dwelling	\$ 100.00	Y	Y	
Lot of Record Dwelling (Planning Commission)	\$ 250.00	Y	Y	
Land Use Compatibility (No findings req)	\$ 35.00	N	N	
Land Use Compatibility (Findings req)	\$ 75.00	N	N	
Land Use Verification	\$ 250.00	X	X	Plus \$25.00 for each additional hour over 10
Major Partition (No existing access)	\$ 250.00	N/Y	Y/Y	
Minor Partition (Existing access)	\$ 250.00	N/Y	Y/Y	
Measure 56 Notice	Actual Cost	Y	Y	
Plan Amendment (Without a Goal exception)	\$ 1,250.00	Y	Y	
Plan Amendment (With a Goal exception)	\$ 2,000.00	Y	Y	Or negotiated rate
Planned Unit Development (PUD)	\$ 900.00	Y	Y	
Property Line Adjustment	\$ 150.00	N	N	
Replacement Dwelling (Farm)	\$ 75.00	Y	Y	
Replacement Dwelling (Forest)	\$ 125.00	Y	Y	
Site Plan Review	\$ 125.00	N	N	
Subdivision (into 3 or more lots)	\$ 1,200.00	Y	Y	
Text Amendment (Zoning Ord/TSP)	\$ 900.00	Y	Y	
Temporary Mobile Home (Hardship)	\$ 75.00	N	Y	
Road Naming	\$ 400.00	N	Y	
Variance	\$ 250.00	Y	Y	
Violation (After the fact)	Double all fees	N	N	

Copies of Plans (TSP, Zoning Ord, Comprehensive) Actual Cost of reproduction

Violations incur double all fees for permits required to remedy the violation

Measure 56 Notice costs include all labor, supplies, mailing, etc.

Notice requirements: notice to properties within 250' in non-resource zones; 750' in resource zones