



ORDINANCE NO. 22-703

AN ORDINANCE OF THE CITY OF WINSTON, OREGON, CITY COUNCIL, AMENDING TITLE III; CHAPTER 30; SECTION 30.10(C) (7) OF THE WINSTON MUNICIPAL CODE TO MODIFY LANGUAGE REGARDING COMPLIANCE WITH ORDINANCES; AND (9) OF THE SAME SECTION TO ALLOW THE BUDGET COMMITTEE TO BE EXEMPT FROM THE NINETY DAY WAITING PERIOD BEFORE FILLING A VACANCY ON ANOTHER BOARD, COMMISSION OR COMMITTEE, (BCC), AND DECLARE AN EMERGENCY.

WHEREAS the City of Winston supervises several Boards, Commissions, and Committees, (BCCs), currently recognized as recommending bodies to the Winston City Council; and, **WHEREAS** members of a (BCC), must be in compliance with all ordinances, local, state, and federal, and not only for those concerning the BCC which they sit on, and remain in compliance at all times; and,

WHEREAS most BCCs meet several times over the course of one year. Some will meet monthly, others quarterly or as necessitated; and,

WHEREAS the budget committee meets only 2-3 days during a 2-week timeframe out of each year; and,

WHEREAS it would be appropriate for the budget committee to be exempt from the 90-day waiting rule before filling a vacancy on another BCC.

NOW, THEREFORE, THE CITY OF WINSTON, OREGON, CITY COUNCIL, HEREBY ORDAINS AS FOLLOWS:

SECTION 1. Title III; Chapter 30; Section 30.10(C) (7) of the Winston Municipal Code is hereby amended as follows: *“Appointees must be, and remain, in compliance at all times with all ordinances, bylaws, Charter provisions, or state or federal laws; and”*

SECTION 2. Title III; Chapter 30; Section 30.10(C) (9) of the Winston Municipal Code is hereby amended to read as follows: *“No appointee shall be appointed a member on more than one Board, Commission or Committee at a time, with the exception of the Budget Committee.”*

SECTION 3. This Ordinance is effective on the 30th day following its adoption.

FIRST READING AND ADOPTION BY THE CITY OF WINSTON, OREGON, CITY COUNCIL, ON THIS 18TH DAY OF APRIL 2022.

David S. Rutter, Mayor

Attest:

Mark D. Bauer, City Manager/Recorder