

**CITY OF GUSTAVUS
ORDINANCE FY25-07**

**AN ORDINANCE FOR THE CITY OF GUSTAVUS PROVIDING FOR THE AMENDMENT OF
CITY ORDINANCE TITLE 1 GENERAL PROVISIONS, CHAPTER 1.03 RESOLUTIONS AND
TECHNICAL CODES, SECTION 1.03.020- PROCEDURES FOR RESOLUTION**

BE IT ENACTED BY THE GUSTAVUS CITY COUNCIL AS FOLLOWS:

- Section 1. Classification. This ordinance is of general and permanent nature and shall become a part of the City of Gustavus Municipal Code.
- Section 2. Severability. If any provisions of this ordinance or any application thereof to any person or circumstance is held invalid, the remainder of this ordinance and its application to other persons, or circumstances shall not be affected thereby.
- Section 3. Enactment. Now therefore, it is enacted by the Gustavus City Council that Title 1, chapter 1.03.020 be amended as follows:

Bold and Underlined items are additions. Strikeout items are deletions.

TITLE 1 – GENERAL PROVISIONS

Chapter 1.03 - RESOLUTIONS AND TECHNICAL CODES

Section .020 – Procedures for resolution

- (a) Every resolution shall be introduced in writing. ~~and shall be orally read before~~ **A Resolution that is provided to each member present and made available for public inspection prior to the city council meeting need not be read aloud prior to** any vote for passage is taken.
- (b) After adoption, every resolution shall be posted at the city office(s) or in other places as the city council may direct.
- (c) Every resolution shall become effective upon adoption unless a later date is specified in the resolution.
- (d) If state law requires a resolution to be submitted to city voters, then the resolution may be adopted after the results of the election are certified.

Section 4. Effective Date. This ordinance becomes effective upon its adoption by the Gustavus City Council.

Date Introduced: January 13th, 2025

Date of Public Hearing: February 10th, 2025

PASSED and **APPROVED** by the Gustavus City Council this XXth day of XXXX, 2025

Sally A McLaughlin, Mayor

Attest: Liesl M. Barker, City Clerk