

ORDINANCE 24-06

WHEREAS, on January 6, 1994, the Hyrum City Council passed and posted an ordinance adopting the "Hyrum City Municipal Code", a recodification of municipal ordinances encompassing the "Revised Ordinances of Hyrum City" and ordinances adopted through July 15, 1993; and

WHEREAS, Title 2 of the Hyrum City Municipal Code sets forth in chapter form certain regulations pertaining to administration and personnel, including the establishment of several departments within the city; and

WHEREAS, Utah State Code Section 103-3-917 states that the governing body of third class cities may establish the office of city engineer by ordinance and prescribe the duties of that office; and

WHEREAS, Title 2 of the Hyrum City Municipal Code does not establish nor define any other City position except for the City Engineer; and

WHEREAS, Hyrum City recently contracted with an outside source to conduct an extensive job description review for all positions; and

WHEREAS, each job description outlines the responsibilities and duties of a job role, and the skills, knowledge, and abilities needed to perform each job; and

WHEREAS, to be consistent with all other employment positions at Hyrum City, Mayor Miller is recommending repealing Chapter 2.14 that created the City Engineer position and to allow that position to be defined through a job description.

NOW, THEREFORE, the Hyrum City Council, hereby adopts, passes, and publishes the following:

AN ORDINANCE REPEALING CHAPTER 2.14 CITY ENGINEER OF TITLE 2 OF THE HYRUM CITY MUNICIPAL CODE.

BE IT ORDAINED by the City Council of Hyrum City, Cache County, State of Utah, to repeal Chapter 2.14 City Engineer of Title 2 of the Hyrum City Municipal Code.

SECTION 1. Chapter 2.14 of Title 2 of the Hyrum City Municipal Code is hereby repealed as follows:

~~Chapter 2.14~~

~~CITY ENGINEER~~

~~Sections:~~

- ~~— 2.14.010 Office created.~~
- ~~— 2.14.020 Duties and powers.~~
- ~~— 2.14.030 Reporting relationships.~~
- ~~— 2.14.040 Position purpose.~~
- ~~— 2.14.050 Responsibilities.~~

~~2.14.010 Office created.~~

~~— There is hereby created the office of city engineer.~~

~~2.14.020 Duties and powers.~~

~~— The city engineer shall perform such duties and have such responsibilities as are provided under the direction of the governing body which, from time to time, may by resolution or otherwise prescribe the powers and duties of the city engineer.~~

~~2.14.030 Reporting relationships.~~

~~— The city engineer works under the broad policy guidance and direction from the mayor and reports to the mayor.~~

~~2.14.040 Position purpose.~~

~~— The city engineer performs a variety of professional, administrative, and supervisory duties related to engineering, planning, organizing, development, and construction of city infrastructure.~~

~~2.14.050 Responsibilities.~~

~~— The city engineer has the responsibility and authority for city engineering and public works functions and will make recommendations for appointment and suspensions for all employees within these departments.~~

SECTION 2. DECLARATION OF SEVERABILITY. Should any provision, clause, or paragraph of this ordinance or the application thereof to any person or circumstance be declared by a court of competent jurisdiction to be invalid, in whole or in part, such invalidity shall not affect the other provisions or applications of this ordinance or the Hyrum City Municipal Code to which these amendments apply. The valid part of any provision,

clause, or paragraph of this ordinance shall be given independence from the invalid provisions or applications and to this end the parts, sections, and subsections of this ordinance, together with the regulations contained therein, are hereby declared to be severable.

SECTION 3. EFFECTIVE DATE. This ordinance shall become effective upon the posting of three (3) copies at three (3) public places within the corporate limits of Hyrum City.

PASSED and ADOPTED by the Hyrum City Council this 18th day of July, 2024.

HYRUM CITY

By: _____
Stephanie Miller
Mayor

ATTEST:

Stephanie Fricke
City Recorder