

RESOLUTION NO. 2026 - 10

A RESOLUTION OF THE CITY COMMISSION OF THE CITY OF LABELLE, FLORIDA, APPROVING AMENDING THE CITY OF LABELLE'S PUBLIC RECORDS REQUEST POLICY AS SET FORTH IN EXHIBIT "A" HERETO; PROVIDING AN EFFECTIVE DATE.

WHEREAS, transparency and accountability are fundamental principles of good governance; and

WHEREAS, the City of LaBelle recognizes the importance of public access to governmental records; and

WHEREAS, the establishment of a clear and consistent public records request policy is essential to facilitate access to public records while ensuring compliance with relevant laws and regulations; and

WHEREAS, amending the City of LaBelle's Public Records Request Policy is in the best interest of the City.

NOW THEREFORE, BE IT RESOLVED BY THE CITY COMMISSION OF THE CITY OF LABELLE, FLORIDA, AS FOLLOWS:

Section 1. Adoption of Representations. The foregoing "Whereas" clauses are hereby ratified and confirmed as being true, and the same are hereby made a specific part of this Resolution.

Section 2. Authorization and Approval. The City Commission of the City of LaBelle hereby adopts, authorizes and approves the amendment of the Public Records Request Policy, as set forth in Exhibit "A" hereto.

Section 3. Authority of the Mayor. The Mayor is hereby authorized to take all necessary and expedient action to effectuate the intent of this Resolution.

Section 4. Effective Date. This Resolution shall be effective immediately upon its passage and adoption.

PASSED and ADOPTED this 14th day of May, 2026.

(INTENTIONALLY LEFT BLANK)

Julie C. Wilkins, Mayor

ATTEST:

Tijauna Warner, MPA, MMC, Deputy City Clerk

**APPROVED AS TO FORM AND
LEGAL SUFFICIENCY:**

Derek Rooney, Esq.
City Attorney

Moved by: _____

Seconded by: _____

VOTE:

Commissioner Holland	_____ (Yes)	_____ (No)
Vice Mayor Ratica	_____ (Yes)	_____ (No)
Commissioner Spratt	_____ (Yes)	_____ (No)
Commissioner Vargas	_____ (Yes)	_____ (No)
Mayor Wilkins	_____ (Yes)	_____ (No)

Exhibit "A"

Public Records Request Policy

(ATTACHED)